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There can be no
points of light without
Lands of Darkness.

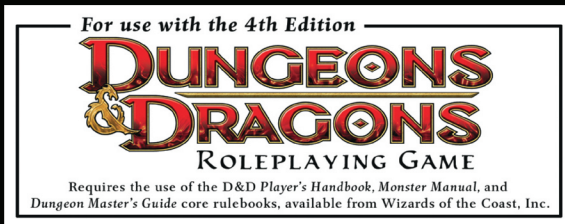
LANDS OF DARKNESS

April Fools' Edition

Explore the
mysteries and
monsters within
Lord Vaxlor's Home for
Wayward Minions!

The HOME FOR
WAYWARD MINIONS

An adventure setting for
5 players levels 1-3



Expeditionary Retreat Press

LANDS OF DARKNESS



THE HOME FOR WAYWARD MINIONS

An adventure setting for 5 players levels 1–3

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introduction

Welcome to the April Fools' Edition of Lands of Darkness! Traditionally, Lands of Darkness are 12 encounters within a larger area, easily dropped into a pre-existing campaign with a general history and adventure hooks are provided for GM's on the go. Designed for a party of 5 within a 3-level range, each of the 12 encounters is tailored for each level within range, and if a party completes all 12 encounters, they should have acquired enough experience to gain 1 level.

The April Fools' Edition is a slight departure from the typical Lands of Darkness in the name of humor and to offer you a look into the world of the humble minion with a visit to Lord Vaxlor's Home for Wayward Minion.

How to Use Lands of Darkness

Encounters are tailored for each level within range. For example, *The Home for Wayward Minions* is designed for parties levels 1-3, so each encounter will have monsters, treasure, and starting position maps for a party level 1, party level 2, and party level 3.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. Note the addition of more monsters of the same type. For example in area 1, a Party Level 3 encounters 5 log horrors denoted on the map as L, L₂ and L₃.

History

Buried deep in the heart of the swamp rising out of the murky waters on stilts stands a string of large huts. Little is known of what goes on at the complex, but among society's lowliest members, such words as "sanctuary" are whispered, braving the dangers of the swamp for the promise of a better future at Lord Vaxlor's Home for Wayward Minions.

Hooks

If the party needs some incentive to explore the Home for Wayward Minions, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Party Level 1 - 100 Experience, 50 gp; Party Level 2 - 125 Experience, 60 gp; Party Level 3 - 150 Experience, 75gp).

- A distraught mother hires the party to find her son whom she suspects has run away to the complex in the swamp. "Sure he was a little different from the other kids, but that's no reason to worry one's mother!"

- The party has been hired by a local official to clear out the complex of the "undesirable dregs."

- An anthropologist studying the local tribes of the swamp hires the party to investigate a deep seated legend of the area: the process of advancing minions!

Features of the Home for Wayward Minions

Overview Map: The encounters detailed in this supplement are white and labeled with numbers other structures are filled in gray.

Rope Bridge: Connecting the large huts are 5-foot wide rope bridges suspended 2 feet over the water, which is 10 feet deep around the area of the huts.

Something in the Water: The waters are home to giant electric eels, and creatures that lands in the water will be attacked by at least 3 giant electric eels in 2 rounds and 3 more will arrive once blood is shed in the water.

Walkway: Around each large hut is a 5-foot wide walkway circled by a rope rail.

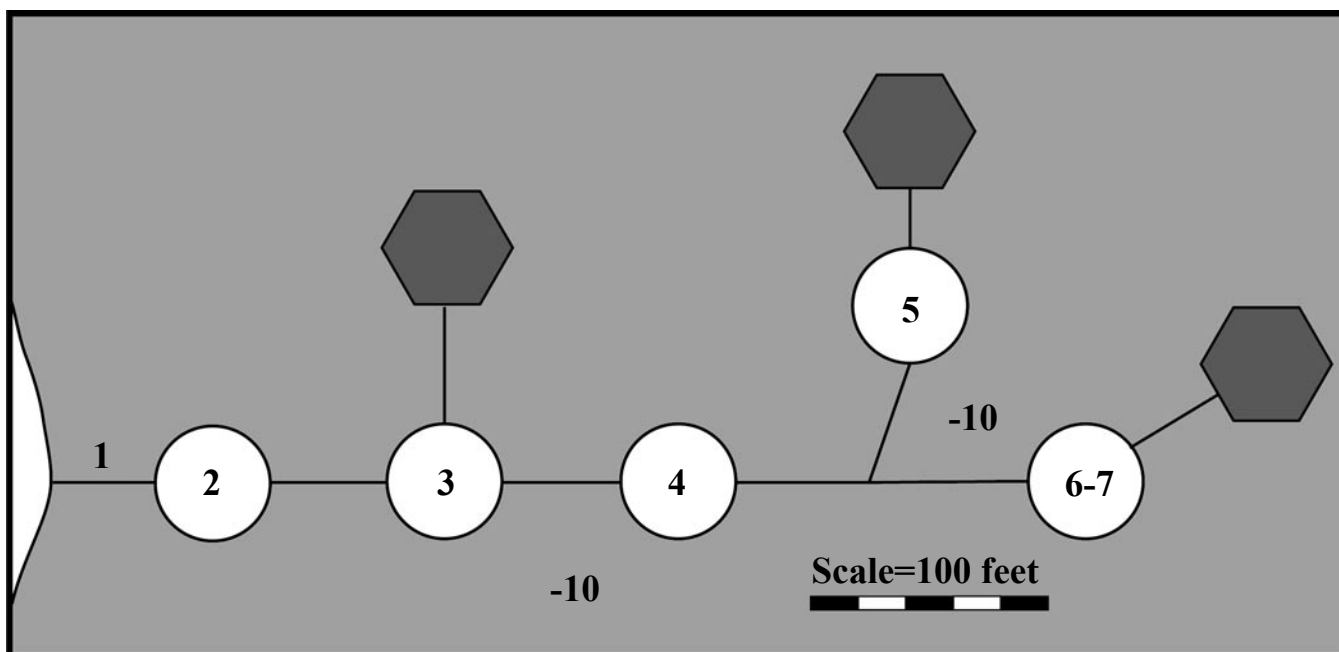
Giant Electric Eel	Level 1 Brute
Medium natural beast	XP 100
Initiative +2	Senses Perception +5; low-light vision
HP 38; Bloodied 19	
AC 15; Fortitude 15, Reflex 13, Will 11	
Immune lightning	
Speed swim 6	
⊕ Bite (standard; at-will)	
+4 vs. AC; 1d6 damage.	
↔ Shockwave (standard; recharge ☐☐ ☐☐ ☐☐) • Lightning	
Close blast 3; +4 vs. Fortitude; 2d6 lightning damage	
Alignment Unaligned	Languages –
Skills Stealth +7	
Str 14 (+2)	Dex 15 (+2) Wis 10 (+0)
Con 18 (+4)	Int 3 (-4) Cha 6 (-2)

