

THIS ADVENTURE MODULE IS 4E COMPATIBLE

DUNGEON CRAWL CLASSICS



THE WARBRINGER'S SON

OFFICIAL 2008 GEN CON TOURNAMENT MODULE
AN ADVENTURE FOR CHARACTER LEVEL 1



THE WARBRINGER'S SON

BY CHRIS DOYLE, MIKE FERGUSON, RICK MAFFEI, AND ADRIAN POMMIER

THE OFFICIAL DUNGEON CRAWL CLASSICS GENCON 2008 TOURNAMENT MODULE

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OFFICIAL TOURNAMENT RESULTS

FIRST ROUND

Rank	Team Name	Dungeon Master	Round One Score	PCs <10 hp	Player Names
1	Clan Yeoman	Tompkins	2685	0	Dan Adams, Tim Buckley, Nicole Buckley, Leah Adams
2	Shenanigans	Lipton	2170	0	Eric Menje, David Hazlett, Douglas Ayers, Gary Lindsey
3	Bastard Sons of Lee Van Cleave	McCutchen	2140	0	Mike Maenza, Joshua O'Connor-Rose, Brian Nowak, Mike Lundin
4	Fish in a Barrel Friday	McSpadden	2010	0	Stephen House, Aaron Koleman, James Pike, Richard Ohl
5	Dollar Bills	McSpadden	1400	0	Leslie Foster, Bill Euliss, Bill McCalister
6	Death from Above	McBride	1375	0	Gerry Buldak, Paul Luri, Tim Wadzinski, Dan Wacano
7	Blood Kings	McCutchen	1170	0	Jeff Dean, Sean Tragesser, Andrew Frielink, Todd Kath
8	Team 38	Anderson	1160	0	Gavin O'Neil, Rob Haun, Beau Bogart, Justin Morris
9	Crawling Dungeoneers	King	1145	0	Greg Gillespie, Dave Campbell, Jason Applegate, John Jeter
10	Nova Wastrels	Oppedisano	1050	1	Scott Henkey, Linda Rasstle, Mark Wilkins, Don Parrish
11	Fish in a Barrel Thursday	Lipton	845	0	Tom Gintener, Jim Lamanus, Tom Pacifunk, Tyler McCalmon



THE HIGHLY COVETED TOURNAMENT TROPHIES.



THE JUDGES, EXHAUSTED AFTER SOME HARD WORK ACHIEVING TPK'S.

Rank	Team Name	Dungeon Master	Round One Score	PCs <10 hp	Player Names
12	Natural 20's	Goodwin	720	0	Jeff Popko, Mark Modungo, James Hood, Sean O'Loughlin
13	The Displaced	Tompkins	675	0	Sam Meyer, Mark Hooper, Rick Meyer, Chris Blough
14	The Uplanders	Huffaker	560	0	Pete Petrusha, Christoph Sahar, Chris Barnitt
15	Blind Hydra	Glicker	525	0	Bob Smith, Alan Lucas, Sarah Smith, Ben White
16	The Pots Hurt	McCutchen	215	1	Chris Foley, David Setty, Keith Adams, Laura Reaping
17	Go Cubs Go	Eccles	175	1	Greg Nedohin, Albert Dema, Marcus Johns, Donna Ravell
18	Lootylicious	Sipla	-435	0	Mark Albright, Tim Nuttle, Cory Tadlock, John Burnson
19	The Barrel Boys	Goodwin	-500	2	Jeremy Best, Ronnie Serio, Michael Bernath, Austin Streeter
20	Chaos Crew	Glicker	-545	1	Tom Wisnienski, Glen Ausse, John Dominguez, Steve Heitke
21	What Plan?	King	-560	0	Marion Nalepa, Nick Richardson, Tim Thomas, Bob Leonard, Jr.
22	We Flunked Flank	Oppedisano	-665	4	Andy Brogan, Fred Cappel, Chris Foley, Mat Cappel
23	Team Battleground	Lipton	-685	4	Mat MacGregor, George Collins, Derek Lloyd, Rod Aldered
24	May Not Advance	Eccles	-735	4	Steve Greenburg, others
25	Team RAMM	McBride	-770	4	Anthony Lesink, Mary Jo Fidler, Roberto Montano, Mike Smith
26	Team Cool	Eccles	-1070	4	Chase Laquidara, Cale Laquidara, Adam Zarembo, Joe Creighton
27	Jessie, Tom, Frank, and Adam	McSpadden	-1215	4	Jessie Trutna, Frank Chaustowich, Tom Smith, Adam Smith
28	Party of One	Oppedisano	-1250	4	
29	The Rockheaded Rabbleraisers	Tompkins	-1250	4	Matthew Andersson, Nate Allison, Rob O'Neil, Alec Banthournout
30	Strangers with Candy	Anderson	-1720	2	Roger Harris, Bruce Dearing, Ron Childress, Craig Killen
31	Not Dead Yet	Anderson	-2210	4	Matthew Nocivelli, Troy Maynard, Will Mathies, Doug Wideburg
32	Illini 4	McCutchen	-2265	4	Tod Courtney, David Gerstenecker, Tony Oligney-Estill, Sophie Gerstenecker
33	We Just Met	Eccles	-2280	4	Rich Chamberlain, Michael Shea, Michelle Shea, Michael Nocivelli
34	The Certifiables	Oppedisano	-2480	4	Earnest Petit, Aaron Barrel, Brennan Berry, Elenor Samson
			Total Round	56	=42% kill rate



