

POINTS OF CONFLICT

ENCOUNTER 1 THE GHARNEL PIT

THE GHARNEL PIT TACTICS

Encounter Level 1 (500 XP)

SETUP

This underground chamber has been used to dispose of massacred elves. Some of the bodies have become skeletal undead. Other corpses provide a feast to carrion beetles. A deep trench contains the beetles and separates the PCs from the undead.

This encounter includes the following creatures:

- 8 elven skeletons (S)
- 12 carrion beetles (B)

When the adventurers enter this room, read:

As you descend the stairs, you are assaulted by the stench of rotting flesh. A trench divides the platform on which you stand from a raised section of the room. From the depths of the trench you hear the loud buzzing of flies.

The skeletons make ranged attacks against the PCs whenever possible. If an isolated character manages to enter close combat with them (by jumping the trench, for example,) the skeletons will form a mob around that character and attack.

The beetles use their climb speed to move out of the trench and attack the PCs indiscriminately. They also attack any character who falls into the trench.

ALTERNATE MONSTERS

This encounter can be modified to use only monsters from the D&D 4E MONSTER MANUAL by making the following substitutions:

- Replace the elven skeletons with decrepit skeletons.
- Replace the carrion beetles with giant rats.

Elven Skeleton Level 1 Minion XP 25

Medium fey animate (undead)

Initiative +3 **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.
AC 16; **Fortitude** 12, **Reflex** 14, **Will** 13
Immune disease, poison
Speed 6

⊕ **Rusty Sword** (standard; at-will) ♦ **Weapon**
+6 vs. AC; 3 damage.

⊗ **Decrepit Bow** (standard; at-will) ♦ **Weapon**
Ranged 20/40; +6 vs. AC; 4 damage.

Alignment Unaligned **Languages** —
Str 13 (+1) **Dex** 19 (+4) **Wis** 14 (+2)
Con 11 (+0) **Int** 3 (−4) **Cha** 3 (−4)
Equipment short sword, longbow, quiver of 20 arrows

Carrion Beetle Level 1 Minion XP 25

Small natural beast

Initiative +1 **Senses** Perception +2; low-light vision
HP 1; a missed attack never damages a minion.
AC 14; **Fortitude** 14, **Reflex** 13, **Will** 12
Speed 6, climb 3

⊕ **Mandible Bite** (standard; at-will)
+6 vs. AC; 4 damage.

Alignment Unaligned **Languages** —
Str 15 (+2) **Dex** 12 (+1) **Wis** 10 (+0)
Con 14 (+2) **Int** 2 (−4) **Cha** 6 (−2)

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AREA FEATURES

Illumination: This area is dark.

Trench: A deep trench is cut into the floor of this room.

Falling from the +10 area (including the lower half of the ramp) causes 1d10 points of damage; falling from the +15 area (including the upper half of the ramp) causes 2d8 points of damage.

The sides of the trench are DC 15 for climbing purposes.

Jumping across the trench from the +10 area to the +15 area is a DC 20 Athletics check for a running jump or a DC 40 Athletics check for a standing jump. Jumping across in the other direction requires only DC 15 or DC 30 checks respectively.

A character in the trench may have cover from attackers who are not in the trench; use the Side View of Trench diagram to check for line of sight and line of effect.

Steep Stairs: The stairs out of the trench are very steep and are considered difficult terrain.

Secret Door: A secret door can be found at the far end of the trench. Finding the door is a DC 15 Perception check for characters in the trench, and DC 20 for characters outside the trench.

Treasure: Under one of the bodies in the trench is a wolfskin quiver, worth 13 gp, which contains 10 silvered arrows, worth 167 gp.

SCALING THE ADVENTURE

To scale this adventure to different XP totals, make the following changes:

300 XP: Use 4 elven skeletons, 8 carrion beetles.

400 XP: Use 6 elven skeletons, 10 carrion beetles.

500 XP: Use encounter as written.

600 XP: Replace 4 carrion beetles with 2 fire beetles, or replace 3 elven skeletons with 1 corruption corpse (zombie).

700 XP: Use both replacements for 600 XP.

DM TIPS

This encounter can be added to any adventure by placing a trapdoor in an existing room, which leads to the stairs of this chamber.

