

# POINTS OF CONFLICT

## ENCOUNTER 2 THE DANCING BRIDGE

### THE DANCING BRIDGE

Encounter Level 6 (1300 XP)

### SETUP

An ancient floating bridge spans a deep ravine. On the far side, a deformed harpy has claimed dominion, and means to enforce it with her quickling henchmen.

The PCs enter at the bottom of the map, across the bridge from the amphitheatre and the monsters.

This encounter includes the following creatures:

- 1 Owella the Deathsinger (H)
- 3 Quickling Bridgedancers (Q)

**When the adventurers approach this area, read:**

*The land here has been split by a deep ravine, extending in both directions as far as you can see. A bridge, consisting of floating platforms, spans the ravine. On the far side stands the fragmentary ruin of an amphitheatre.*

*You can clearly hear the resonant voice of the malformed humanoid who stands within as a challenge is issued:*

*"Halt, mortals! Come no further! You stand upon the very brink of the sovereign fey lands of Owella, the Deathsinger! Turn back and never return, or be slain."*

### AREA FEATURES

**Illumination:** This encounter occurs outdoors, so illumination depends on the time of day.

**Ravine:** A magical effect prevents anyone from falling into the ravine. Instead, the creature takes 3d10 damage and falls prone.

**Dancing Bridge:** The bridge is a level 5 hazard. It behaves as described in its entry; also refer to the Dancing Bridge Example.

**Control Markers:** The squares marked with triangles are control markers for the bridge. Treat them as walls that cannot be climbed.

**Fragmentary Amphitheatre:** Refer to the terrain entry for this construction.

**Treasure:** In a nest behind the amphitheatre, Owella has a large pearl worth 400 gp and two eggs, each containing one dose of the deathsinger yolk poison, worth 250 gp each. (900 gp -- level 6 treasure parcel #6)

### TACTICS

Owella remains within the amphitheatre as long as possible, using her beguiling song to pull characters across the bridge. If they get too close, she uses her screech to push them away. She targets PCs in the back ranks with her crossbow when possible. In

general, she attempts to break up the party so that her quickling bridgedancers can attack isolated individuals.

The bridgedancers eagerly leap into combat and try to flank lone characters on the bridge.

Owella is too proud to surrender or retreat, and fights to the death. The quicklings are not as zealous, and retreat if they're bloodied and their mistress is dead.

### Fragmentary Amphitheatre Terrain

*This remnant of a larger structure still serves to focus the energies of anyone on its stage.*

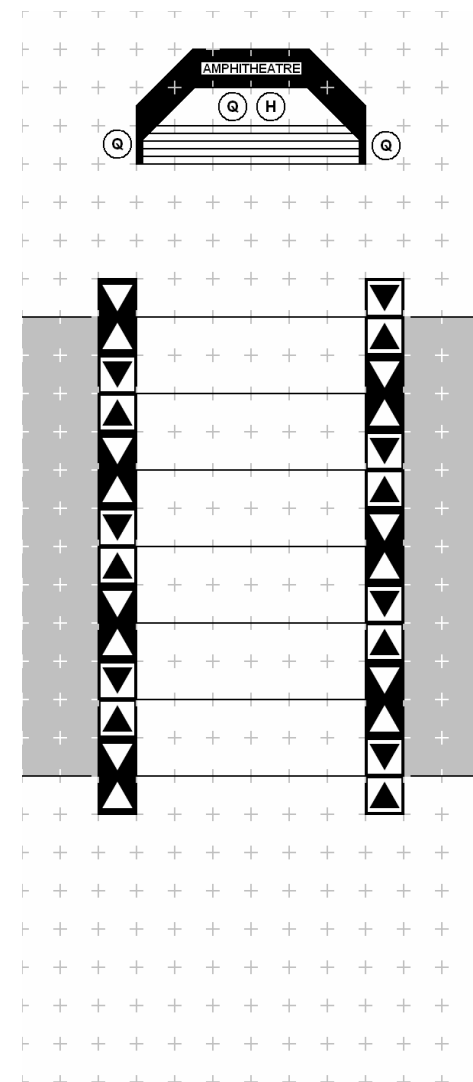
#### Effects

- ◆ All close burst X powers used by creatures on the stage act as close blast X powers.
- ◆ All close blast powers used by creatures on the stage have their area of effect changed to be half as wide and twice as long.