SECOND ROUND

Rank	Team Name	Dungeon Master	Two Score	PCs <10 hp	Player Names
1	Bastard Sons of Lee Van Cleave	McBride	4925	0	Mike Maenza, Joshua O'Connor-Rose, Brian Nowak, Mike Lundin
2	Shenannigans	Glicker	3675	0	Eric Menje, David Hazlett, Douglas Ayers, Gary Lindsey
3	Blood Kings	Huffaker	3345	0	Jeff Dean, Sean Tragesser, Andrew Frielink, Todd Kath
4	Fish in a Barrel Friday	Huffaker	3000	0	Stephen House, Aaron Koleman, James Pike, Richard Ohl
5	Clan Yeoman	Sipla	2240	0	Dan Adams, Tim Buckley, Nicole Buckley, Leah Adams
6	Death from Above	Anderson	-1580	4	Gerry Buldak, Paul Luri, Tim Wadzinski, Dan Wacano
7	Natural 20's	McCutchen	-1935	4	Jeff Popko, Mark Modungo, James Hood, Sean O'Loughlin
8	Nova Wastrels	McCutchen	-2055	4	Scott Henkey, Linda Rasstle, Mark Wilkins, Don Parrish
9	The Dollar Dungeoneers	Anderson	-2220	4	Leslie Foster, Bill Euliss, Bill McCalister
			Total	16	=44% kill rate

FINAL ROUND

Rank	Team Name	Dungeon Master	Final Round Score	PCs <10 hp	Player Names
1	Blood Kings	Sipla	1535	0	Jeff Dean, Sean Tragesser, Andrew Frielink, Todd Kath
2	Shenanigans	McSpadden	1165	0	Eric Menje, David Hazlett, Douglas Ayers, Gary Lindsey
3	Bastard Sons of Lee Van Cleave	King	-1195	2	Mike Maenza, Joshua O'Connor-Rose, Brian Nowak, Mike Lundin
			Total	2	=17% kill rate



ADRIAN POMMIER ANNOUNCES THE TOURNAMENT WINNERS.

KILLS BY JUDGE

Judge	Kills	Possible	Kill %	TPKs	TPK%
Anderson	14	20	70%	3	60%
Eccles	13	16	81%	3	75%
Glicker	1	16	6%	0	0%
Goodwin	2	8	25%	0	0%
Huffaker	0	11	0%	0	0%
King	2	12	17%	0	0%
Lipton	4	12	33%	1	33%
McBride	4	12	33%	1	33%
McCutchen	13	24	54%	3	50%
McSpadden	4	16	25%	1	25%
Oppedisano	13	16	81%	3	75%
Sipla	0	12	0%	0	0%
Tompkins	4	12	33%	1	33%



THE WARBRINGER'S SON

JUDGES RECEIVED BADGE RIBBONS FOR EVERY TPK ACHIEVED.

DUNGEON DESIGN CREDITS

This adventure was a collaborative effort. A trio of dungeon designers devised the rounds with the project manager orchestrating the details. Here are the credits for the individual rooms designs and other contributions:

Chris Doyle: Round One

Michael Ferguson: Round Two

Rick Maffei: Round Three

Adrian Pommier: Project Manager

WINNERS CIRCLE



FIRST PLACE TEAM BLOOD KINGS



SECOND PLACE TEAM SHENANIGANS



THIRD PLACE TEAM BASTARD SONS OF LEE VAN CLEAVE

SUMMER

CLAN YEOMAN TO JUSTIN: "I TAKE HOW MUCH DAMAGE?"

