## Quillathe, Assassin [WoBS 7] — Level 15 Elite Skirmisher

Medium fey humanoid — XP 2,400

**Initiative** +15 **Senses** Perception +11; low-light vision
**HP** 288; **Bloodied** 144
**AC** 29; **Fortitude** 28; **Reflex** 28; **Will** 26
**Saving Throws** +2
**Speed** 6 , Climb 4
**Action Points** 1

**Bladed Whip** (standard; at-will) • **Weapon**

Reach 2; +20 vs AC; 2d8 + 5 damage

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

+18 vs AC; 1d10 + 5 damage and the drow warrior makes a secondary attack against the same target

+17 vs Fortitude; -1 see drow poison for the effect

**Dual Threat** (standard; at-will)

-1 The Assassin makes two basic attacks

**Whip Yank** (standard; at-will) • **Weapon**

Requires bladed whip; reach 2; +17 vs Fortitude; 1d10 + 7 damage, and the target is slid 1 square

**Dance of Death** (standard; recharge ⚁ ⚀) • **Poison, Weapon**

The Assassin shifts 6 squares and makes 3 basic attacks at any points during her move. She can only attack a given enemy once, but she deals an extra 1d6 poison damage with each successful hit.; -1

**Shadow Feint** (minor; recharges after the assassin uses shadow jaunt)

+18 vs Will; -1 the Assassin gains combat advantage against the target

**Shadow Jaunt** (move; recharge ⚀) • **Teleportation**

The Assassin teleports 3 squares and becomes insubstantial until the start of her next turn.

**Combat Advantage**

The drow assassin deals 2d6 extra damage on melee and ranged attacks against any target it has combat advantage against.

**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.

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

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

**Alignment** Unaligned — **Languages** Common
**Skills** Acrobatics +20, Stealth +20

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| **Str** 21 (+12) | **Dex** 22 (+13) | **Wis** 18 (+11) |
| **Con** 16 (+10) | **Int** 14 (+9) | **Cha** 15 (+9) |

**Equipment** Braidmail Armor, Whip

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