

# POINTS OF CONFLICT

## ENCOUNTER 3 THE ROADSIDE KEEP

### THE ROADSIDE KEEP

Encounter Level 2 (550 XP)

#### SETUP

Alongside a once-busy crossroads, a small keep has fallen into disrepair.

A small gang of bandits have made some repairs and are using it as a base of operations.

The PCs may enter the map along any of the roads.

This encounter includes the following creatures:

One level 3 controller (leader):

Yugg, Human Frostmage  
Gnome Arcanist  
Goblin Hexer  
Hobgoblin Warcaster

One level 3 soldier:

Hobgoblin Soldier  
Human Guard  
Iron Defender

One level 2 skirmisher:

Elf Scout  
Halfling Thief  
Human Bandit

One level 2 artillery:

Elf Archer  
Goblin Sharpshooter

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

*In the distance, near where two roads cross, are the ruins of a small keep.*

*Nothing but the ground floor remains, and even that seems to have fallen into decay.*

*It appears that someone has recently made some defensive improvements. A short wooden wall, constructed of branches, scrap wood, and possibly part of a wagon, has been erected atop the keep.*

#### AREA FEATURES

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

**Difficult Terrain:** The walls of the original keep have crumbled here, resulting in difficult terrain.

**Structural Post:** A large post holds up this section of the floor above. Removing the post requires a DC 20 Strength check. If this occurs, the four squares adjacent to the post in the floor above fall down. The floor deals no damage to those beneath it; characters standing on the floor take falling damage as normal (it's a 10-foot drop.)

**Barrels:** These large barrels have been recently stolen from a merchant. They weigh about 350 pounds each. A falling barrel does 1d10 points of damage for every 5 feet dropped to anyone underneath it.

If dragged under the floor hole (see below) and stood upon, it grants +3 feet of vertical distance to attempts to jump up to the opening.

**Rope:** The rope here is attached to the crane above. Climbing the rope requires a DC 10 Athletics check. It's 10 feet (2 squares) to the upper level.

**Floor Hole:** This hole affords access between the levels. A jump of 10 feet allows a character to catch the edge of the hole. The bandits have a ladder stashed on the upper level that they use.

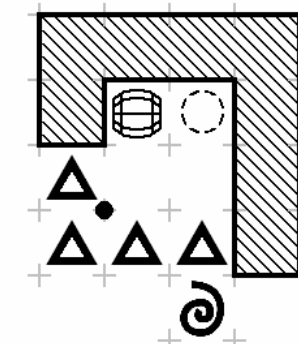
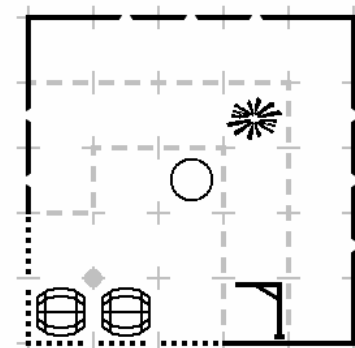
**Crane:** The crane on the upper level is used to raise and lower various supplies. There is a rope connected to it that reaches the ground.

**Campfire:** The bandits keep this fire burning atop an old shield. At night it provides light in a 10-square radius. Standing in the fire deals 1d6 fire damage.

**Arrow Slits:** These provide cover to anyone behind them (they're too shoddy to provide superior cover.)

**Incomplete Wall:** The wall here has not yet been completed and should be treated as open terrain. It's a 10-foot drop to the ground.

#### TOP FLOOR



#### GROUND FLOOR



# POINTS OF CONFLICT

## ENCOUNTER 3 THE ROADSIDE KEEP

### TACTICS

The controller and the artillery are likely to remain on the top level of the keep as long as they can.

The soldier and the skirmisher are likely to try to engage the party on the ground, preventing them from gaining the keep.