### Deathsinger Yolk Level 5 Poison

*This sickly-yellow liquid is harvested from the eggs of deathsinger harpies.*

**Poison** 250 gp  
**Attack:** +8 vs. Fortitude; ongoing 5 poison damage and dazed (save ends both).



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### Dancing Bridge Level 5 Obstacle Hazard XP 200

*These floating bridge platforms are unstable and treacherous.*

**Hazard:** The dancing bridge consists of floating platforms which move laterally when they're walked upon. The terrain is difficult, except that shifting works as normal.

#### Perception

No check is necessary.

**Additional Skill:** Arcana

◆ DC 22: The character knows the behaviour of the dancing bridge.

#### Trigger

The dancing bridge attacks when a creature enters (including forced movement) or begins its turn on one of the bridge platforms.

#### Attack

**Opportunity Action**      **Melee**

**Target:** Creature on the bridge

**Attack:** +8 vs. Reflex

**Hit:** 1d6 damage and fall prone. If the creature is already prone, no damage.

**Effect:** The bridge platform moves 2d6 squares in a random lateral direction. If it cannot move in one direction, it automatically moves in the other. The control markers at the ends of the bridge platform stop the bridge platform when two markers of different types are in line.

This movement may provide for opportunity attacks by and against creatures not on the moving platform. Resolving opportunity attacks taken by creatures not on the platform first.

See also the Dancing Bridge Example Movement.

### Owella the Deathsinger Level 6 Elite Controller Medium fey humanoid XP 500

**Initiative** +5      **Senses** Perception +5

**HP** 172; **Bloodied** 86

**AC** 22; **Fortitude** 19, **Reflex** 19, **Will** 21

**Resist** 10 thunder

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⊕ **Deformed Claw** (standard; at-will)

+11 vs. AC; 1d6+2 damage.

⊗ **Claw Crossbow** (standard; at-will) ◆ **Weapon**

Ranged 10/20; +11 vs. AC; 1d6+2 damage.

↩ **Beguiling Song** (standard; sustain minor; at-will)

Close burst 10 (see also *fragmentary amphitheatre*); deafened creatures are immune; +13 vs. Will; the target is pulled 2 squares and is dazed and slowed (save ends both). When Owella sustains the power, dazed targets in the burst are pulled 2 squares.

↩ **Screech** (standard; recharge ☹ ☹) ◆ **Thunder**

Close burst 3 (see also *fragmentary amphitheatre*); deafened creatures are immune; +11 vs. Fortitude; 1d6+2 thunder damage, and the target is pushed 4 squares and is knocked prone.

**Alignment** Evil      **Languages** Common, Elven

**Skills** Stealth +10

**Str** 15 (+5)      **Dex** 14 (+5)      **Wis** 14 (+5)

**Con** 15 (+5)      **Int** 10 (+3)      **Cha** 19 (+7)

**Equipment** claw crossbow, 20 bolts

### Quickling Bridgedancer Level 5 Skirmisher Small fey humanoid (deaf) XP 200

**Initiative** +7      **Senses** Perception +1; low-light vision

**HP** 64; **Bloodied** 32

**AC** 19 (23 against opportunity attacks);

**Fortitude** 15, **Reflex** 19, **Will** 15

**Immune** as deafened

**Speed** 9; see also *leap into battle*

⊕ **Fey Sword** (standard; at-will) ◆ **Poison, Weapon**

+10 vs. AC; 1d6+5 damage, and the bridgedancer makes a secondary attack against the same target.

*Secondary Attack:* +8 vs. Fortitude; the target takes ongoing 5 poison damage and is dazed (save ends both).

#### Combat Advantage

The bridgedancer's melee attacks deal an extra 5 poison damage against any target it has combat advantage against.

#### Deaf

Bridgedancers cannot hear. They are immune to everything deafened creatures are immune to.

#### Leap Into Battle

When charging, the bridgedancer has a fly speed of 9.

