The Quick Kill

DARK
EMERALD

by Todd Crapper

EMERALD PRESS

presents

THE Quick Kill

A SKILL CHALLENGE FOR COMBAT

Designed by Todd Crapper

For the 4th Edition of the Dungeons & Dragons roleplaying game by Wizards of the Coast.

All maps created using Dundjinni software
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DARK EMERALD

Due to some content, this product is recommended for mature roleplayers.

For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook, Monster Manual,* and *Dungeon Master's Guide* core rulebooks, available from Wizards of the Coast, Inc.

A good assassin keeps a flask of oil in his pocket for creaking hinges, avoids eating dinner before going on a job to keep his weight light on loose floorboards, and studies his opponent for days before going in for the kill. Rookies never prepare, they just call themselves stone-faced killers going after easy prey for quick cash but they never stand a chance against a real hero. To do the job right, you've got to do it perfect.

Silent Kill is the first release in the Dark Emerald line of 4th Edition products for the world's most popular roleplaying game, Dungeons & Dragons™. These pages contain an optional rule for killing opponents in their sleep and includes three encounters for use in any heroic- or paragon-level adventure as a bonus scene set within an existing adventure. Your players can practise that killing blow for themselves or avoid falling victim to it, all of which are provided here as examples for how this rule can work.

Known as the quick kill rule, it allows a stealthy character to sneak up on a sleeping or unsuspecting opponent and kill them instantly. Using their knowledge of humanoid (or even aberrant) anatomy, a well-trained killer can use this optional rule effectively to gain the upper hand in the adventure. Doing so requires skill, patience, and talent to pull off and has its own rewards, as well as its downfalls. While it is not designed to replace the coup de grace attack as written in the *Player's Handbook*, it provides a viable alternative.

Following this material, three appendices are provided with fully detailed encounters applying this optional rule with the PCs as the potential victims or the willing killer. These encounters can be inserted into any campaign and modified accordingly and are provided simply as examples for groups to try out and determine for themselves if this rule is a worthy addition to their table.

THE QUICK KILL

Higher level characters have a tough time using the coup de grace rule to kill an opponent in one shot. If anything, the higher your opponent's level is, the harder it is to reach his bloodied value in one damage roll and yet there are times when you need to take out your opponent quickly and easily without alerting others in the area. The quick kill rule expands on the use of the coup de grace and allows you to kill an opponent before it can raise a finger against you.

You must have combat advantage against your target, regardless of how comes to be. Your opponent may be asleep, restrained, or helpless, but you must have combat advantage over them. Secondly, your target must not be aware of your presence, so you must accomplish this feat through a skill challenge. This skill challenge places you in the right spot without alerting your target and grant you the opportunity to make that killing blow.

If your target has immunity or resistance to your attack, the quick kill will not work and the target will take damage as if you made a normal attack. The quick kill cannot be combined with any power and requires only a melee basic attack. (GMs may allow for a ranged basic attack based on the situation at hand.) See the *Quick Kill Skill Challenge* on the next page for details.

SKILL CHALLENGE: THE QUICK KILL

SETUP: The PC intents to kill an unsuspecting target quickly and easily without making any noise and alerting others in the area.

LEVEL: Equal to the level of the party/individual character.

COMPLEXITY: 2 (6 success before 3 failures)

PRIMARY SKILLS: Stealth, Insight, any Knowledge skill

Stealth (opposing Perception): The PC must first sneak up on the target and gain combat advantage on it. The PC may choose to forego the standard rule of suffering a -5 penalty to move more than 2 squares and restrict his movement to 2. For every additional round of this skill challenge, the PC must re-roll his Stealth skill. Stealth checks do not count towards the success of this skill challenge until the PC is within 5 squares of his target.

As soon as the PC fails one Stealth check, his target will notice him and the skill challenge will automatically fail.

Thievery (moderate DCs): If the PC must break into a room where his target is staying, these checks allow him to enter unannounced. One failure can result in the target detecting the PC's arrival, ending the skill challenge.

Insight (opposing passive Bluff): The PC must be assured his target is unaware to his presence – lunging at a waiting target only to be surprised by a blade in his own stomach leads to automatic failure. A successful check tells the PC his target is unaware and truly unsuspecting.

Sneaking up on a sleeping target still requires this check – the target may be faking just as much in this case as if he was standing with his back turned to the PC.