CALL FOR HEALING



WISH YOU WERE HERE!

STEPHANIE HUFFAKER LURES THEM INTO A TRAP...

THE WARBRINGER'S SON

2008 ROCKED!!!



OUR ANNUAL SEMINAR, "HOW TO WRITE ADVENTURES THAT DON'T SUCK."

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THE WARBRINGER'S SON

AN ADVENTURE FOR CHARACTER LEVELS 1-3

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For the Authors and Playtesters: Making an impossible
deadline never looked so easy.

INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. *Dungeon Crawl Classics* feature bloody combat and intriguing dungeons. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Warbringer's Son was the 2008 DCC Open Tournament at Gen Con Indy. Teams were allowed to choose four characters from the list of six pregenerated characters provided in the Player's Pack.

The Warbringer's Son is designed to be a challenge for four characters of 1st level. A well-balanced party of experienced players has the best chances of defeating Kainos and ending the threat to their village.

ADVENTURE SUMMARY

Adrasticus, the Bandit Lord, has ruled over the lawless hinterlands for years. The good, stout people of this region have been forced to pay exorbitant annual tribute, leaving them barely able to scrape by in their ramshackle huts and villages. In one such village, four heroes have taken a blood oath that Adrasticus will answer for the misery of their people. By their actions, they hope to save their village.

Little do they know that Adrasticus is merely a lackey of Kainos, the cyclops scion of the god of war, Xeleuth the Warbringer. The threat to their village is greater than a petty tyrant...it is to be the first casualty of Kainos' blood-drenched ascension to his inheritance.

TELLING IT LIKE IT WAS: THE TOURNAMENT SHUFFLE

If you read the event listing for Gen Con Indy 2008, the event description mentioned how the Warbringer cursed the heroes; this was *Test of the Gods*, a tournament for 7th-level characters. All three rounds were already written in 3.5E with the intention of converting it when 4E was finally released.

The secret history of *Test*, though, was that it was a SEQUEL to what was going to have been the 2008 Free RPG Day content, a short module called *Maze of the Cyclops*, which was originally pitched to be the 2008 tourney. Since 4E didn't come out in time, however, *Maze* was shelved and we did *Punjar: The Tarnished Jewel* instead.

Still with me? Good, 'cause it's about to get complicated.

In late May, it was brought up that the role-playing public would have little-to-no experience with 4E by Gen Con. The sage decision was made to change the tournament to 1st level.

Test dealt with some fairly big-league stuff, though. That module couldn't work at a level that low, so we went to the writing team and asked them to shelve what they'd worked on all spring in order to write a new tournament module. Oh, and since 4E didn't come out until early June, it needed to be done in two weeks.

To expedite things, we made the decision to resuscitate *Maze*, thus bringing the entire tournament module process full-circle. Using that kernel, Chris, Mike, Rick, and I wrote *The Warbringer's Son*.

Then the playtesting started...

GAME MASTERS SECTION

SCALING INFORMATION

The Warbringer's Son was the 2008 Gen Con DCC Open Tournament module. It is intended to be played as written, with the provided pregenerated characters. As a tournament module, it is a dire challenge for even experienced gamers.

If you decide to incorporate it into a "casual" game, you should make serious changes, considering the following suggestions:

Weaker parties (3 or fewer heroes, or a "casual game"): In area 1-1, remove one level from Marta and one zombie grapestomper. In area 1-3, remove one orc axeman. In area 1-4, replace the manticores with two human bullies (use the stats from area 1-5); start the bullies standing near the ballista. For area 1-5, remove one level from Adrastricus and Melampus, and change the trapdoor so that it cannot be a trap.

In area 2-1, remove two levels from the blazing skeleton and the deathlock wight. In area 1-3, remove one level from the shadowhunter bats and the dark caver. In area 2-7, remove three levels from the dark stalker and two levels from the dark creeper.

Remove one level from Mageva and the razorfang drake swarms in area 3-3, from the loam spies in area 3-4, from the bonepile swarm in area 3-5, and from Kainos in area 3-6b.