**Alignment** Evil      **Languages** Elven

**Skills** Acrobatics +19, Bluff +7, Stealth +14

**Str** 9 (+1)      **Dex** 24 (+9)      **Wis** 17 (+5)

**Con** 16 (+5)      **Int** 14 (+4)      **Cha** 10 (+2)

**Equipment** poisoned short sword

### Legal Text

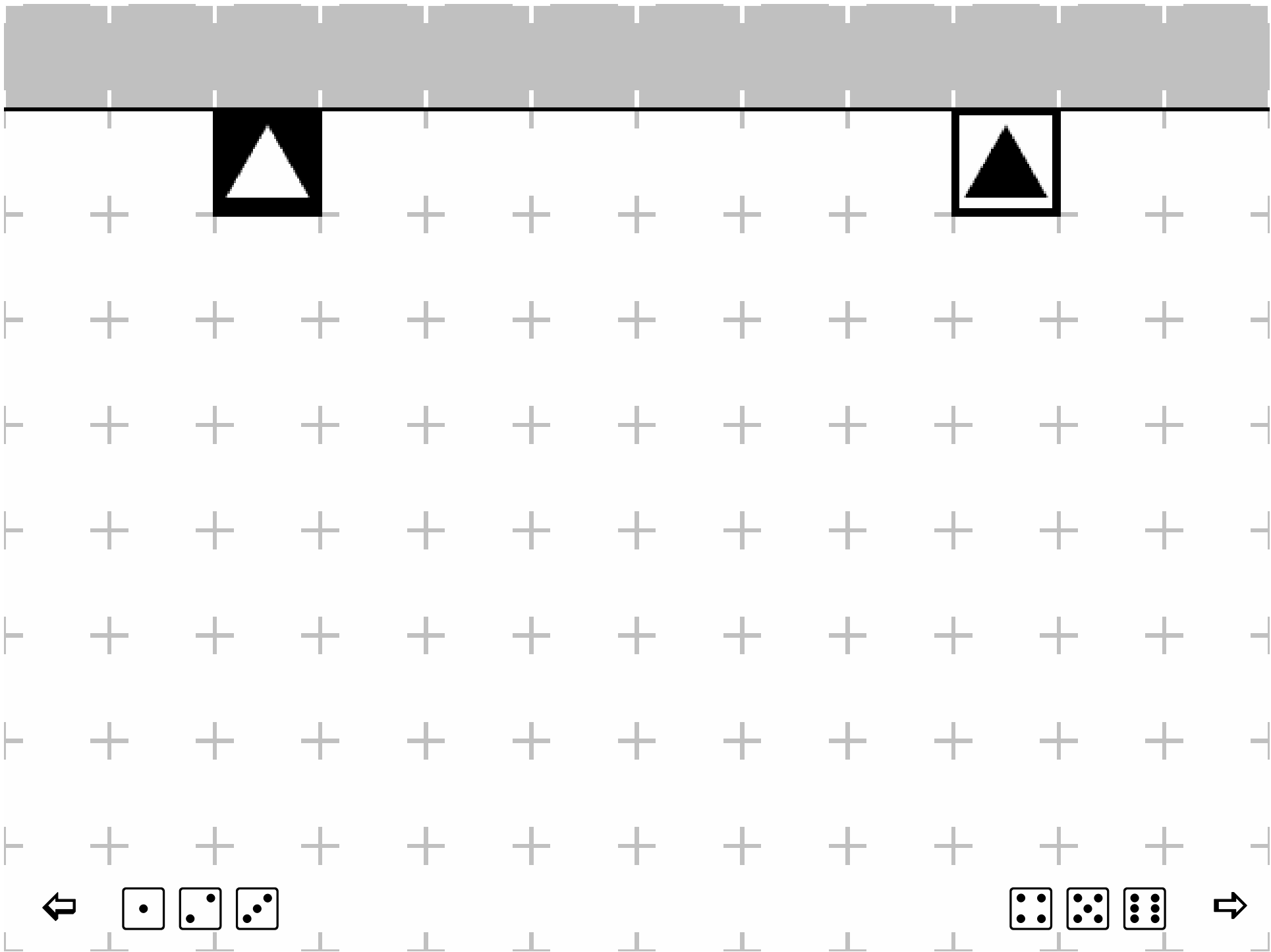
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DUNGEONS & DRAGONS 4<sup>th</sup> Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