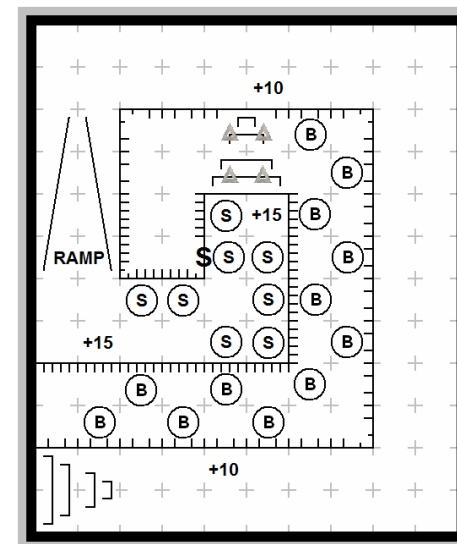
Rather than rolling initiative 20 times, you can use the included Initiative Chart, which divides the monsters into five groups of 4 and assigns them initiative scores.

You are free to place whatever you like behind the secret door. It might contain the encounter treasure (or *more* treasure), a passage into another part of the dungeon, or simply a safe haven for the characters to rest.

The treasure counts as treasure parcel #6 for a level 1 party (180 gp.)

The encounter may be reused by having the party arrive at the encounter area by entering through the secret door.

The player map is useable as a battlemat if printed on standard letter-sized paper.



ABOUT THIS PRODUCT

Points of Conflict is a series of complete, self-contained, ready-to-run encounters that a DM can drop into any adventure. They are designed to be easy to use as improvisational aids and random encounters. New encounters in the series will be released at random intervals.



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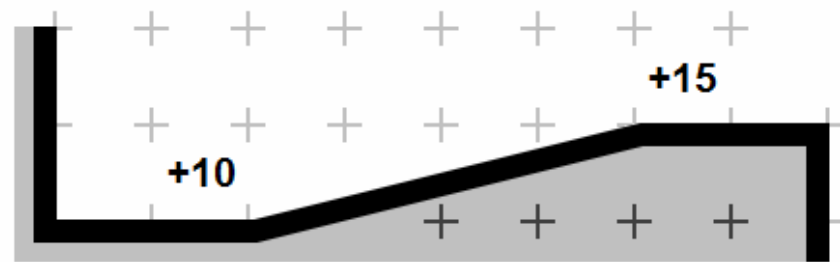
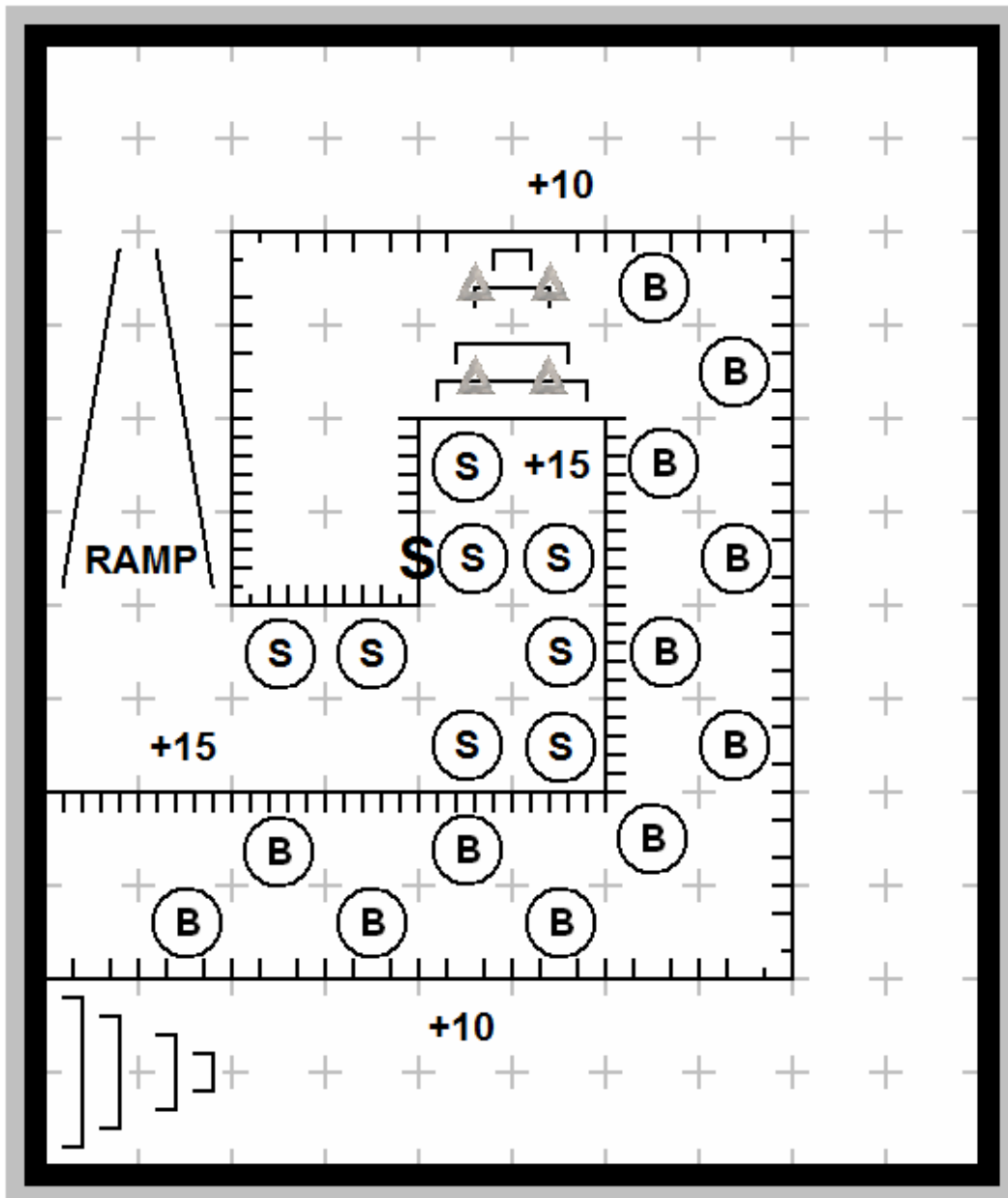
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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