Perception (moderate DCs): Keeping watch for any witnesses, the PC must have a clear shot to take out his target without being seen. If there are witnesses, the PC may use a minor action every round to sustain his quick kill attempt until the witness(es) are out of range.

Any knowledge skill (various DCs): Using the appropriate knowledge skill, the PC must know enough about that creature's anatomy to know where to strike and inflict the most damage. Common creatures such as the assorted core races, goblins, and such require a DC 15 check; uncommon and rare creatures such as the beholder and yuan-ti require a DC 20 check; while unique and epic creatures like immortals (demons, devil, angels) require a DC 25 check.

If the PC fails this roll, he makes a standard melee basic attack against the target. All bonuses and benefits from combat advantage and other conditions remain.

SUCCESS: The target is unaware and in perfect position for the killing blow. The PC makes a melee basic attack against the target's AC and inflicts an amount of damage equal to the target's bloodied value. If the PC exceeds the target's AC by 10 or more, then the target dies at the end of the round. The target receives a -5 penalty to any opposed Strength check with the PC until he dies.

FAILURE: If the PC fails the Stealth checks, the target is alerted to his presence and reacts accordingly. Failing the Insight check denies the PC from killing the target and can only hope to cause damage equal to the target's bloodied value, regardless of his total attack roll. Failing the Perception check will only result in the PC being spotted if there is another witness in range.

ADAPTING THE SKILL CHALLENGE

Not every situation in which the PCs use the quick kill will be the same. Many PCs may have the climb up the side of a building or sneak across an underground hallway littered with stones, pebbles, or even broken glass and this provides you with plenty of room to adapt the skill challenge to suit your own needs.

For example, it is possible for a PC to use the quick kill on a target in broad daylight on a busy street, surrounded by dozens or hundreds of witnesses. Since a large crowd of people can cover a dagger from plain sight from the target's view, the PC can substitute his Stealth skill for a Thievery check to pass through the crowd with weapon in hand undetected. Failing this roll can result in someone in the crowd spotting the weapon in the PC's hand and screaming for authorities, guaranteeing the attention of the target.

AWARDING THE PC

The purpose of using a skill challenge to replace a long, drawn out battle between the PC and the target is to force the player to work for his XP. The PC still had to make numerous die rolls against various DCs (at least six) and inflict an amount of damage with a successful attack roll. In doing so, the PC receives full XP for killing the target.

Some campaigns may find this optional rule to be too powerful and easily abused, but may want to incorporate it from time to time. In this case, the GM is recommended to reduce the XP award to half for using this skill challenge. Any story awards or milestones granted as a result of killing a specific target should remain full unless there was a stipulation as to how the target was to be killed.

ENCOUNTER #1: WHEN YOU LEAST SUSPECT IT

ENCOUNTER LEVEL 10 (2500 XP)

This first encounter uses the quick kill skill challenge against the PCs. Some dark stalkers have been hired by a ruthless crime lord or a vengeful target of a previous exploit (or a current one) to kill them in their sleep.

SETUP

While the dark stalker has been ordered to send a message to all others who mess with his employer, he will also want to avoid getting caught – he will climb up the side of the inn the PCs are staying at and sneak in through the window.

As usual when the PCs sleep during the course of an adventure, make note of which characters will keep watch or any eladrins in the party (their trance will allow them to spot the dark stalker as soon as he arrives) and adjust the encounter accordingly. The text below assumes all characters are asleep with all windows and doors locked. It is also assumed all light sources are off or blown out.

This encounter uses the map provided and can take place in any inn the PCs may find themselves. GMs may also choose to relocate this encounter to suit their current adventure.

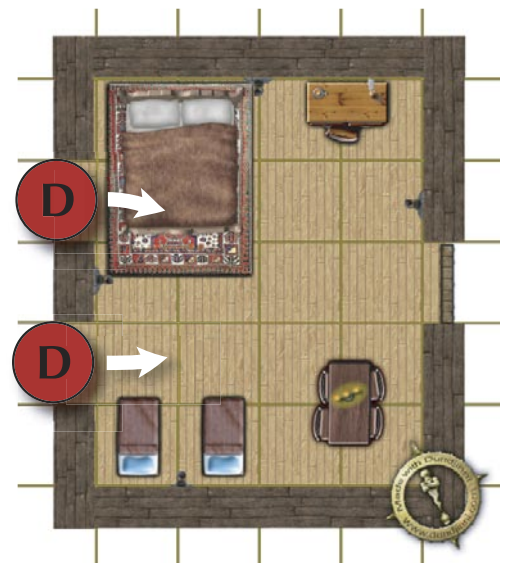This encounter includes the following creatures:
5 dark stalkers (D) (or one per PC)