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OVERVIEW MAP OF THE HOME FOR WAYWARD MINIONS



1. BRIDGE OVER MUDDY WATERS

The guardians of the bridge are a clutch of log horrors. Those familiar to Lord Vaxlor's complex need only speak the password (breyark) and safely gain entry on the rope bridge. However, those that attempt to cross without speaking the password are attacked and thrown in the water for the giant electric eels to feast upon.

Monsters

Party Level 1 (450 XP)

3 Log Horror (150 XP each) (L)

Party Level 2 (600 XP)

4 Log Horror (150 XP each) (L) (L₂)

Party Level 3 (750 XP)

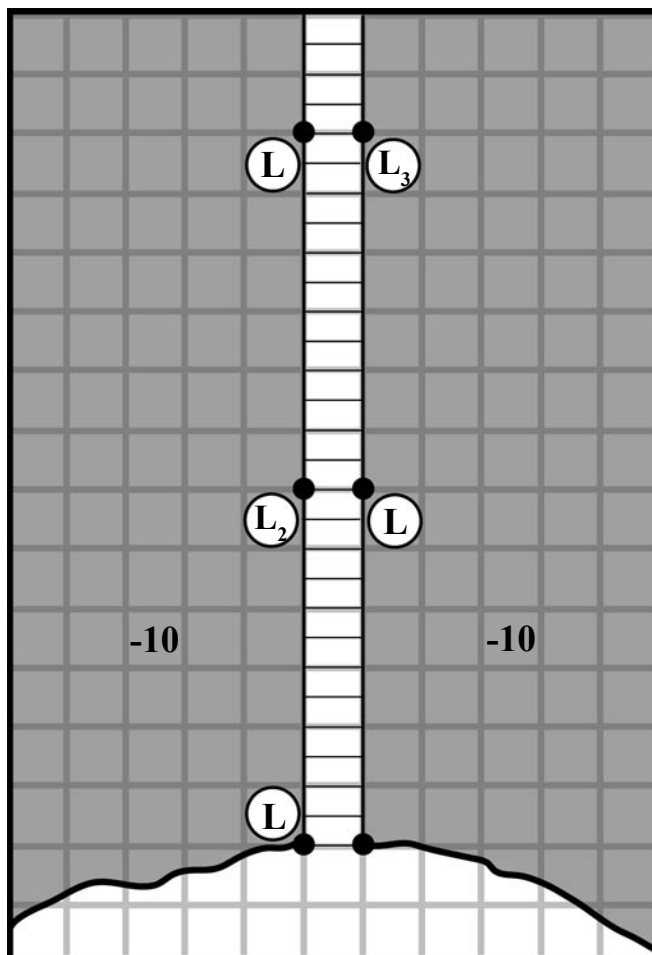
5 Log Horror (150 XP each) (L) (L₂) (L₃)

Features

Water: The water is 10 feet deep. An Athletics check DC 10 allows the PC to swim through the water and an Athletics check DC 15 allows a PC to climb one of the piers of the rope bridge.

Tactics

The first log horror asks in a raspy voice, "Password?!" and gives the person 2 rounds to answer before denying them entry. If someone tries to go across the rope bridge without saying the password, the log horrors attack. Log horrors prefer to grab opponents with their tentacle and chomp on their prey before dropping them in the water.



Treasure

None

Log Horror**Level 3 Controller**

Small natural magical beast

XP 150

Initiative +3 **Senses** Perception +2; darkvision**HP** 46; **Bloodied** 23**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 16**Resist** lightning 10**Speed** 4, climb 4 (spider climb), swim 4⊕ **Tentacle** (standard; at-will)

Reach 2; +7 vs. Reflex; 1d6 + 1 damage and the target is grabbed until escape or until the tentacle is hit (see *chomp*). While the target is grabbed, it is also dazed.

⊕ **Chomp** (standard; at-will)

The log horror pulls a grabbed target 1 square and makes a bite attack; +8 vs. AC; 1d6+1 damage.

Alignment Unaligned **Languages** Common**Str** 16 (+4) **Dex** 15 (+3) **Wis** 13 (+2)**Con** 14 (+3) **Int** 9 (+0) **Cha** 12 (+2)

2. TWO HEADS ARE BETTER THAN ONE

This first hut is home to a group of minions shunned from their community for their abnormal two heads. Once a moniker of shame given to them in their native tongue, they referred to themselves as “dirak” (roughly translated in Common as “four eyes”). The dirak proudly bear the name as they have found a new sense of purpose and community at the complex as guards.