### DM TIPS

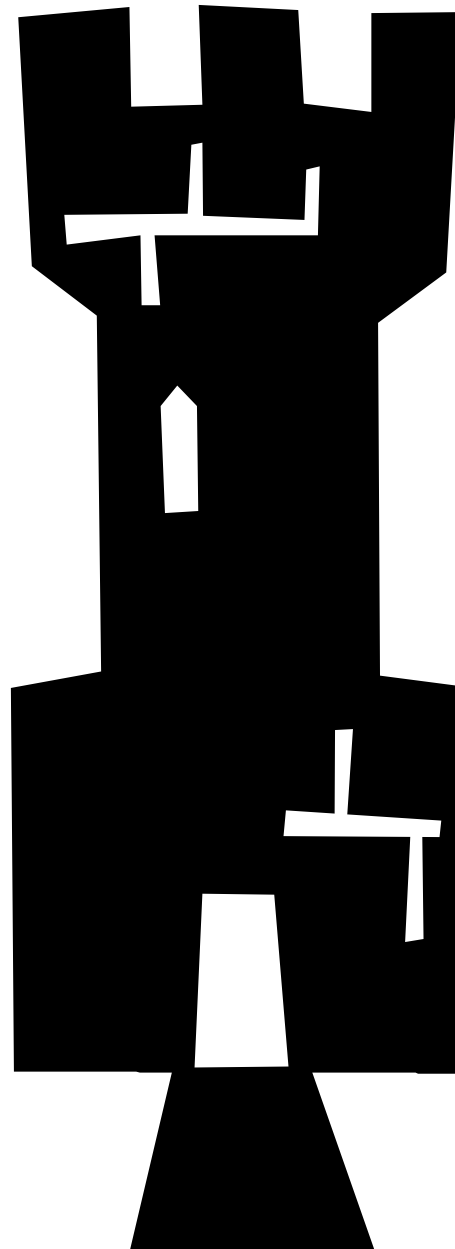
This encounter is designed to be added to a pre-existing battle map. Maps particularly well-suited for this keep include the Crossroads map (included in the latest *D&D Miniatures Starter Set*) and the King's Road map (included in *Fields of Ruin* as well as *Keep on the Shadowfell*.)

For a bit of variety, the keep's mirror-image map has been included.

The encounter can be complicated by having it occur at night or during inclement weather (or both.)

As many of the maps contain squares of forest, the DM may wish to review how line of sight and cover works in this sort of terrain.

Treasure has been left to the discretion of the DM. It's worth noting that the barrels might contain just about anything – and might prove a challenge just to transport.



**Yugg, Human Frostmage**

**Level 3 Controller (Leader)**

Medium natural humanoid, human

XP 150

**Initiative** +3

**Senses Perception** +2

**Criminal Desperation** aura 10; allies in the aura can use *criminal desperation* (see below).

**HP** 46; **Bloodied** 23

**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 16

**Speed** 6

⚡ **Icy Rod** (standard; at-will) ♦ **Cold, Weapon**

+7 vs. AC; 1d6+1 damage plus 1d4 cold damage.

⚡ **Frost Bolt** (standard; at-will) ♦ **Cold, Weapon**

Ranged 10; +7 vs. Fortitude; 2d6+1 cold damage, and the target is slowed (save ends).

⚡ **Winter's Despair** (standard; recharge ☹️ ☹️) ♦ **Cold**

Ranged 10; +7 vs. Will; the target takes 3d6+1 cold damage if it moves during its turn (save ends).

❄️ **Icy Terrain** (standard; recharge ☹️) ♦ **Cold**

Area burst 1 within 10; +7 vs. Reflex; 2d8+4 cold damage and the target is knocked prone. All squares in the area become difficult terrain.

**Criminal Desperation** (immediate reaction, when first bloodied; encounter)

The creature makes either a basic melee attack or a basic ranged attack.

**Teleportation Charm** (move, usable only while bloodied; encounter) ♦ **Teleportation**

Yugg teleports 10 squares.

**Alignment** Unaligned

**Languages** Common

**Skills** Arcana +11, Stealth +10

**Str** 10 (+1)

**Dex** 15 (+3)

**Wis** 14 (+3)

**Con** 13 (+2)

**Int** 11 (+1)

**Cha** 18 (+5)

**Equipment** robes, icy rod

### Legal Text

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4<sup>th</sup> Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