Click on the map above and others in this book to download a full-scale player's copy of the map

INVOLVING SLEEPING CHARACTERS

If the PCs are asleep during this encounter, the players will still have plenty to do. Replace passive Perception checks with active ones and describe everything happening to the players as the dark stalkers creep into their room. So long as the players keep their actions limited to common sense and the GM's discretion, the players can involve themselves in a dramatic encounter where their characters never make a move.

TACTICS

Each dark stalker will use its dark fog to scale the walls of the inn without notice and climb up to the windows of the PCs' room. One dark stalker will use his Thievery skill to pick the lock on a window and gain entry to the room. If there is an eladrin or awake character in the room, the dark stalkers will move themselves into position around that target first.

The dark stalkers will strike as one and will not make their final attack at the end of the skill challenge until each of them has succeeded and is in position – it does not require any special action or skill check to maintain a hold on their attack roll at the end of the skill challenge.

If the PCs are alerted to their presence, they will quickly draw their scimitars and engage in no more than two rounds of combat before making a hasty retreat. For every PC they did kill or seriously injure with the skill challenge, they remain an extra round in combat.

NOTE: While the quick kill may become a useful tool for PCs, they may not be as successful for the dark stalkers. Increasing the number of dark stalkers decreases the chances of success as more and more dice rolls can result in more and more chances for a failed roll. Also, it only takes one PC to wake up and call out to his comrades for this encounter to break out into a simple melee.

If you are concerned about the PCs' chances for survival or if the dark stalkers have been making excellent rolls, adjust the environment and making attack rolls against the dark stalkers (+10 vs Reflex) to simulate an unexpected creaking floorboard to wake up the PCs.

Dark Stalker	Level 10 Lurker
Small shadow humanoid	**XP 500**

Past the hood is a grinning snarl and in its glove is a jagged dagger pointed straight at you...

Initiative +14   **Senses** Perception +7; darkvision
HP 78; **Bloodied** 39 (see also *killing dark*)
AC 24, **Fortitude** 21, **Reflex** 24, **Will** 23
Speed 6
⊕ **SCIMITAR** (standard; at-will) • **Weapon**
+15 vs AC; 1d8+5 (crit 1d8+13)
↗ **DAGGER** (standard; at-will) • **Weapon**
Range 5/10; +15 vs AC; 1d4+5 damage
↗ **DARK FOG** (standard, sustain minor; encounter)
• **ZONE**
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect)
COMBAT ADVANTAGE
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.
INVISIBILITY (minor; recharge 3,4,5,6) • **ILLUSION**
The dark stalker becomes invisible until the end of its next turn.
Unaligned   **Languages** Common
Skills Stealth +15, Thievery +15
Str 12 (+6)   **Dex** 21 (+10)   **Wis** 14 (+7)
Con 15 (+7)   **Int** 14 (+7)   **Cha** 19 (+9)
Equipment dark garments, scimitar, 4 daggers

FEATURES

Illumination: This encounter assumes the dark stalkers infiltrate the room at night with the majority, or all, of light sources extinguished. If the room is well-lit, the dark stalkers will abort as their dark fog power will be incredibly noticeable in such conditions.

Door: Locked. A dark stalker must make a DC 20 Thievery check to open it and a DC 17 Stealth check to open it without causing the hinges to creak.

Windows: Locked. A dark stalker must make a DC 18 Thievery check to unlock them as part of their skill challenge.

Wooden Floors: While nice and spacious, the floorboards are old and creak with any amount of weight put on them. Luckily, dark stalkers and light and nimble creatures so they only have their Stealth DCs increased by 2. Any medium or larger characters have their DCs increased by 5.

ENCOUNTER #2: MOVE IN FOR THE KILL

ENCOUNTER LEVEL 1 (500 XP)

Now the time has come for the PCs to try out this move themselves. This encounter provides three targets to take out one-by-one, carefully picking them off without alerting the others ahead.