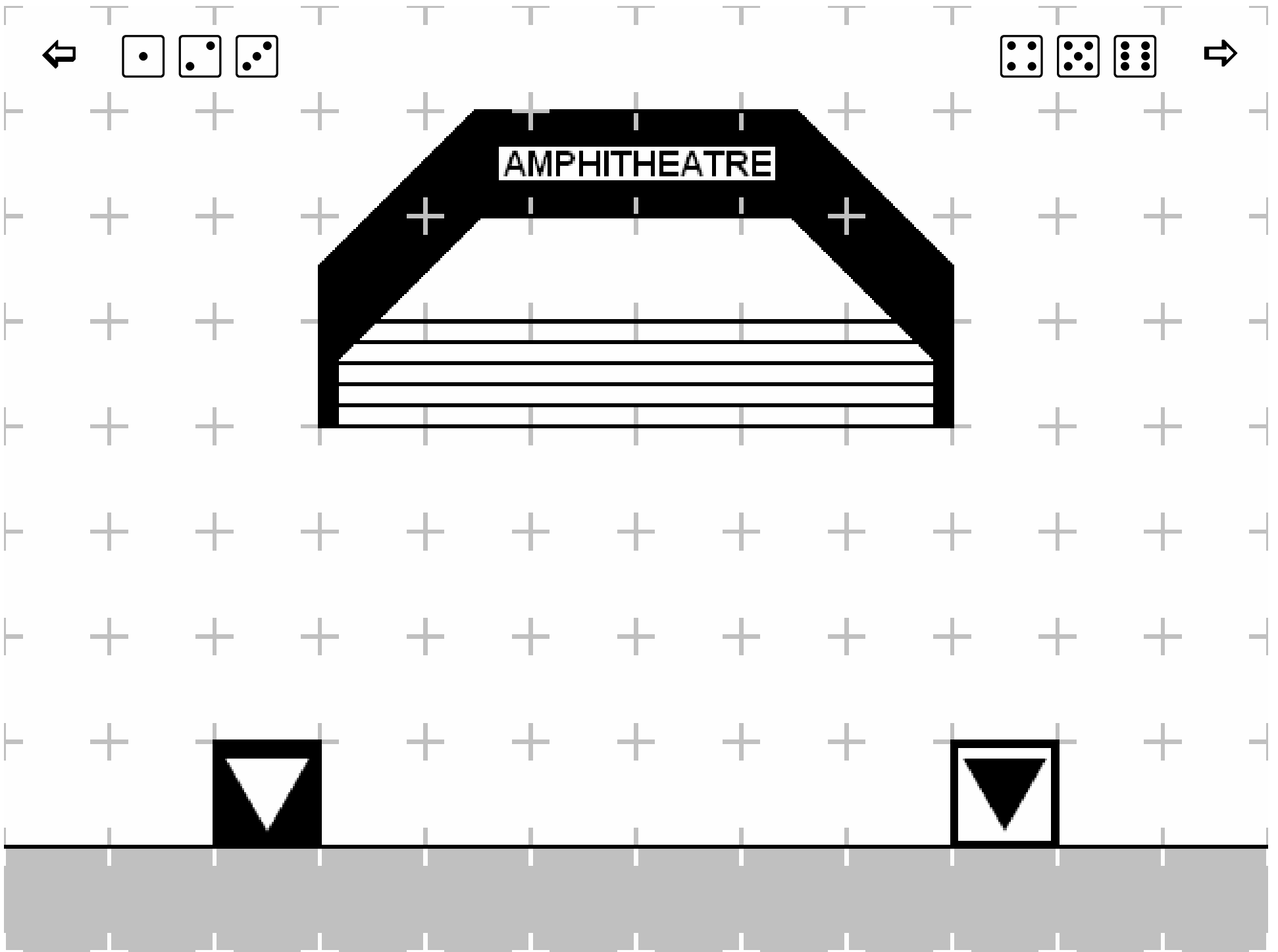
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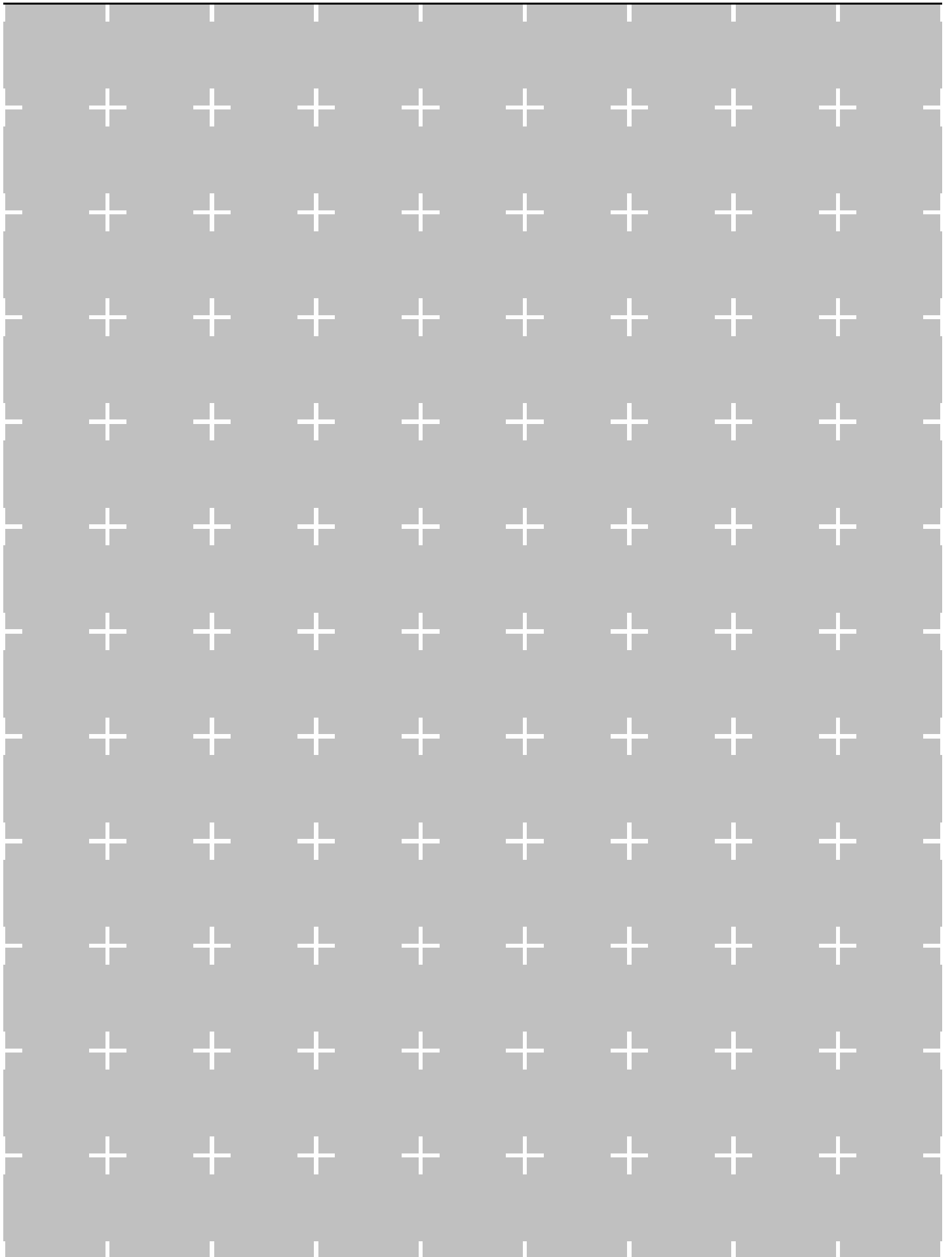