Remove the "no resting" restriction. All preset damage is an average result, and you should keep to this formula (adjusted as you subtract levels). Make sure the party is 2nd level by the time they reach Round Three.

Adjust the treasure accordingly.

Stronger parties (5 or more heroes): Play the adventure as it's written, but disregard the preset damage and recharge sidebars (roll them as normal) and the "no resting" restriction. Make sure the party is 2nd level by the time they reach Round Three.

GETTING THE PLAYERS INVOLVED

The adventure begins with the characters at the rear entrance of Adrastricus's stronghold. For the tournament, the heroes were there to save their home village from privation. For a home game, the DM should devise an appropriate plot hook or adapt one of the following to get the characters started:

- A substantial reward is offered for the head of Adrastricus. His neck need not still be attached to it to collect.
- The city nobles didn't care about the Bandit Lord until he stole their favorite playwright. They hired the heroes to deliver the ransom, but the party doesn't know that Adrastricus plans to keep both the money and Lokrasus for himself!

- A powerful fleet has been seen gathering off an insignificant island not far away. Messengers have been observed passing between the fleet and the fortress of the Bandit Lord...some trouble seems to be brewing.
- Grim-faced horsemen have ridden from town to town, posting a bill that reads: "Either these individuals journey to the Bandit Lord's lair within the month or your villages will burn. Kainos." The Warbringer's son is trying to draw out those the Bloodstained Oracle said would stand in his way.

BLOODSTAINED ORACLE LORE

Players hearing that title won't know what it means, but if they ask, they can make Religion checks to learn the following:

- DC 10: A "bloodstained oracle" is a zealot of a god of war or slaughter; for their dedication they are gifted with foresight used to guide commanders and those seeking to foster bloodshed
- DC 15: A "bloodstained oracle" demands and requires a price in blood for its services...a life must be taken before its powers will function. A "bloodstained oracle" can be defeated in combat, but it has a pact with its patron gods, who restore it to life shortly thereafter
- DC 20: The nature of this pact is always linked to some item, typically something emblematic of the "bloodstained oracle's" god...if this item can be corrupted somehow, the "bloodstained oracle" can be truly slain

ITEMS IN BRACKETS

Throughout the dungeon, there are several phrases or numbers set in brackets, like this: [3]. These items refer to conditions or values used during the Fifth Annual DCC Open Tournament as it was played at Gen Con Indy 2008. In the case of phrases, they are instructions to the tournament Judges. In the case of numbers, they reflect a predetermined result that applied to all teams equally.

A WORD ON NAMES

The names "Xeলেখ," "the North," and "Gazihmon" used in this round refer specifically to places, beasts, and gods found in *DCC #35: Gazetteer of the Known Realms* and *DCC #52: Chronicle of the Fiend*.

For those unfamiliar with *DCC #35*, "the North" refers to a quasi-European continent. At one point in its history, the demon prince Gazihmon plunged it into war. Unconnected to Gazihmon but amused by his actions is the god of war, Xeলেখ.

The DM, of course, can and should tailor this adventure to fit his or her own campaign.



ROUND ONE: BACKGROUND STORY

If a single number is presented, that number was always the one used. If it refers to damage and a critical hit was confirmed, the attack's crit modifier was applied to the given number. If a series of numbers was presented, that indicated a sequence to follow (and repeat, if necessary).

For falling damage, instead of calculating every possible height from which a PC could fall, it was assumed he or she took 1d10 [6] points of damage per 10 feet fallen.

RECHARGE SIDEBARS

For powers that recharge on random die rolls, look for sidebars near the appropriate encounters. They list a series of expressions like "round +X"; these expressions are how many rounds after its initial use that a power recharges.

The expressions represent random die rolls made over 10 hypothetical combat rounds. If combat lasts more than ten rounds after a recharge power is used, go through the cycle again, adding +10 to the numbers displayed.

For example, "round +2" becomes "round +12."

ROUND ONE ENCOUNTER TABLE

To help the DM prepare, we have included a quick reference table showing all encounters at a glance. Loc — the location number keyed to the map for the encounter. Pg — the module page number that the encounter can be found on. Type — this indicates if the encounter is a combat (C), hazard (H), puzzle (P), or trap (T). Encounter — the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. EL — the encounter level.