Use this encounter to replace any cavern in your adventure, or use an existing dungeon with these creatures and skill challenge.

SETUP

The PCs need to get from one end of the cavern hallway to the other with three armed guards in the way. Pacing along their small corners of this winding tunnel, the PCs can use the quick kill skill challenge to eliminate each guard without alerting the others to a melee and possibly sounding an alarm.

This encounter uses the map provided or can be substituted with any encounter map that suits your current adventure.

This encounter includes the following creatures:
1 hobgoblin soldier (H)
1 hobgoblin archer (A)
1 bugbear warrior (B)

TACTICS

While light is limited in this cavern, sound is not. All it takes is for one noise to set the other guards off and this encounter will quickly turn into a full-out melee. Each guard is bored with each other and does not talk much. They walk the same path all day (provided in red arrows on the map) and will only properly respond if a PC's Stealth check fails by two or more. For example, if a PC has to make a DC 17 Stealth check and rolls 14 (three less than the DC), the bugbear warrior nearby will come and check out the noise. If the PC rolled 16, however, it is only one below the DC and the bugbear will hear the sound, but not bother to investigate.

When the time comes to fight and their lives hang on the line, they are alert and thorough in dealing with intruders. No mercy and no questions later.
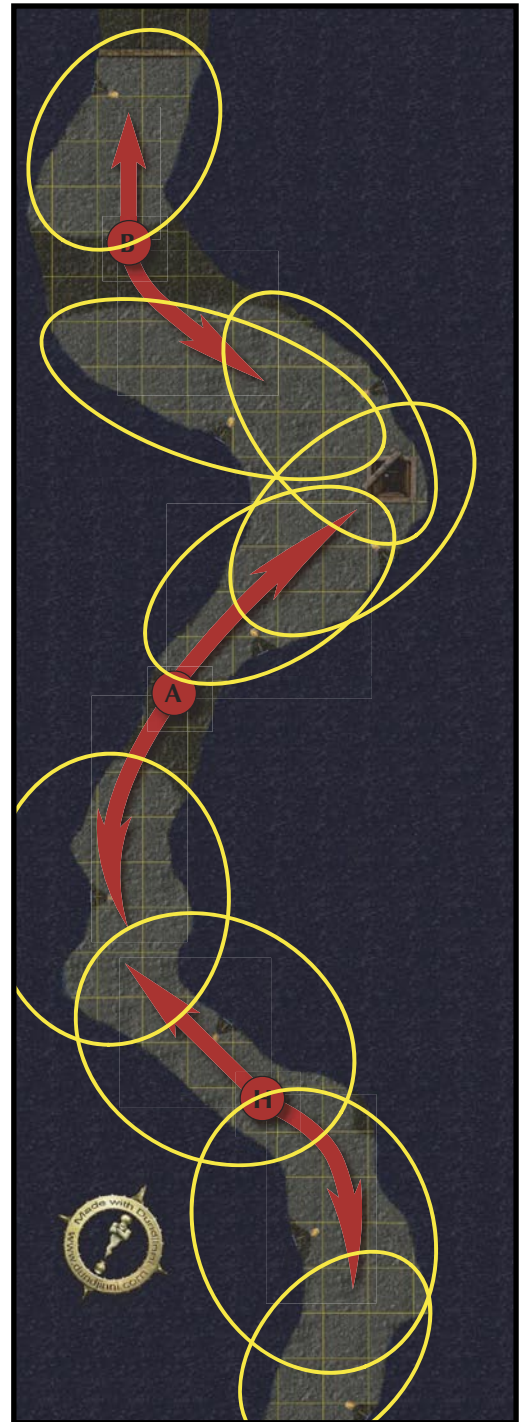
FEATURES

Illumination: Darkness except within range of the torches (low light, grants concealment), which is marked in the yellow circles on the map (see Torches).

Cave Floor: This floor is rough, but it has no effect on the PCs' speed and does not count as difficult terrain.

Doors: Either end of the cavern is a large wooden wall (5 feet thick) with a small door at its center. The doors are locked (DC 20 Thievery check to open) and have creaking hinges (DC 18 Stealth check to avoid).

Torches: These are simple torches lit with oil and rags. Every one-and-a-half hours, the guards replace them, making this the only time the guards will deviate from their provided path. They can be blown out with a free action.