Monsters

Party Level 1 (567 XP)

5 Dirak (88 XP each) (D)

Party Level 2 (616 XP)7 Dirak (88 XP each) (D) (D₂)**Party Level 3 (704 XP)**8 Dirak (88 XP each) (D) (D₂) (D₃)

Features

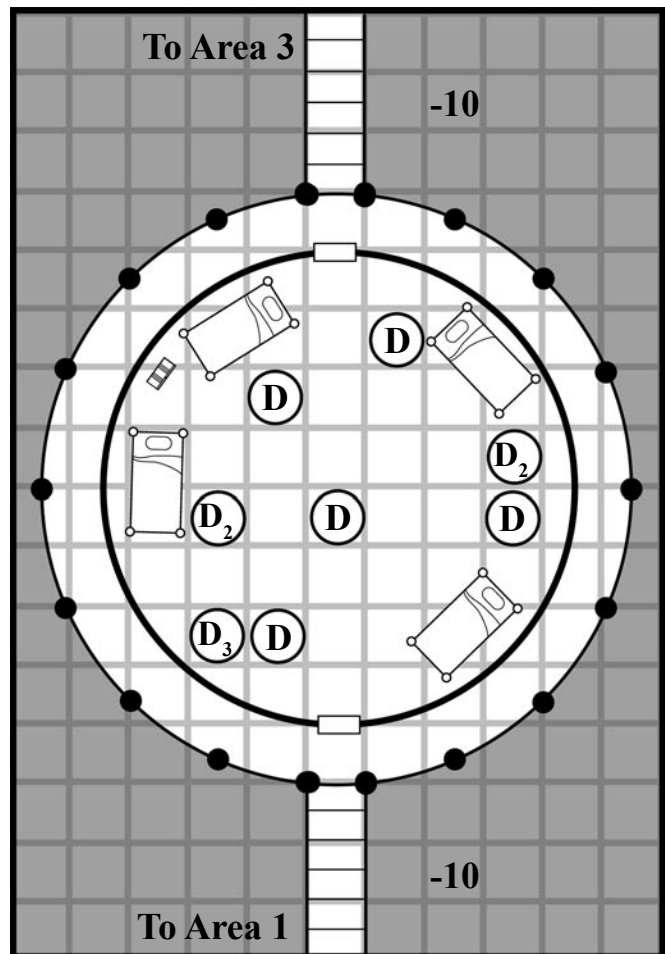
Bunk Beds: Along the perimeter of the hut are 4 bunk beds and 1 chest. The chest is packed full of more spiked bone clubs, but a Perception check DC 15 reveals a false bottom containing treasure (see treasure).

Doors: The bottom door (closest to shore) are open while the top door is closed but not locked or trapped.

Lighting: Lanterns beside the beds give a soft light throughout the hut.

Tactics

The dirak wade into battle attacking with their spike bone clubs; diraks have learned that life is brutish and short, even when bears the Luck of the Gods.

**Dirak****Level 8 Minion**

Medium natural humanoid

XP 88

Initiative +7 **Senses** Perception +4; low-light vision**HP** 1; a missed attack never damages a minion**AC** 22; **Fortitude** 20, **Reflex** 18, **Will** 18**Speed** 6⊕ **Spiked Bone Club** (standard; at-will) • **Weapon**

+7 vs. AC; 5 damage.

Luck of the Gods (immediate interrupt, when a dirak is hit by an attack; encounter)

When a dirak is hit by an attack, his club is cut in twain, reducing its damage to 3 but the dirak suffers no damage.

Alignment Evil **Languages** Common**Str** 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)**Con** 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)**Equipment** spiked bone club

Treasure

Party Level 1/2/3

Finely decorated beaded bracelet (5 gp/10 gp/15 gp)

3. GUARDS! GUARDS!

This hut is home to a rare breed: the elite minion! Regarded by the other boarders, the swamp lurch are highly respected in the complex. Despite their sloppy appearance and silly vestigial wings, the swamp lurch is actually a diligent guard and fierce combatant.

Monsters

Party Level 1 (504 XP)

4 Swamp Lurch (126 XP each) (S)

Party Level 2 (630 XP)

5 Swamp Lurch (126 XP each) (S) (S₂)

Party Level 3 (756 XP)

6 Swamp Lurch (126 XP each) (S) (S₂) (S₃)

Features

Bunk Beds: Along the perimeter of the hut are 3 bunk beds and 1 chest. The chest is bits of clothing and debris collected over time and contains nothing of value. However, a search of the beds (a Perception check DC 15) reveals hidden treasures (see treasure listing).

Doors: Both doors are shut, but obvious sounds of combat from area 2 grant a +4 bonus to Perception checks.

Lighting: Lanterns beside the beds give a soft light throughout the hut.

Tactics

If signs of combat in area 1 or 2 are obvious, the swamp lurches attack immediately with their glaives, taking advantage of their reach, flanking opponents, and hoping to trigger their power *We Almost Got'em!* Nothing brings the fight out of a swamp lurch than someone else's spilt blood! When only 2 swamp lurches are left, the one closest to the top door moves to open the door and call for re-enforcements from Area 4.

Treasure

Party Level 1

Vaxlor's Potion of Great Health, 2 10gp gems, 20 sp, 5 gp

Party Level 2

Vaxlor's Potion of Great Health, 4 10gp gems, 40 sp, 10 gp

Party Level 3

Vaxlor's Potion of Great Health, 6 10gp gems, 50 sp, 15 gp

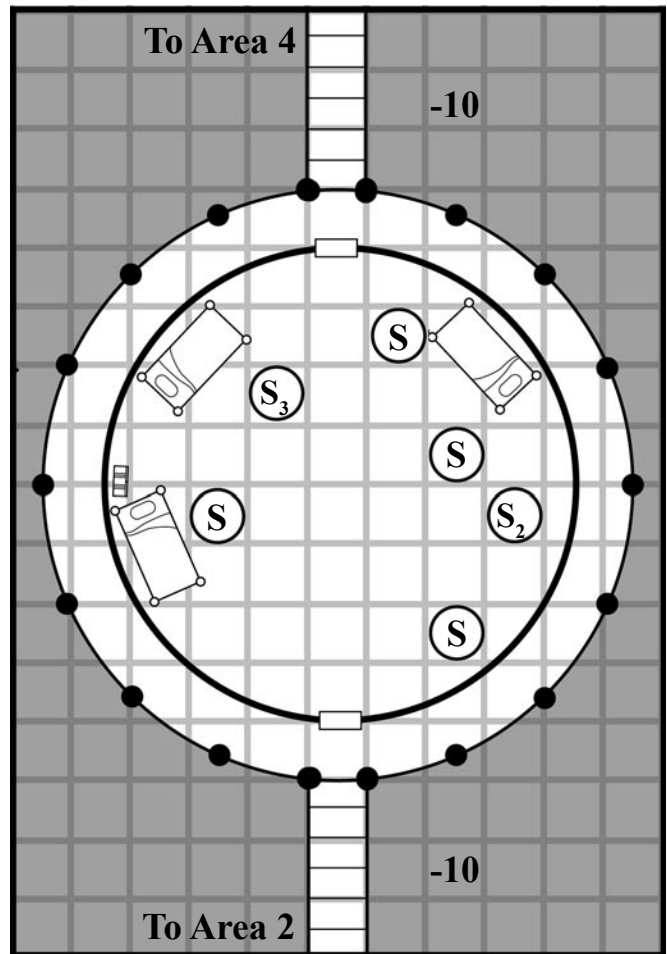
Vaxlor's Potion of Great Health

Level 1

This unremarkable looking and sour tasting elixir was developed by Lord Vaxlor for his special minions.