Adrasticus, the self-styled "Bandit Lord," enjoys the finer things in life: good food, wine, olives, and dramatic performances. He realized early it was easier to take these things than grow or pay for them. He also quickly learned that people are more willing to give him what he wants if they think he'll kill them, and the quickest way to make someone think you'll kill them is to kill a whole lot of other people — particularly those with nothing you want. Thus began his rapid ascension as the tyrant of this bleak area.

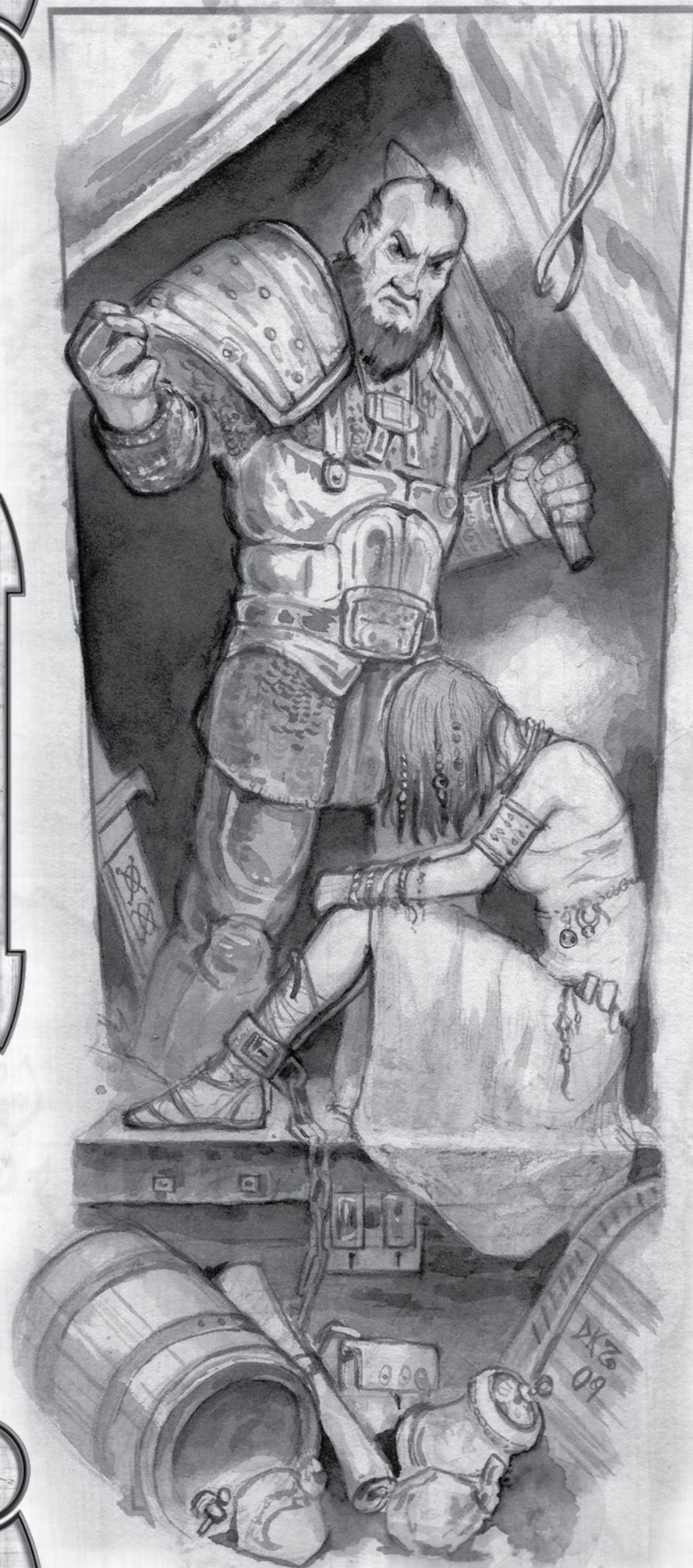
His ill-gotten gains over the years provided much enjoyment, and Adrasticus grew soft. Then, one day, a piteous crone appeared at his doorstep, wailing about the doom that was coming to the region. Since the aged woman did not fit into Category A (people with things I want), Adrasticus decided she was in Category B (people I should kill as an example). He ordered his ruffians to shoot her dead, and they complied...but she did not. Then he ordered his men to club her skull, and again she would not die. Finally the Bandit Lord cut her down with his sword, and after a moment she stood up again, proclaiming that she was a Bloodstained Oracle of Xeleuth, and she had come to offer Adrasticus doom...or salvation.