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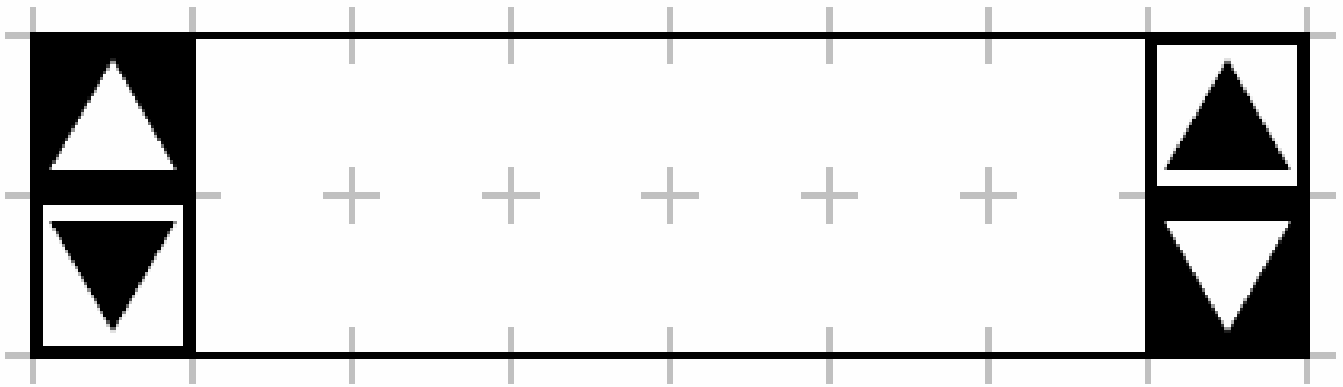