Potion 1 gp

Power (Consumable • Healing): Minor Action, drink this potion and regain 1 hit point.



Swamp Lurch

Level 6 Elite Minion

Medium natural humanoid

XP 126

Initiative +5

Senses Perception +4; low-light vision

HP 2; a missed attack never damages a minion

AC 22; Fortitude 18, Reflex 19, Will 18

Saving Throws +2

Speed 6

Action Points 1

⊕ Glaive (standard; at-will) • Weapon

Reach 2; +11 vs. AC; 5 damage; see also *we almost got'em!*

We Almost Got'em!

The swamp lurch gains a +2 bonus to attack and damage rolls against bloodied enemies.

Alignment Evil

Languages Common

Str 16 (+6)

Dex 14 (+5)

Wis 12 (+4)

Con 14 (+5)

Int 10 (+3)

Cha 10 (+3)

Equipment glaive

4. Common Room

This hut is where the boarders take their meals and fellowship with one another. It also acts as overflow sleeping accommodations when all the beds are spoken for. Tonight spirits are high as the hunt yielded a great bounty—a rare treat: 3 suckling lambs and a whole moo cow!

Monsters

Party Level 1 (516 XP)

3 Dirak (88 XP each) (D)

2 Swamp Lurch (126 XP each) (S)

Party Level 2 (642 XP)

3 Dirak (88 XP each) (D)

3 Swamp Lurch uard (126 XP each) (S) (S₂)

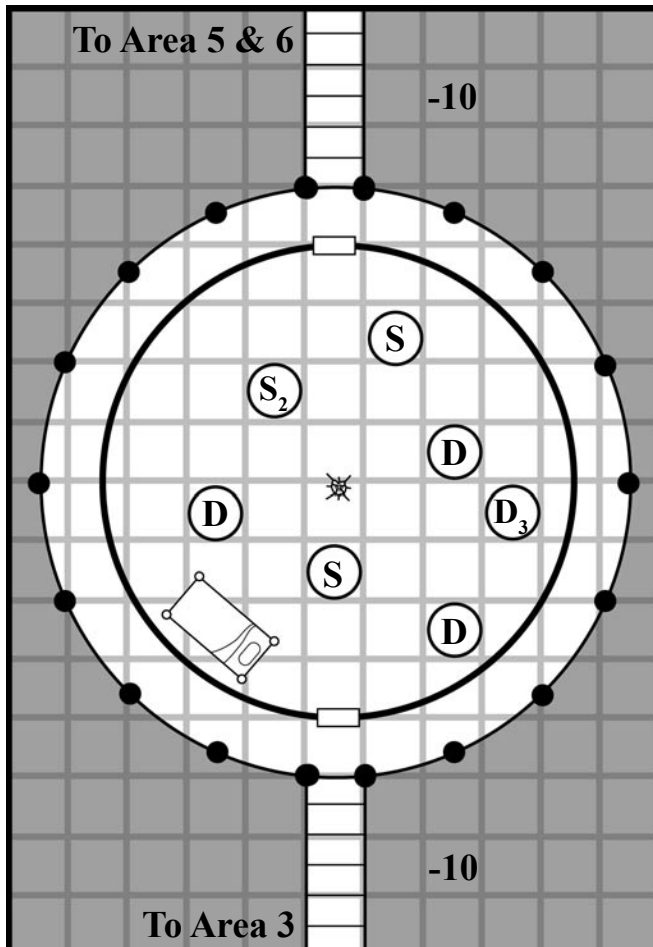
Party Level 3 (730 XP)

4 Dirak (88 XP each) (D) (D₃)

3 Swamp Lurch (126 XP each) (S) (S₂)

Features

Alarm Bell: Outside the top door is a bell used to let everyone know when the food was ready. However when struck in a distinct pattern, it is also used as an alarm to alert everyone that intruders have breach the inner complex.



Bed: One spare bunkbed sits in the corner.

Fire Pit: The carcasses are roasting over the fire, and the flames give a soft light to the hut.

Tactics

The dirak and swamp lurches engage in combat immediately while one of them moves to ring the alarm bell.

Treasure

None

Dirak	Level 8 Minion
Medium natural humanoid	XP 88
Initiative +7	Senses Perception +4; low-light vision
HP 1; a missed attack never damages a minion	
AC 22; Fortitude 20, Reflex 18, Will 18	
Speed 6	
⊕ Spiked Bone Club (standard; at-will) • Weapon	
+7 vs. AC; 5 damage.	
Luck of the Gods (immediate interrupt, when a dirak is hit by an attack; encounter)	
When a dirak is hit by an attack, his club is cut in twain, reducing its damage to 3 but the dirak suffers no damage.	
Alignment Evil	Languages Common
Str 19 (+7)	Dex 14 (+5) Wis 14 (+5)
Con 15 (+5)	Int 11 (+3) Cha 10 (+3)
Equipment spiked bone club	

Swamp Lurch	Level 6 Elite Minion
Medium natural humanoid	XP 126
Initiative +5	Senses Perception +4; low-light vision
HP 2; a missed attack never damages a minion	
AC 22; Fortitude 18, Reflex 19, Will 18	
Saving Throws +2	
Speed 6	
Action Points 1	
⊕ Glaive (standard; at-will) • Weapon	
Reach 2; +11 vs. AC; 5 damage; see also we almost got'em!	
We Almost Got'em!	
The swamp lurch gains a +2 bonus to attack and damage rolls against bloodied enemies.	
Alignment Evil	Languages Common
Str 16 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 10 (+3)
Equipment glaive	

5. Training Room

This is the realm of Lord Vaxlor's shining pupil Rocky. Rocky began life as a lowly minion, but with Lord Vaxlor's persistent tutelage, Rocky moved beyond mere minion and now teaches the next generation of minions to exceed the constraints of their birth. Rocky works his pupils in circuit training, working up their strength, aim, evasion maneuvers, and footwork.