Kainos, the hag claimed, was coming, and with him a storm of death and bloodshed not seen in the North since Gazihmon...a conflict mighty enough to honor the cyclops' father, the Warbringer. Adrasticus could either be the first victim of that war or serve as its vanguard. In exchange for tribute and fealty, he and his men could serve Kainos. The Bandit Lord agreed, swallowing his anger... for a time.

THE WARBRINGER'S SON

Loc	Pg	Type	Encounter	EL
I-1	15	C	Two human ruffians Six zombie grapestompers Marta, human elite priestess	2
I-2	19	C/T	Three zombie grapesorters Barrel trap	1
I-3	21	C/T	Two orc axemen Human bully Orc sniveling coward, Three bear snare traps	3
I-4	24	C/H	Arkatos, hobgoblin warmage Manticore stripling Crevasse hazard Six+ human ruffraff Three+ orc whipping boys	3+
I-5	28	C/T	Adrasticus the Bandit Lord Two human bullies Melampus the Rat-Catcher Carnivorse foal Stage trapdoor	4
I-6	33	P/T	Clockwork box skill challenge Poison mist trap	2





That was months ago, and the promised war never materialized. Impatient, Adrasticus dared to question the Bloodstained Oracle himself, and in so doing learned the secret of killing Kainos. Now Adrasticus has again grown complacent, even staging spectacles that mock his ersatz benefactor...and when and if the great Kainos appears, the Bandit Lord believes he'll be ready for him!

Such folly.

INTERROGATION

A DC 10 Insight check made on any bandit will recognize that they are bullies who respect only strength. Accordingly, any attempt at using Diplomacy automatically fails and adds +2 to the DC of any subsequent Intimidate checks

A simple Intimidate check, however, loosens the bandits' tongues. The party learns better information with higher results (below). They are neither fanatic nor hardened, accustomed as they are to bullying villagers and shepherds. The party can attempt to Intimidate a captured bandit once; further attempts are worthless.

- DC 10: "The boss is at the amphitheater, beyond the tent city. A few days ago he kidnapped some geezer who's supposed to be a famous play-writer or something, and he started talking about how he had something to show us. I dunno what...he won't let us see the practices. Eh, I don't go for that stuff anyway." If the party asks, the bandit can draw a map of the bandit camp (give them Handout A). He denies there are any traps, and nothing can make him point them out...he still holds out some hope he can make it out of this.

- DC 15: "Look, if you're going that way, you gotta watch out for this manticore the boss captured. It won't let nobody ride it, but it won't go away

BEFORE THE PLAYTEST: ON TORCHES

The iron-pot torches may seem a bit odd as illumination. There's a story there.

Way back when this round was first written, it took place during the day. It was decided during edits to change it to nighttime (befitting a raid on the Bandit Lord's keep). This introduced the element of lighting (and sneaking around — ask about THAT some day when comments aren't being recorded for posterity).

At first these were normal torches, but after a playtest, where the party spent fully 80% of their time using *mage hand* to manipulate torches while being fired on by crossbowmen (zzzzzz), we made changes.

Judge Jeff McSpadden found a picture of a smudge pot, and we were off to the races. Now we had something too heavy for *mage hand* and immune to snuffing by *prestidigitation*. It had a real world analog and — best of all — it could be tactically interesting for a clever party!

neither. It's up by the tent city. Marta, that lady who runs the wine-making, showed up one day with it and a bunch of zombies, said she was 'sent' to help out the boss. You ask me, she's sweet on him."

- DC 20: "A few months ago, this old woman came to the tent city and scared the boss real bad. We killed her, but she just kept getting back up. Anyway, she said that somebody named 'Kainos' was coming to kill everyone, so now every month we have to send some of our hard-earned loot to the creepy lighthouse out west...that's where the old woman lives. I think it's bogus, but that's what the boss said to do until last week. He went up to the lighthouse himself, and when he came back he said things were gonna change and started putting together this crazy play."

If the party asks about the lighthouse, a DC 10 History check reveals the following:

- "Local legends claim the lighthouse was built by a cult of the demon lord *Obitu-que* to fulfill some mad purpose, but abandoned centuries ago. Nevertheless, in all the intervening years, the beacon has never gone out.
- "Although regarded as a boon to sailing vessels, none dare approach the lighthouse itself — most people prefer to leave well enough alone."
- Unless otherwise stated, named NPCs are another matter; respected and cared for, they are true believers. They give over no information whatever the heroes try.