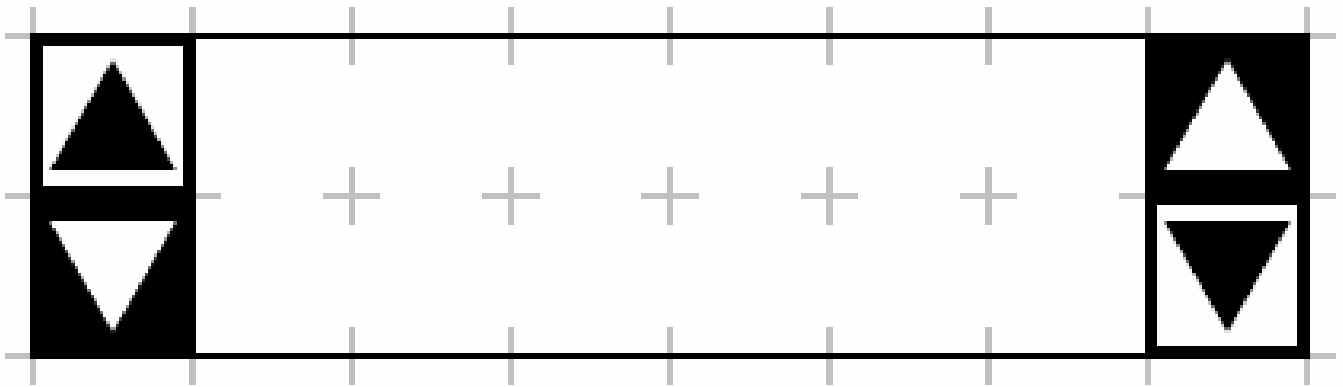
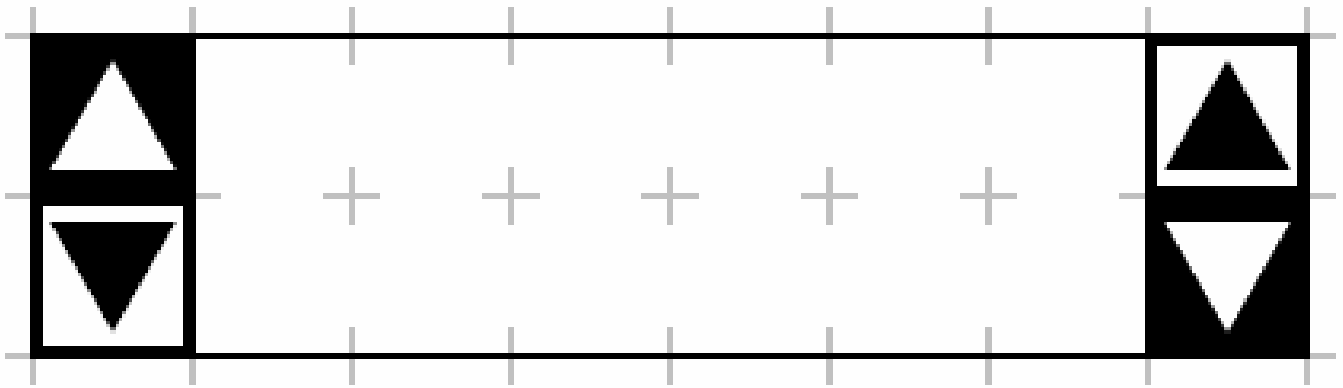
Points of Conflict: Encounter 2 -- The Dancing Bridge