Monsters

Party Level 1 (426 XP)

Rocky (250 XP) (R)
Eagle Eye (88 XP) (E)
Sucker (88 XP) (S)

Party Level 2 (602 XP)

Rocky (250 XP) (R)
Eagle Eye (88 XP) (E)
Sucker (88 XP) (S)
Claw (88 XP) (C)
Cube (88 XP) (U)

Party Level 3 (690 XP)

Rocky (250 XP) (R)
Eagle Eye (88 XP) (E)
Sucker (88 XP) (S)
Claw (88 XP) (C)
Cube (88 XP) (U)
Bampf (88 XP) (B)

Features

Bed: Rocky's bed is near the back of the hut with his valuables stashed under the bed (see Treasure). They are not hidden, locked or trapped as everyone in the complex besides Vaxlor is too terrified of Rocky to steal from him and Vaxlor has no need or want to.

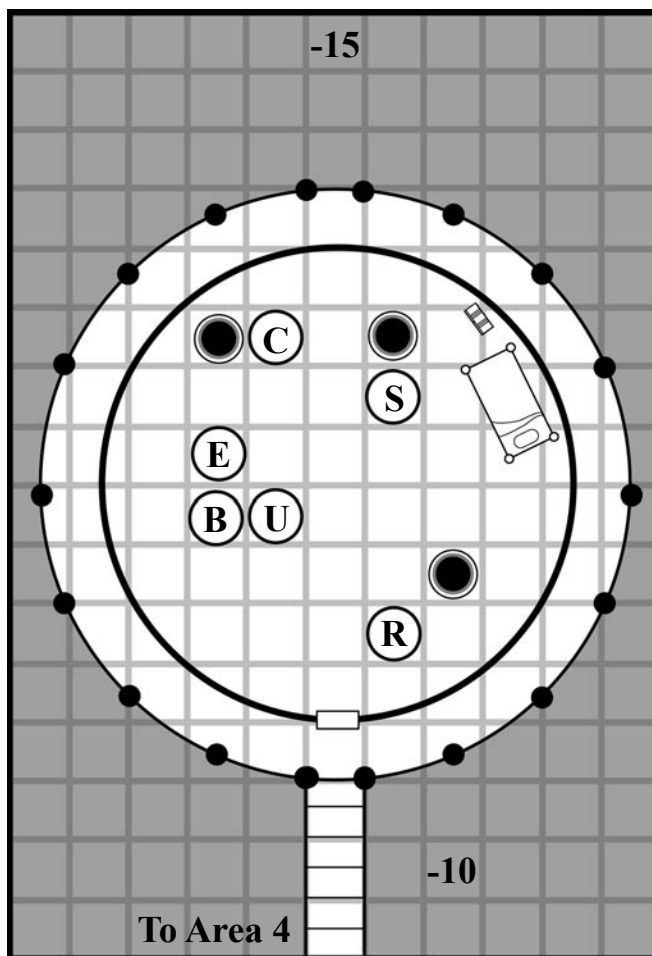
Construction: This hut is sturdier in construction, the walls a little thicker and padded. Coupled with the music Rocky plays during training, it is impossible to hear the alarm bell in area 4 when the door is closed and the pupils are working.

Door: The door is closed as Rocky and his pupils are currently in training.

Dummies: There are 3 stuffed practice dummies scattered across the room.

Lighting: There are 4 lanterns hanging along the perimeter of the room illuminating the large hut.

Music Box: Beside Rocky's bed is a music box housed in a beaten brass case. A stylized giant cat is pounded out of the metal with embedded translucent stones for eyes. The eyes light up as the music plays a rhythmic tune over and over again: "dun. dun-dun dun. dun-dun dun. dun-dun dunnnnnn." Lord Vaxlor used this very box in training Rocky and the music box always plays while Rocky is training minions as it grants all listeners 1 temporary hit point (value 100 gp)



Tactics

Everyone knows not to disrupt Rocky when he's training, so anyone entering the hut without first knocking is in trouble, especially if their stance is aggressive. Rocky comes out swinging with his punch, activating his power *Is That All You Got!* by the time he's first bloodied. His pupils play to their strengths. Eagle Eye and Cube take cover behind the dummies and use their ranged attacks at a distance. Sucker and Claw wade into combat, and Bampf (a dirak with promise) uses his teleporting to get him in and out of combat while attacking with his spiked bone club.

Treasure

Party Level 1

Silk robe (100 gp), extra clothing, black center-crease fedora, rubber bouncing ball, gold ring (25 gp), 30 gp, 50 sp, 100 cp

Party Level 2

Silk robe (100 gp), extra clothing, black center-crease fedora, rubber bouncing ball, gold ring (35 gp), 50 gp, 75 sp, 150 cp

Party Level 3

Silk robe (100 gp), extra clothing, black center-crease fedora, rubber bouncing ball, gold ring (50 gp), 75 gp, 100 sp, 250 cp

Rocky **Level 6 Brute**
Medium natural humanoid XP 250

Initiative +6 **Senses** Perception +9; darkvision
HP 86; **Bloodied** 43
AC 18; **Fortitude** 19, **Reflex** 16, **Will** 14
Speed 8

⬇ **Punch** (standard; at-will)

+10 vs. AC; 1d8 +4 damage and the target is pushed 1 square.

Is That All You Got! (standard; recharge 1)

The next two damaging attacks dealt to Rocky heal him (instead of damaging him).

Alignment Evil	Languages Common	
Str 22 (+9)	Dex 16 (+6)	Wis 12 (+4)
Con 16 (+6)	Int 10 (+3)	Cha 14 (+5)

Sucker **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +7 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Speed 6

⬇ **Draining Touch** (standard; at-will)

+12 vs. AC; 5 damage, target loses one of their encounter powers for this encounter, and Sucker gains 5 temporary hit points.