CAPTURE

- Bandits make bad captives. They try to escape at every opportunity, and shout for help if given half a chance. Worse, they'll lie to the party and try to get them to step into traps, or set them off themselves in the case of area 1–2.
- Once they realize they're not going to be set free immediately, captured bandits become almost suicidal in their efforts to escape or bring harm to their captors.

THE TORCHES

- All torches in the level are "iron-pot torches," modeled loosely after real-world smudge pots. These are about four feet tall and weigh 23 pounds (meaning one cannot be picked up, moved, or manipulated by *mage hand*).
- They burn oil, like a lantern, but are much bigger than either a torch or a lantern (meaning they cannot be snuffed by *prestidigitation*).
- Anyone touching an iron-pot torch that has been burning a while (like those in Round One) takes 1d4 [2] fire damage.
- If one is knocked over (with a DC 10 Strength check), the torch is pushed 1 square, and it creates an attack as the oil surges out of the reservoir:

Toppled Iron-Pot Torch (free; once only):

Close burst 1; +4 vs. Reflex; Hit: 1d6+1 [4] fire damage, and ongoing 1 fire damage (save ends); Miss: half damage and no ongoing damage.

PLAYER BEGINNING

The adventure begins with the heroes arriving at the base of the Bandit Lord's stronghold. Start the adventure by reading the following:

Adrasticus, the Bandit Lord, has ruled over the countryside for years. The nobles in the gleaming cities care little for the people of your home region, and there are none to oppose Adrasticus when he demands tribute...deliverable on pain of death. The folk of these lands are left barely able to scrape by in their ramshackle huts and villages. In one such village, four heroes — the four of you — have taken a blood oath that the Bandit Lord will answer for the misery he has caused.

It has been several hours of trekking across the rugged terrain, and night has fallen, but finally you have reached the stronghold of the Bandit Lord. Above, among the rocky crags of this broken landscape is the cave entrance to the Bandit Lord's domain. You might expect it to be bristling with guards; this is not the case. Instead, you see a small vineyard. While your people starve on crumbs, Adrasticus has wine to swill!

No more. The Bandit Lord awaits, and with his death you will spare your village...



THE BANDIT LORD'S LAIR

ROUND 1, 2008 DCC TOURNAMENT

Overview map not to scale

AREAS OF THE MAP

All areas are unlit unless otherwise noted. Default to a DC 15 Athletics (climb) check to climb any cave wall.

Area I-1 **Marta's Vineyard** (EL 2, XP 636)

As the round begins, read or paraphrase the following text.

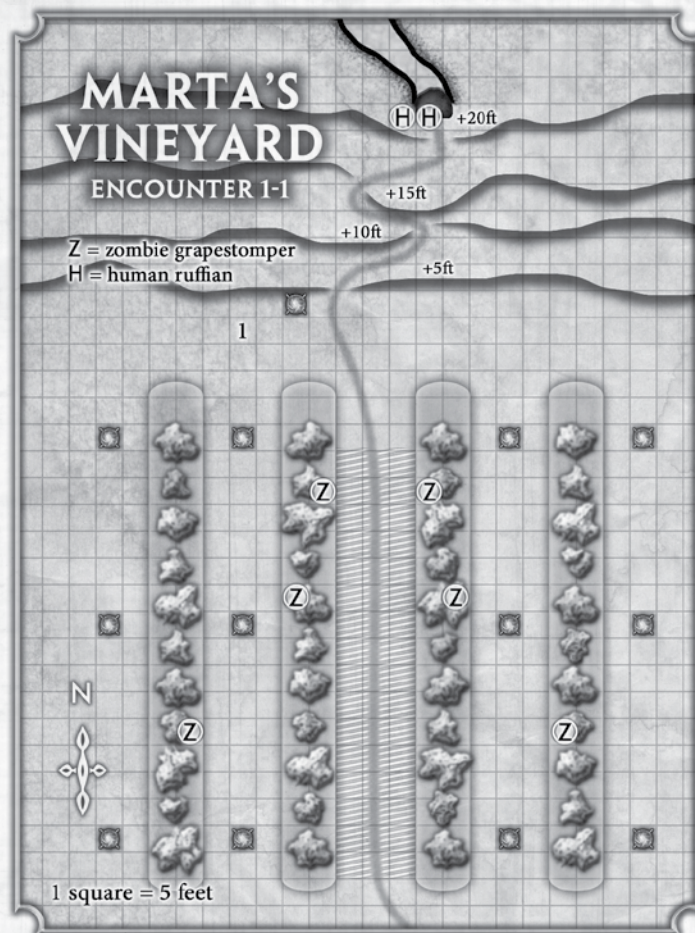
Rather than assault the front entrance of the Bandit Lord's camp — which rumor states is a large tent city — you've searched for another way in. Luck has smiled upon you!