Each torch is provided with a yellow circle designating the range of its light source in the sconce. Each time the PCs extinguish a torch, that circle is now consumed in darkness and grants total concealment. Anywhere within another torch circle remains low light.

Hobgoblin Archer   **Level 3 Artillery**
Medium natural humanoid   **XP 150**
Feathered arrows sit in his quiver and a pair of fingers locked in his quiver, this hobgoblin yawns and tries to stay awake.

Initiative +7   **Senses** Perception +8; low-light vision
HP 39; **Bloodied** 19
AC 17, **Fortitude** 13, **Reflex** 15, **Will** 13
Speed 6

⊕ **Longsword** (standard; at-will) • **Weapon**
+6 vs AC; 1d8+2 damage

⊗ **Shortbow** (standard; at-will) • **Weapon**
Ranged 15/30; +9 vs AC; 1d10+4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target

HOBGOBLIN RESILIENCE (immediate reaction, when a hobgoblin soldier suffers an effect that a save can end; encounter)
The hobgoblin archer rolls a saving throw against the effect immediately.

Evil   **Languages** Common, Goblin
Skills Athletics +5, History +6
Str 12 (+2)   **Dex** 18 (+5)   **Wis** 14 (+3)
Con 14 (+3)   **Int** 10 (+1)   **Cha** 10 (+1)
Equipment leather armour, longsword, shortbow, quiver of 20 arrows

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Bugbear Warrior   **Level 5 Brute**
Medium natural humanoid   **XP 200**
Massive muscles under mottled fur, this battle-ready beast holds a longspear at his side.

Initiative +5   **Senses** Perception +4; low-light vision
HP 76; **Bloodied** 38
AC 18, **Fortitude** 17, **Reflex** 15, **Will** 14
Speed 6

⊕ **Longspear** (standard; at-will) • **Weapon**
+7 vs AC; 1d6+10 damage

⫫ **Lungpiercer** (standard; encounter) • **Weapon**
Requires longspear and combat advantage; +5 vs Fortitude; 1d10+6 damage plus 1 ongoing damage (save ends)

PREDATORY EYE (minor; encounter)
The bugbear warrior deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.

Evil   **Languages** Common, Goblin
Skills Intimidate +9, Stealth +11
Str 18 (+6)   **Dex** 16 (+5)   **Wis** 16 (+5)
Con 16 (+5)   **Int** 10 (+2)   **Cha** 10 (+2)
Equipment hide armour, longspear

Hobgoblin Soldier   **Level 3 Soldier**
Medium natural humanoid   **XP 150**
Grim and well-armed, this hobgoblin is alert and ready for anything you have to offer.

Initiative +7   **Senses** Perception +3; low-light vision
HP 47; **Bloodied** 23
AC 20 (22 with *phalanx soldier*), **Fortitude** 18, **Reflex** 16, **Will** 16
Speed 5

⊕ **Flail** (standard; at-will) • **Weapon**
+7 vs AC; 1d10+4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.

⫫ **Formation Strike** (standard; at-will) • **Weapon**
Requires flail; +7 vs AC; 1d10+4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

HOBGOBLIN RESILIENCE (immediate reaction, when a hobgoblin soldier suffers an effect that a save can end; encounter)
The hobgoblin soldier rolls a saving throw against the effect immediately.

Phalanx Soldier
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Evil   **Languages** Common, Goblin
Skills Athletics +10, History +8
Str 18 (+5)   **Dex** 15 (+3)   **Wis** 15 (+3)
Con 14 (+3)   **Int** 10 (+1)   **Cha** 10 (+1)
Equipment scale armour, heavy shield, flail

ENCOUNTER #3: BACKSTAB LANE

ENCOUNTER LEVEL 15 (6000 XP)

The PCs are not your pleasant run-of-the-mill heroes. They're mercs and they've got a job to do. Someone's hired them to kill a guy, but he's well protected with lots of influence in the city, so there's no point in getting caught. You need to get in there, strike quick, and get out.

PLAYING MERCENARIES

This particular encounter is designed to be compatible with the upcoming adventure from Emerald Press PDF Publishing, *The Key of the Fey*. Designed for non-good characters, the PCs are mercenaries (AKA mercs) hired to do a dirty job. While it is possible for good heroes to mercilessly kill a man in the middle of the street, the odds are slim and this encounter is designed for mercs instead.

For details on playing mercenaries, keep an eye out for *The Key of the Fey*.