Alignment Evil	Languages Common	
Str 11 (+3)	Dex 14 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 19 (+7)

Bampf **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +7 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Speed 6, teleport 6

⬇ **Spiked Bone Club** (standard; at-will) • **Weapon**

+7 vs. AC; 5 damage.

Luck of the Gods (immediate interrupt, when Feyray is hit by an attack; encounter)

When Bampf is hit by an attack, his club is cut in twain, reducing its damage to 3 but Bampf suffers no damage.

Alignment Evil	Languages Common	
Str 19 (+7)	Dex 14 (+5)	Wis 10 (+3)
Con 15 (+5)	Int 11 (+3)	Cha 10 (+3)

Equipment spiked bone club

Eagle Eye **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +7 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Speed 6

☞ **Heat Vision** (standard; at-will) • **Fire**

Ranged 10; +7 vs. Reflex; 5 fire damage.

Missile Defense (immediate interrupt, when eagle eye is attacked by a ranged attack; encounter)

When Eagle Eye is attacked by a ranged attack, his defense to that attack is increased to 25.

Alignment Evil	Languages Common	
Str 14 (+5)	Dex 19 (+7)	Wis 14 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 8 (+2)

Claw **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +7 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Speed 6

⬇ **Claws** (standard; at-will)

+7 vs. AC; 5 damage.

⬇ **Retribution** (immediate interrupt; when hit; encounter)

Claw makes a claw attack that deals triple damage.

Alignment Evil	Languages Common	
Str 19 (+7)	Dex 14 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 10 (+3)

Cube **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +7 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 20, **Reflex** 18, **Will** 18
Speed 6

☞ **Ice Bolt** (standard; at-will) • **Cold**

Ranged 10; +7 vs. Reflex; 5 cold damage.

Missile Defense (immediate interrupt, when cube is attacked by a ranged attack; encounter)

When Cube is attacked by a ranged attack, his defense to that attack is increased to 25.

Alignment Evil	Languages Common	
Str 14 (+5)	Dex 19 (+7)	Wis 14 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 10 (+3)

6. Deacon's Demesne

The lower level of a two-story hut, this area is the demesne of Deacon, a kobold minion that has been in service to Lord Vaxlor as long as either can remember. In truth this level is one giant trap. Divided by a partial wall (only 4 feet high), a slit in the wall allows Deacon to see who approaches and works a series of 3 levers to dispose of unwanted guests. Even past the partial wall, the stairway of death prevents most everyone from interrupting Lord Vaxlor while he works.

Monsters

Party Level 1-3 (25 XP)

Deacon (25 XP) (D)

Features

Bed: Behind the partial wall is Deacon's bed and underneath his bed are his few and precious possessions (see Treasure).

Lever Box: Mounted to the wall is a box with 3 levers. Each lever has 3 positions: neutral, up and down. These levers work various contingency plans, including controlling the floor in front of the partial wall, which has been rigged to drop into the water below. Working the levers is a standard action.

Only Deacon and Lord Vaxlor know how to work the levers and depending on the orientation of the levers, there are 5 possible results (percentage chance if randomly fiddled with): drop the floor (25%), never drop the floor (10%), drop the floor when pressure is applied to it (50%), drop the rope bridge connecting this hut to the main complex (10%), and open the secret door leading to the stairway (5%).

Typically Deacon leaves the levers set to drop the floor when pressure is applied to it. However if the alarm bell in area 4 has been rung, Deacon will drop the rope bridge connecting to area 4.

Lightning: Deacon keeps a lantern by his bed, but the partial wall prevents it from illuminating the whole area.

Partial Wall: The wall is only 4 feet tall while the ceiling is 8 feet tall. There is a small sliding window no bigger than a slit through which Deacon can look into the front area.

Secret Door: Hidden in the wall on Deacon's side of the partial wall is a secret door to a spiral staircase leading up the upper floor. A Perception check 15 reveals the secret door and a Thievery check DC 20 to open the secret door manually if the players cannot open the door using the lever box. However, all is not as it seems as the spiral staircase is yet another trap.

Stairway of Death: The boarders at the home have taken to calling this spiral staircase the Stairway of Death. Few have walked upon it and none have survived! Only Deacon, Lord Vaxlor and Rocky know the pattern on the stairway that grants safe passage. There are 15 steps and Lord Vaxlor used the Fibonacci sequence to determine how many steps to skip between traps. The trapped steps are steps 1, 3, 5, 8, 12; 5 traps total, each getting progressively harder to detect, disarm, and avoid.

Stairway of Death

Level 10 Minion

Trap

XP 125

A looming stairwell fraught with danger stands before you.

Trap: Certain steps are trapped and fire darts from the wall when triggered. Traps get harder to detect, disarm, and avoid as one progresses further along the stairs.

Perception

- DC 10: A adjacent character detects the step as trapped. DC increases by 2 as the target progresses further on the stairs

Trigger

Each step is a pressure plate, however only some cause darts to shoot out from the wall.

Attack

Immediate Reaction

Ranged 2

Target: 1d4 targets in range

Attack: +9 vs. Reflex (increase +1 as the target progresses further up the stairs.

Hit: 1 damage

Countermeasures

- An adjacent character can disable the pressure plate with a DC 10 Thievery check, increase the DC by 2 with each successive trap on the stairs.

Tactics

If Deacon hears the alarm bell, he first drops the rope bridge, then sets the floor to drop when pressure is applied and makes his way up the stairs to warn Lord Vaxlor. However, if the alarm bell is not rung and the party opens the door, Deacon looks at them through his sliding window and instructs them to step no further and state their request. A successful Bluff or Diplomacy check DC 20 convinces Deacon to switch the levers to never drop the floor and hear their case. Otherwise, Deacon will shoo them away and leave the levers set where the floor will drop into the water when pressure is applied. If attacked outright, Deacon makes his way up the stairs to warn Lord Vaxlor.