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

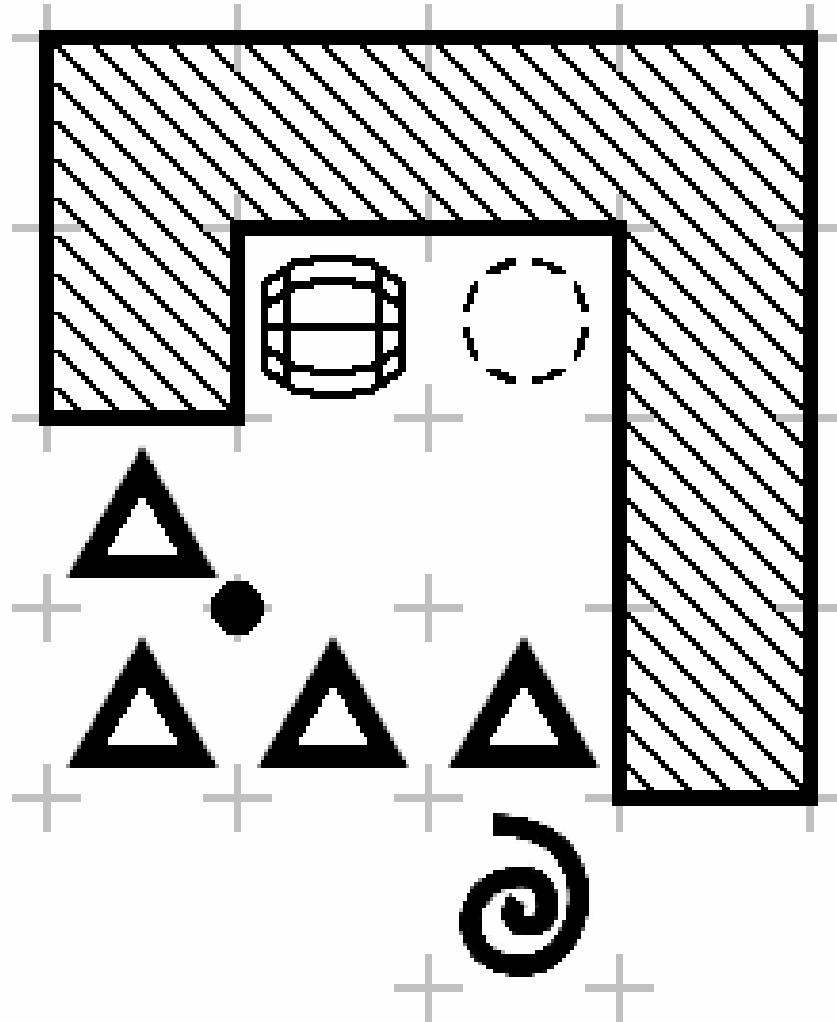
© 2008 Wizards of the Coast, Inc. All rights reserved.



Except where otherwise subject to the Dungeons & Dragons 4th Edition Game System License, this work is licensed under a Creative Commons Attribution 3.0 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/3.0/>

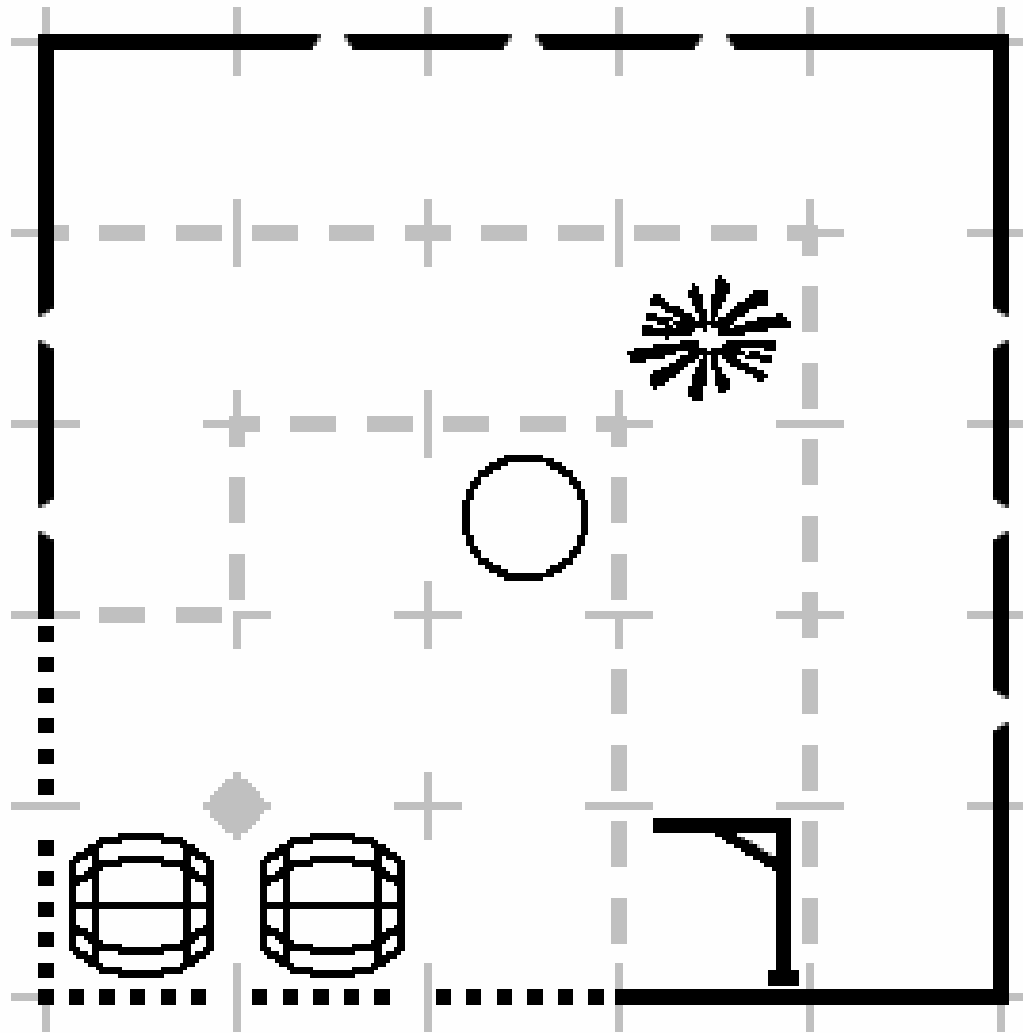
# Ground Floor (S)