SETUP

Phantos Tallburton is a wanted man. Wanted dead. What he did, who he pissed off, none of that matters. You've been paid to kill him.

But Phantos knows he's got a price on his head, so he's hired a trio of high-priced bodyguards to protect him. On this particular day, he's out shopping in the local market and your orders are to kill him there without getting caught. With his bodyguards, you'll need a distraction and a good thrust to finish him off. Hidden on the rooftops is a back-up plan: a sharp-eyed elven archer. You'll need to look out for him too.

This encounter occurs on a city street anywhere within your campaign using the battlemap provided, but any location will suffice.

The following creatures are involved in this encounter:

Phantos Tallburton (X)
1 dragonborn guardian (D)
2 human bodyguards (H)
1 elven sniper (E)
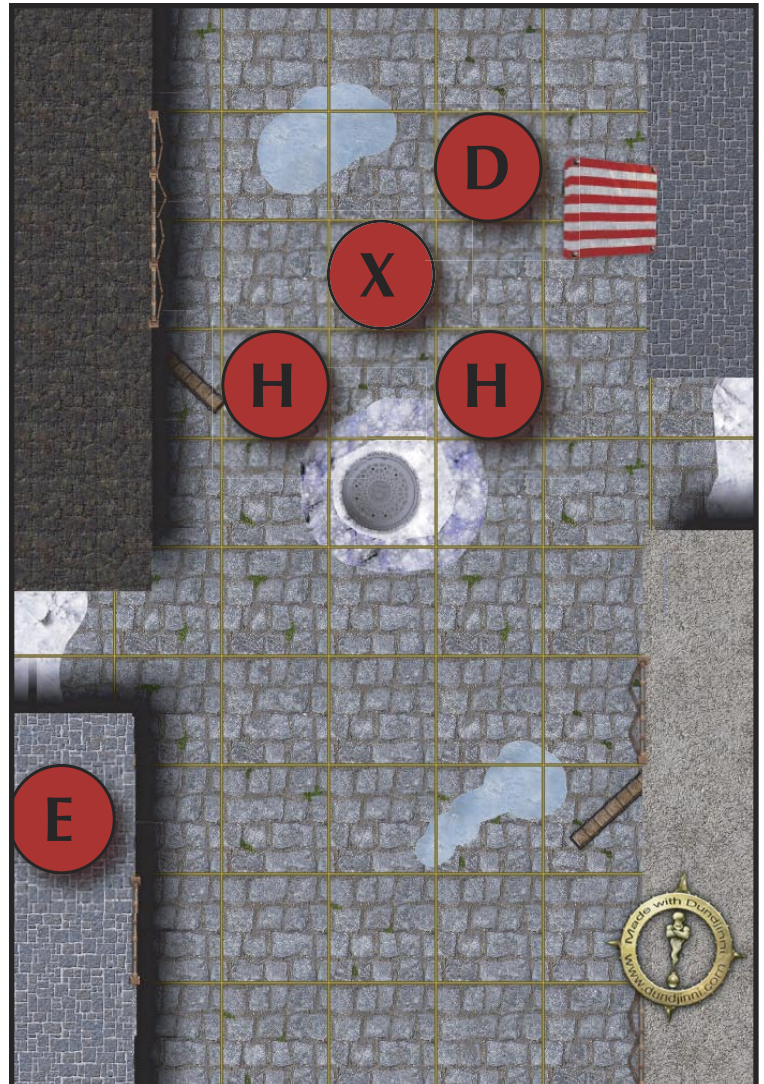
TACTICS

While surrounded by his protectors, Phantos is calm and relaxed, particularly out in the open on a busy market street. The dragonborn guardian stands no more than 1 square away from Phantos at all times unless something catches his attention (so long as it has to do with protecting his ward). The human bodyguards will stay within 3 squares of Phantos, blending into the background and acting as ordinary citizens out shopping.

The elven sniper keeps an eye from overhead, longbow cocked and ready. He has orders to shoot and kill anyone wielding a weapon other than Phantos, the dragonborn guardian, or the human bodyguards. When Phantos tries to escape, the elven sniper will use *block the path* and *cut them off* to clear his way.