Treasure

Party Level 1

Silver locket (5gp), gold bracelet (5gp), 5 gp, 20 sp, 50 cp

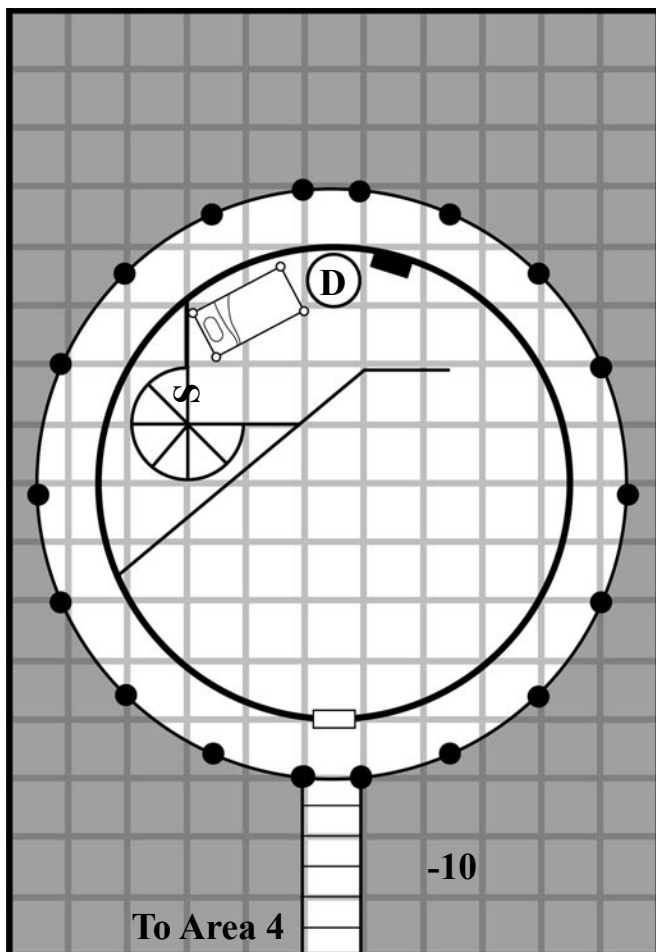
Party Level 2

Gold necklace (10gp), platinum watch chain (15 gp), 10 gp, 50 sp, 100 cp

Party Level 3

Gold necklace (10gp), pearl earrings (50gp), 20 gp, 50 sp, 100 cp

7. Lord Vaxlor's Quarters



Lord Vaxlor is actually a lord, being the only son of a lesser noble family. However, he was abandoned soon after birth once his father saw signs of his son's "weakened disposition." His mother stitched his name on his blanket and left him floating down river in a basket, hoping some kind soul would care for her Francis. Cold, hungry and crying: that was how Deacon's mother found him, too pitiful to make a meal but a perfect companion for her own young son.

Fortunately for young Lord Vaxlor, his physical impediments were inversely proportional to the power of his mind. Francis accomplished what few of his kind ever hope to dream of—he moved beyond his minion-ness! Eventually finding the truth of his lineage, Vaxlor sought his family in the city hoping his accomplishment would open the arms and hearts of his blood relations, but to no avail. His father had already passed, his heart broken as he sired daughter after daughter after abandoning his son. It was then that Lord Vaxlor knew the swamp was his true home.

Lord Vaxlor started the Home for Wayward Minions in the middle of the swamp with his long-standing friend Deacon and started taking in the dregs of society, giving home and hope to those shunned by their own people. Largely ignored by everyone, Lord Vaxlor was able to progress his work. While many progressed no further, Lord Vaxlor has his shining pupils, namely Rocky, who found a path to non-minionhood and carried on Lord Vaxlor's ambitions for the next generation of minion-kind.

Nowadays, Lord Vaxlor prefers solitude and spends much of his time on his extensive butterfly collection. Deacon is his only link to the outside world, bringing meals, news and other essentials to him while he studies and documents the countless specimens pinned in his study. Occasionally, Lord Vaxlor likes to leave his quarters and hunt for butterflies. An exclusive rope bridge that is only connected to the upper level leads from Lord's Vaxlor's quarters to his boat dock.

Monsters

Party Level 1-3 (1750 XP)

Lord Vaxlor (1750 XP) (V)

Features

Bed: Tucked away in a fold of the sheets is a velvet bag containing the stitched blanket in which he was found and a Vaxlor signet ring.

Door: The door opens to a private walkway accessible only to the second story and linked via rope bridge to Lord Vaxlor's private boat dock.

Curio: To the right of Lord Vaxlor's desk is a curio displaying his extensive butterfly collection. To the right buyer, the collection is worth quite a lot.

Wall: A wall between the circular stair and Lord Vaxlor's bed grants him some privacy. It extends from floor to ceiling.

Deacon

Level 1 Minion

Small natural humanoid

XP 25

Initiative +3 **Senses** Perception +1; darkvision

HP 1; a missed attack never damages a minion

AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11

Speed 6, teleport 6

⚡ **Javelin** (standard; at-will) • **Weapon**

+5 vs. AC; 4 damage.

☞ **Javelin** (standard; at-will) • **Weapon**

Ranged 10/20; +5 vs. AC; 4 damage.

Shifty (minor; at-will)

Deacon shifts 1 square.

Trap Sense

Deacon gains a +2 bonus to all defenses against traps.