Points of Conflict: Encounter 3 - The Roadside Keep



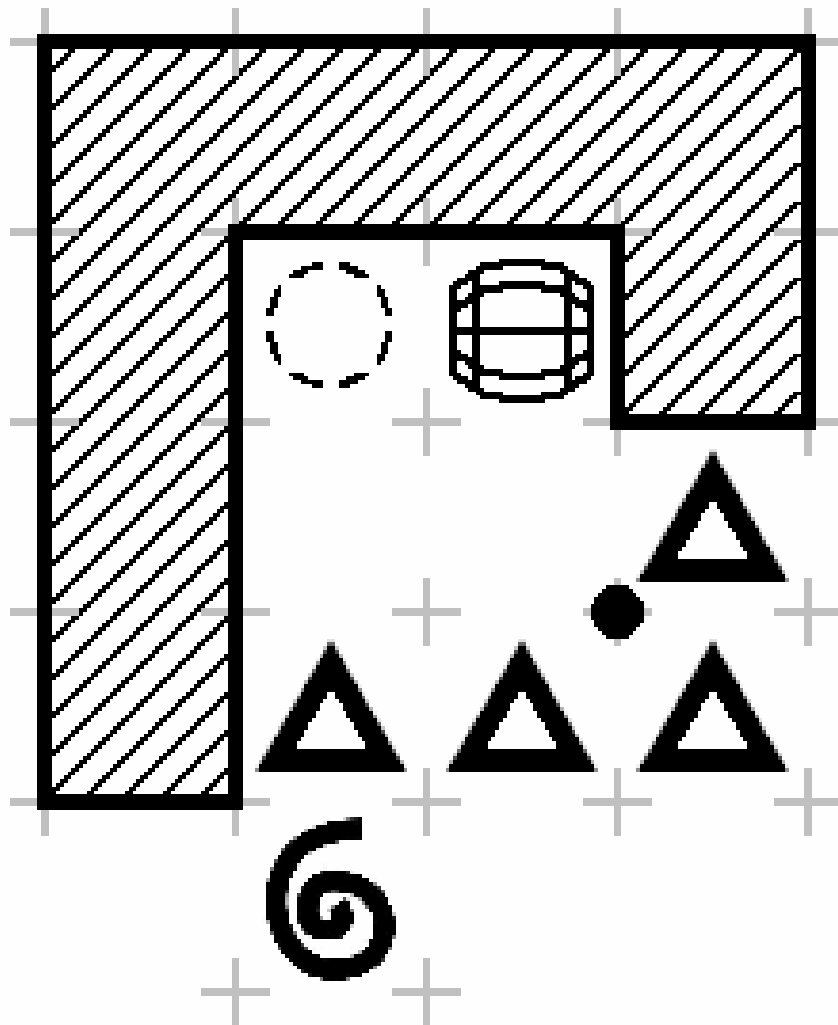
# Top Floor (S)