When Phantos is attacked, the dragonborn guardian and the human bodyguards immediately race to his side and surround him, providing superior cover to Phantos against any targets. They will attack quickly with covering fire from the elven sniper and make a quick retreat north as soon as possible. Either of them will use their powers to push any attackers back.If they come under fire from the PCs, they will retreat inside a shop, bolt the door, and bunker down until a city patrol arrives.

ONE BLOW, MANY DECOYS

While only one PC may be going in to make the quick kill, he or she will need the help of the others to keep the various guards' attention elsewhere. The PCs may devise a plan to create a diversion in the form of a street fight, bumping into the dragonborn to keep his eyes away from Phantos, or simply charge at them all from the front while a long assassin creeps from the back and kill Phantos.

Phantos Tallburton   **Level 14 Controller**
Medium natural humanoid (human)   **XP 1000**
Exquisitely dressed, your target wears a dark brown robe to cover his garrish clothes from the other shoppers.

Initiative +7   **Senses** Perception +10
HP 139; **Bloodied** 69
AC 26, **Fortitude** 24, **Reflex** 25, **Will** 26
Saving Throws +1
Speed 6
Action Points 1

⊛ **Magic Missile** (standard; at-will) • **Arcane, Force, Implement**
+18 vs Reflex; 2d4+13 force damage

⊕ **Short Sword** (standard; at-will) • **Weapon**
+19 vs AC; 2d6+8 damage

↤ **Shout** (standard; encounter) • **Arcane, Thunder**
Close burst 5; +15 vs Fortitude; 3d8+12 thunder damage and target is deafened (save ends)

Dimension Door (standard; encounter) • **Arcane, Teleportation**
Phantos can teleport up to 10 squares.

Unaligned   **Languages** Common, Draconic
Skills Arcana +12, History +12, Streetwise +9
Str 12 (+8)   **Dex** 15 (+9)   **Wis** 16 (+10)
Con 13 (+8)   **Int** 16 (+10)   **Cha** 16 (+10)
Equipment short sword, magic wand +3, dark cloak, 502 gold

Dragonborn Guardian   **Level 18 Soldier**
Medium natural humanoid   **XP 2000**
The head of a powerful dragon rests atop glimmering chain mail and two sword handles jut out from under his cloak.

Initiative +14   **Senses** Perception +15
HP 173; **Bloodied** 86
AC 31, **Fortitude** 27, **Reflex** 26, **Will** 27
Saving Throws +1
Speed 5
Action Points 1

⊕ **Twin Scimitars** (standard; at-will) • **Weapon**
+25 vs AC; 2d8+14 damage
Secondary Attack: +20 vs AC; 1d8+7 damage

⨥ **Kneecap Blow** (minor; at-will) • **Weapon**
+20 vs Fortitude; 2d4+14 damage and target is slowed

↤ **Dragon Breath** (minor; encounter) • **Lightning**
Close blast 3; +19 vs Reflex; 1d6+11 lightning damage

⨥ **Toss Down** (standard; encounter) • **Weapon**
+20 vs Reflex; 3d8+12 damage and target is prone
Secondary Effect: +17 vs Fortitude; target is slowed (save ends)

↤ **Swirling Vortex** (standard; encounter) • **Weapon**
Close blast 1; +19 vs AC; 2d8+10 damage and target is pushed 2 squares

Dragonborn Fury (only while bloodied)
A dragonborn gains a +1 racial bonus to attack rolls.

Unaligned   **Languages** Common, Draconic
Skills Athletics +15, Endurance +14
Str 20 (+14)   **Dex** 14 (+11)   **Wis** 16 (+12)
Con 17 (+12)   **Int** 13 (+10)   **Cha** 13 (+10)
Equipment chain mail, 2 scimitars, dark brown cloak, 52 gold

Human Bodyguard — Level 14 Brute
Medium natural humanoid — XP 1000

Strong muscles and a good sword arm makes these two more than qualified...

Initiative +7   **Senses** Perception +12
HP 169; **Bloodied** 84
AC 24, **Fortitude** 25, **Reflex** 22, **Will** 24
Saving Throws +1
Speed 5
Action Points 1

⊕ **Longsword** (standard; at-will) • **Weapon**
+17 vs AC; 2d8+10 damage

⤳ **Curved Dagger** (standard; at-will) • **Weapon**
Range 5/10; +15 vs AC; 2d4+10 damage

⤦ **Sweep** (standard; encounter) • **Weapon**
Close burst 1; +13 vs Fortitude; 2d8+12 damage and target is prone

⚔ **Hit the Nerve** (standard; encounter) • **Weapon**
+13 vs Reflex; 3d8+10 damage and target is disarmed

Rapid Response (immediate reaction, when Phantos is bloodied; encounter)
The human bodyguard gains a +2 power bonus to attacks and increases his critical range by one.