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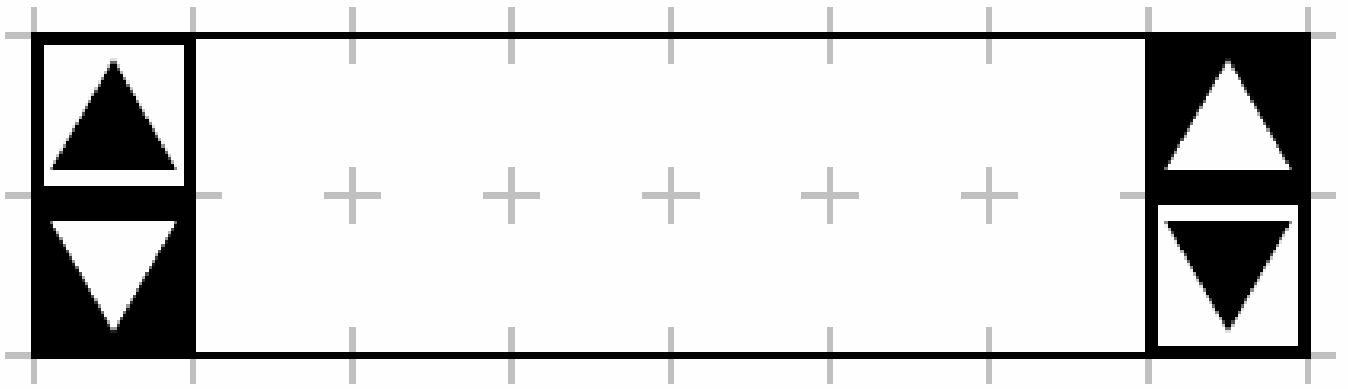
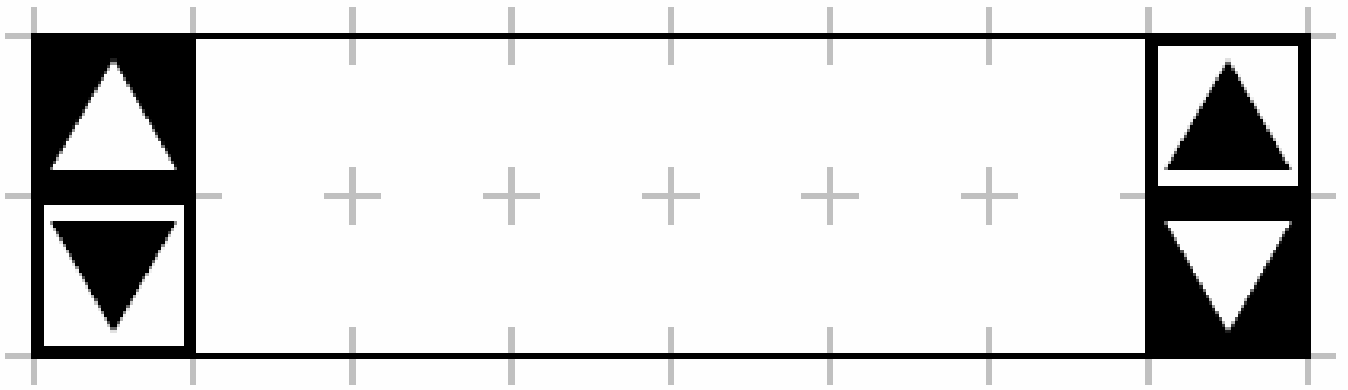
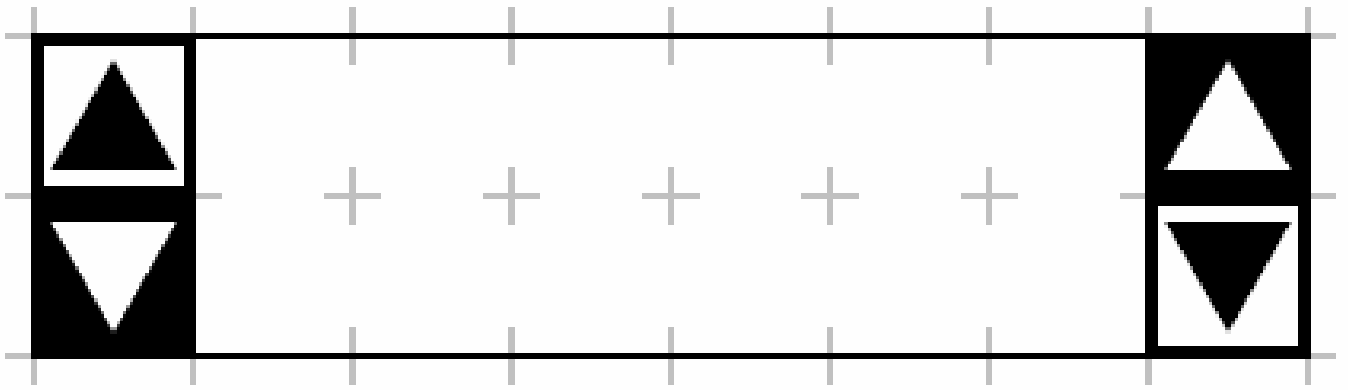


