## Yvonnel, Drow Assassin [WoBS 7] — Level 16 Elite Skirmisher

Medium fey humanoid — XP 2,800

**Initiative** +16 **Senses** Perception +15; darkvision
**HP** 300; **Bloodied** 150
**AC** 33; **Fortitude** 28; **Reflex** 31; **Will** 27
**Saving Throws** +2
**Speed** 6 , Fly 8 (good)
**Action Points** 1

**Longsword** (standard; at-will) • **Poison, Weapon**

+19 vs AC; 1d10 + 6 damage and the Assassin makes a secondary attack against the same target
+18 vs Fortitude; see drow poison for the effect

**Blade Mastery** (standard; at-will) • **Weapon**

The Assassin makes two longsword attacks

**Flashing Blades** (standard; at-will)

Requires longswords
+19 vs Reflex; 1d10 + 7 damage and the target is pushed 1 square. The Assassin can shift 1 square into the space vacated by the target.

**Excruciating Stab** (standard; recharge ⚁ ⚀) • **Weapon**

Requires longsword; +22 vs AC; 3d8 + 6 damage, and the target is stunned (save ends)

**Whirlwind Attack** (standard; recharge ⚁ ⚁ ⚀) • **Weapon**

Close burst 1; the Assassin makes a longsword attack against each adjacent enemy. He can make a secondary attack using her off-hand longsword against any enemy she hits.

**Whirling Riposte** (free, when the assassin's movement draws an opportunity attack; at-will) • **Weapon**

The Assassin makes a longsword attack against the triggering attacker.

**Cloud of Darkness** (minor; encounter)

Close burst 1, burst 2 when bloodied; this power creates a cloud of darkness that remains in place until the end of the Assassin's next turn. The cloud blocks line of sight for all creatures except the Assassin. Any creature entirely within the cloud (except the Assassin) is blinded until it exits.

**Drow Poison • Poison**

A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). First Failed Save: The target is also weakened (save ends). Second Failed Save: The target falls unconscious until the end of the encounter.

**Alignment** Evil — **Languages** Common, Elven
**Skills** Acrobatics +19, Dungeoneering +15, Intimidate +17, Stealth +21

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| **Str** 17 (+11) | **Dex** 23 (+14) | **Wis** 15 (+10) |
| **Con** 14 (+10) | **Int** 14 (+10) | **Cha** 14 (+10) |

**Equipment** Scale Armor, Longsword x2

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