Unaligned   **Languages** Common
Skills Athletics +12, History +10
Str 17 (+10)   **Dex** 15 (+9)   **Wis** 15 (+9)
Con 18 (+11)   **Int** 13 (+8)   **Cha** 12 (+8)
Equipment chain mail, longsword, 4 daggers, 14 gold

Elven Sniper — Level 14 Artillery
Medium fey humanoid — XP 1000

A well positioned and sharp eyed archer makes the difference.

Initiative +8   **Senses** Perception +14; low-light vision
HP 109; **Bloodied** 54
AC 24, **Fortitude** 24, **Reflex** 25, **Will** 23
Saving Throws +1
Speed 6
Action Points 1

⊛ **Longbow Fury** (standard; at-will) • **Weapon**
Range 20/40; +21 vs AC; 2d10 damage (see frenzied fire)

⤳ **Block the Path** (standard; at-will) • **Weapon**
Range 20/40; +17 vs Reflex; target is immobilized until the end of the round

⤳ **Cut Them Off** (standard; encounter) • **Weapon**
Range 10; +17 vs Fortitude; 3d8+11 damage and target's speed is reduced by 2 (save ends)

Elven Accuracy (standard; at-will) • **Weapon**
The elven sniper can re-roll an attack roll.

Frenzied Fire (immediate reaction, when a 10 is rolled on a damage die; encounter) • **Weapon**
The elven sniper can use longbow fury on an adjacent target.

Unaligned   **Languages** Common, Elven
Skills Athletics +10, Nature +10
Str 15 (+9)   **Dex** 20 (+12)   **Wis** 16 (+10)
Con 14 (+9)   **Int** 15 (+9)   **Cha** 15 (+9)
Equipment leather armour, longbow, 40 arrows

FEATURES

Illumination: Daylight.

Ice Patches: Winter's frost has left its mark; three large ice patches can be found on the street. Any character stepping on a square with an ice patch on it must make a DC 19 Athletics check or fall prone. Anyone sliding along an ice puddle gains an additional square to their speed.

Alleyways: Snow has built up in the alleys, making them difficult terrain. If Phantos and his troupe cannot escape down the street, they will use an alley instead. The alley on the right side of the map ends at a brick wall in 4 squares; the alley on the left side of the map leads to an adjoining street.

Sewer Grate: Can be removed with a DC 22 Strength check. There is a 20' drop to the sewers below or anyone can make a DC 14 Athletics check to quickly climb down the ladder in two rounds.

TREASURE

Aside from the equipment and gold each opponent is carrying, there is the XP reward as well. If the PCs are able to pull off the quick kill, they will receive a 25% bonus to theXP award for this encounter. If not, they receive the XP for any target they do kill or dispatch.

USING THE QUICK KILL IN YOUR CAMPAIGN

While incredibly useful for some campaigns and a mere gimic for others, the quick kill can have a lasting impression of the game and can easily be overused. Any GM may choose to ignore or limit its use in their campaign, but there are more subtle ways of dealing with this potentially overused skill challenge.

First off, limit the amount of XP earned for killing a target using the quick kill. Players who only receive half of the XP total will eventually choose whether or not there is anything to gain from using the quick kill over good old fashioned hand-to-hand combat.

Increasing the difficulty for pulling off a quick kill is another method: solo and elite opponents have much higher defences than most monsters facing the party on a regular basis and it should be very tricky for a single PC to roll at least ten higher than an elite creature already four levels higher than himself. For this, making a full-out assault would work best.

Finally, disuading the party by limiting their chances through the environment, additional targets, or even removing the anatomical possibility of a quick kill (GMs can easily theorize that a golem cannot be stabbed in the back and die with one blow) will reduce the number of times the party will attempt a quick kill.

With all of this in mind, be sure to bear that there is always a place for the quick kill and good, responsible players will always use such material responsibily and with good story in mind. There is no better discretion than self discretion and limiting the number of times you allow the quick kill in your campaign can send the wrong message to your players. As with everything in roleplaying, use the rules wisely.