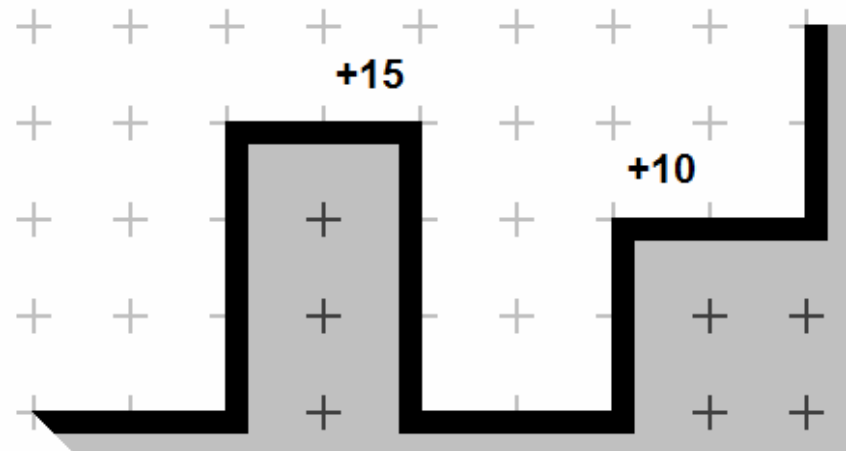
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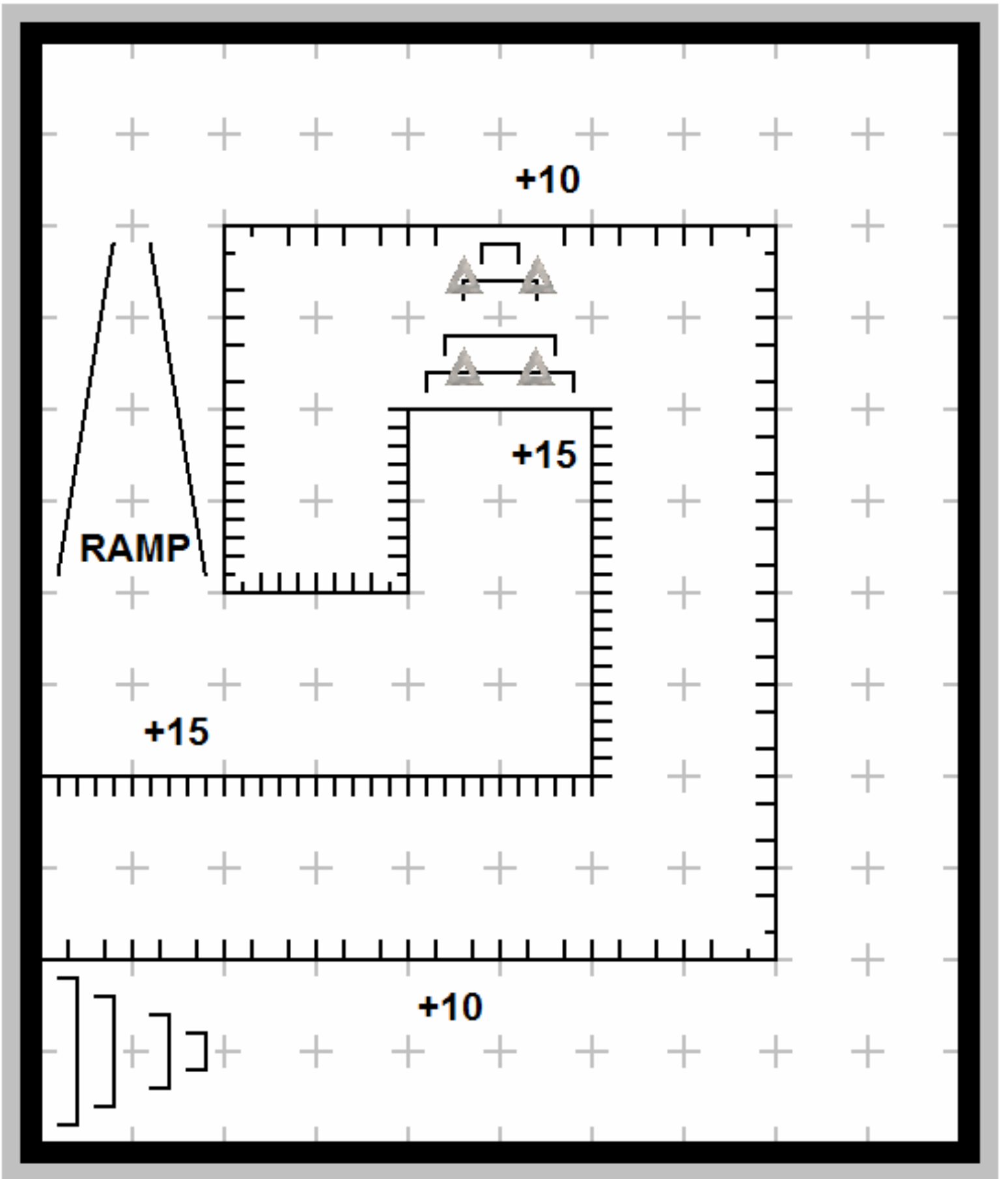
SIDE VIEW OF RAMP



SIDE VIEW OF TRENCH

DM Map

Points of Conflict: Encounter 1 - The Charnel Pit



Player Map

Points of Conflict: Encounter 1 - The Charnel Pit

Initiative Chart and Counters

Points of Conflict: Encounter 1 – The Charnel Pit

Init	Creature
1	Beetles Group A
2	
3	
4	
5	Beetles Group B
6	
7	
8	
9	
10	Skeletons Group C
11	
12	
13	
14	
15	Beetles Group D
16	
17	
18	
19	Skeletons Group E
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	

Carrion Beetle 1/A	Carrion Beetle 2/A	Carrion Beetle 3/A	Carrion Beetle 4/A
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Carrion Beetle 5/B	Carrion Beetle 6/B	Carrion Beetle 7/B	Carrion Beetle 8/B
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Elven Skeleton 9/C	Elven Skeleton 10/C	Elven Skeleton 11/C	Elven Skeleton 12/C
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Carrion Beetle 13/D	Carrion Beetle 14/D	Carrion Beetle 15/D	Carrion Beetle 16/D
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Elven Skeleton 17/E	Elven Skeleton 18/E	Elven Skeleton 19/E	Elven Skeleton 20/E
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