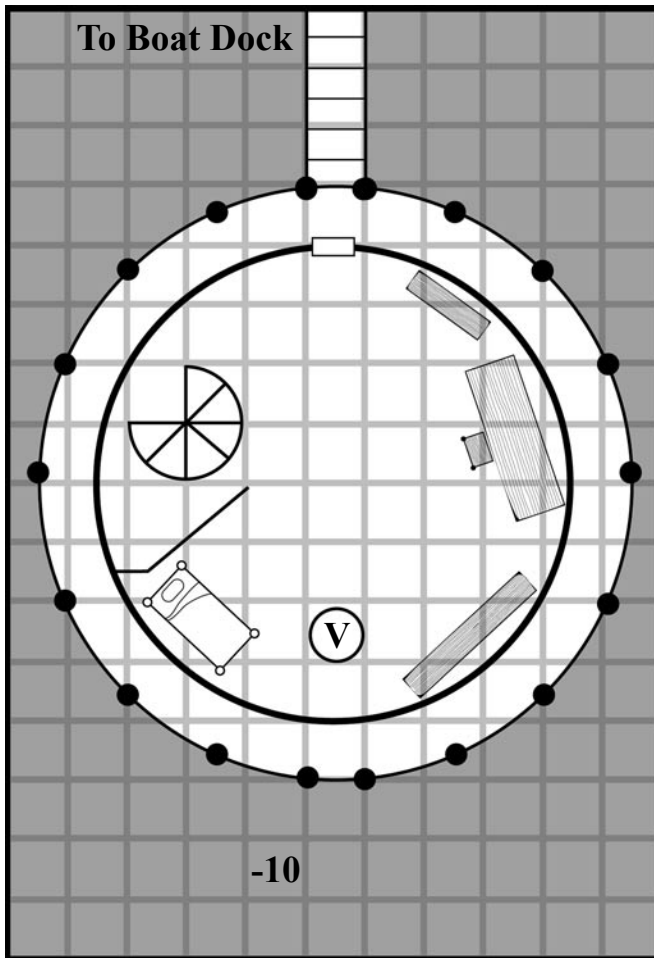
Alignment Evil **Languages** Common, Draconic

Skills Stealth +4, Thievery +4

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1)

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0)

Equipment hide armor, light shield, 3 javelins



Desk: Like any other desk, Lord Vaxlor keeps paper, ink, and quills at this desk along with a lantern. His unfinished manuscript *Lord Vaxlor's Field Guide to Butterflies* is in one drawer. A Perception check DC 18 reveals a false bottom in that drawer, and within is a memoir of his accomplishments in progressing minions and creating magic items for minions.

Shelves: To the left of his desk are shelves containing mason jars, pins, bottles of ether and other accoutrements of butterfly hunting.

Stairs: The stairs are leading down and trapped (see area 6).

Tactics

Lord Vaxlor does not care for combat and prefers to discuss things like civilized people. However, when that is not possible, he uses his mind and his fists in lethal conjunction. If Deacon comes up to warn Lord Vaxlor or if Lord Vaxlor hears any of the traps along the stairs triggered, he readies his Mental Blast when he sees someone on the stairs that is not Deacon or Rocky, pushing people further down the stairs and hopefully triggering more traps. Lord Vaxlor is not want to leave his butterfly collection behind, but if he is bloodied, he retreats out the door to his boat, relying on his remaining hit points and his power Not Dead Yet to get him safely away.

Lord Vaxlor **Level 8 Solo Minion**
Medium natural humanoid 1750 XP

Initiative +7 **Senses** Perception +5; darkvision

HP 32; a missed attack never damages a minion

AC 24; **Fortitude** 20, **Reflex** 20, **Will** 20

Saving Throws +5

Speed 7

Action Points 2

⬇ **Mental Fist** (standard; at-will) • **Psionic**

+12 vs. AC; 5 psychic damage and the target is knocked prone and dazed.

⬆ **Double Attack** (standard; at-will) • **Psionic**

Lord Vaxlor makes two mental fist attacks.

⬅ **Mental Blast** (standard; recharge Ⓛ Ⓜ Ⓨ) • **Psionic**

Close blast 5; +12 vs. Will; 5 psychic damage and target is pushed 4 squares.

Not Dead Yet (the first time Lord Vaxlor drops to 0 hit points)

Make a new initiative check for Lord Vaxlor. On his next turn, Lord Vaxlor rises (as a move action) with 16 hit points with mental blast recharged.

Alignment Evil **Languages** Common, Draconic

Skills Bluff +7, Diplomacy +7, Insight +7, Nature +7

Str 14 (+7) **Dex** 10 (+5) **Wis** 12 (+6)

Con 14 (+7) **Int** 16 (+8) **Cha** 14 (+7)

Treasure

Party Level 1

Velvet bag (25gp), Vaxlor signet ring (50gp), silver cufflinks (10gp), butterfly collection (100gp), 25 gp, 50 sp, 100 cp

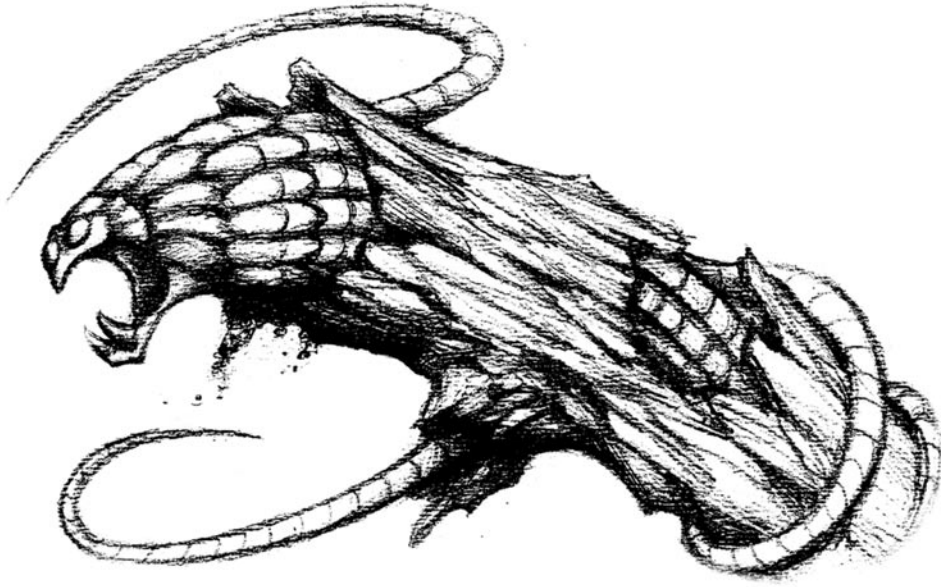
Party Level 2

Velvet bag (50gp), Vaxlor signet ring (75gp), gold cufflinks (20gp), butterfly collection (200gp), 50 gp, 100 sp, 200 cp

Party Level 3

Velvet bag (75gp), Vaxlor signet ring (100gp), platinum cufflinks (30gp), butterfly collection (300gp), 75 gp, 150 sp, 300 cp

Player Handouts



Area 1: Log Horror



Area 2 and 4: Dirak



Area 3 and 4: Swamp Lurch