Points of Conflict: Encounter 3 - The Roadside Keep



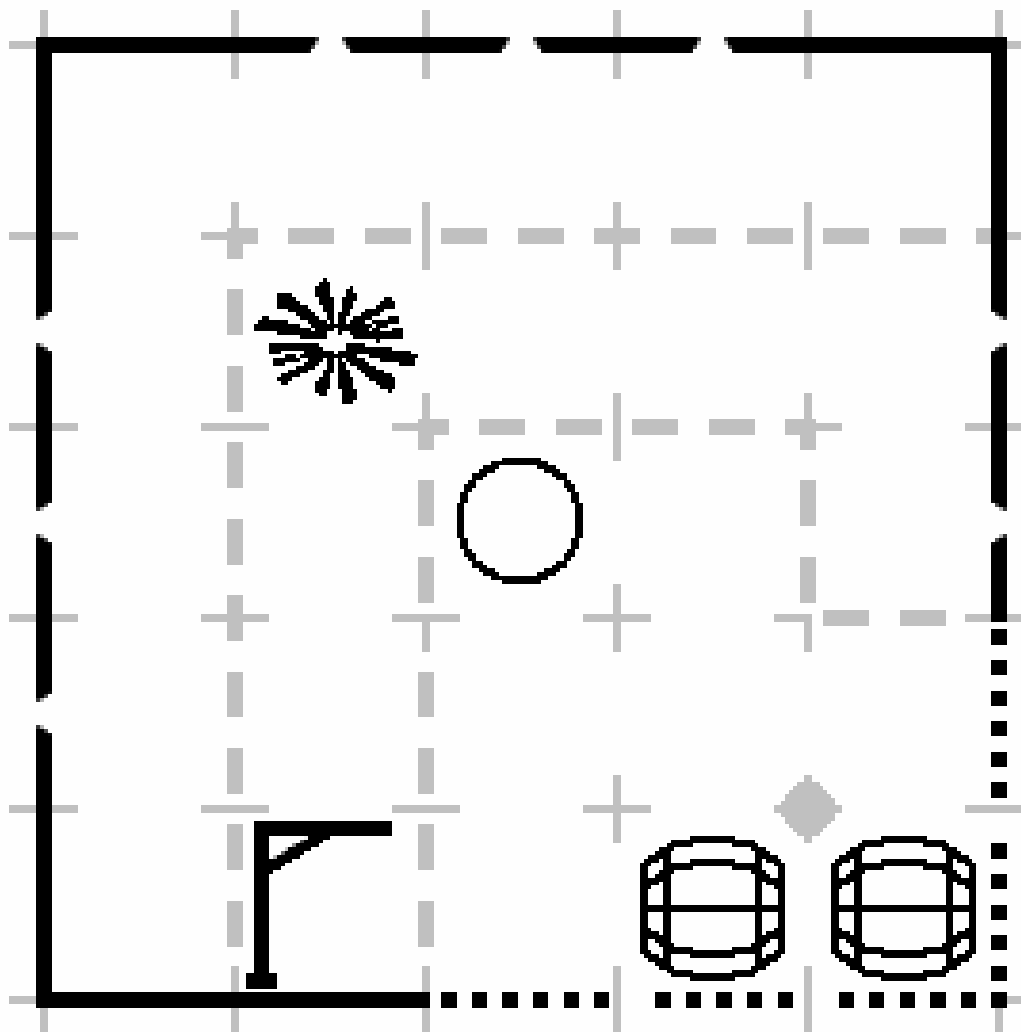
# Ground Floor (D)

Points of Conflict: Encounter 3 – The Roadside Keep



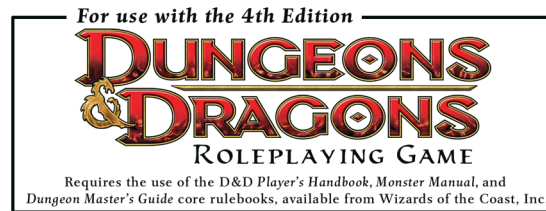
# Top Floor (D)

Points of Conflict: Encounter 3 – The Roadside Keep



# POINTS OF CONFLICT

## ENCOUNTER 3 THE ROADSIDE KEEP



*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.



<http://roger.carbol.com/rpg/>