Points of Conflict: Encounter 2 -- The Dancing Bridge



*Cut out the pieces above.*

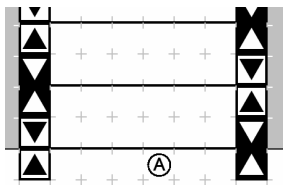
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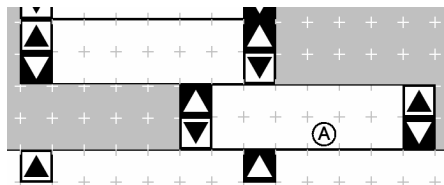


## DANCING BRIDGE EXAMPLE



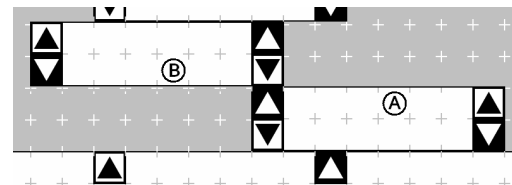
The encounter starts with Creature A standing on solid ground. He moves on to the bridge platform (which, as difficult terrain, costs double.)

The bridge then takes its attack against the creature.



After the bridge's attack, it moves in a random direction. The DM rolls a 4 on a d6, indicating it will move to the right. A roll of 5 on 2d6 results in the position illustrated above.

After the attack and movement has been resolved, the creature can continue with its turn.



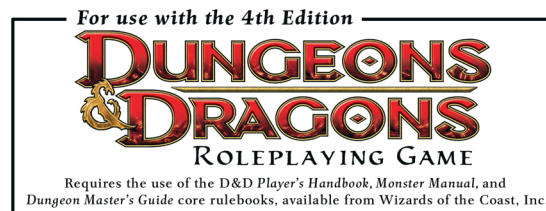
Creature B has teleported onto the second platform. When it arrives, it is attacked by the bridge.

The DM determines the platform will move 11 squares to the left. When it has moved 2 squares, the control markers are aligned and the platform stops moving.

Assuming no other changes, the next time that platform moves, it will automatically move to the right. If it moved far enough, creatures A and B might enjoy opportunity attacks against each other. Creature B, being on the moving platform, would resolve its opportunity attack last.

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*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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