The valley below the rear entrance is tilled soil arranged in four rows, each 10 feet wide and about 15 feet apart. Growing in each of the rows are the tangled vines of grapes adorned with plump purple summer fruits. A set of wagon wheel ruts is carved into the hard-packed soil between the two middle rows.

The ruts terminate at the base of the cliff, where a meandering path leads up into the darkness, where you presume the entrance to be. The path is littered with pebbles.

This vineyard is well-lit by iron-pot torches arranged between and outside the rows, and another stands at the beginning of the path. You can barely make out a ledge at the edge of the torchlight, some twenty feet up the slope.

There are no torches along the rutted trail, and the thick vines block much of the torchlight, casting deep shadows along that central path.



If the party sees a zombie but doesn't recognize it as such, read or paraphrase the following:

Suddenly, you're not so interested in the grapes from this vineyard anymore. Someone has "planted" a corpse thigh-deep in the soil; its rotting body leans against the lush, full grapes, and its arms are intertwined with the vines as if providing them sustenance.

When/if Marta's guardian of faith appears, read or paraphrase the following:

Suddenly, a glossy black greatsword springs into being, covered in cruel barbed embellishments and lined with red, pulsing veins. It hovers in the air without a wielder, swinging menacingly.

A DC 15 Arcana check identifies this as a guardian of faith. A DC 10 Religion check identifies this as a common representation of Xeleuth the Warbringer.

Development: A human priestess of the Warbringer named Marta is responsible for maintaining the vineyard and winery. She employs a few slaves, but at present most of the labor is performed by animated zombies she calls "grapestompers." Zombies too decrepit to work are kept half-buried in the soil to keep animals and would-be thieves away from the grapes.

There are six grapestompers half-interred in the tilled soil among the thick grape vines; one can be detected with a DC 10 Perception check. Note that an inactive zombie looks just like a dead body; after a zombie is spotted, if the player asks, allow a DC 15 Religion check to determine that it's actually undead (the read-aloud text is intentionally misleading). After a zombie is spotted, if the hero mentions they "look closely" or otherwise further investigate, allow them a second DC 15 Perception check; with a success, they see it move.

A DC 10 Perception check along the middle row (with the wagon ruts) reveals that the ruts are old, and there are a few other footprints in the hard-packed soil. A DC 15 Perception check along the right or the left row reveals many recent (last few days) booted tracks, as the bandits use this path to travel to and from their lair.

The lighting conditions would seem to make orcs a superior choice for guards here, but they tend to fight or sleep on guard duty, so the Bandit Lord has to use humans.

The Approach: Anywhere within 5 squares of an iron-pot torch is bright light except in the shaded squares along the rutted trail (the thick vines reduce the light to dim, providing concealment to any in the shaded squares) and atop the ledge. All other squares are in darkness.

If the heroes want to employ Stealth, they could do it along the central path, making opposed checks normally.

If the heroes walk down the dim central path but don't bother to use Stealth, the human guards hear them automatically, but still need to make a DC 12 Perception check to see them.

If the heroes don't bother sneaking and stay in well-lit areas, the guards are automatically aware of them.

Regardless of when the guards notice the heroes, they won't fire on the party until they are at least at the midpoint row of torches (or are fired upon themselves). Similarly, regardless of any attempts at Bluff, the guards know anyone advancing along the rutted trail is an enemy.

If the route of the heroes takes them within one square of a grapestomper, an arm reaches through the tilled soil to attack, and combat begins. If the zombie was undetected or detected and believed to be simply a corpse, the zombie has surprised the party. Note that the grapestompers have darkvision, and can see the heroes regardless of lighting.

Treasure: Marta carries a *symbol of battle* +1 (DC 22; divine). With a DC 10 Religion check, a hero can identify the holy symbol as sacred to Xeleuth, the god of war, also known as the Warbringer. As long as the party continues to fight [which is assumed in the tournament], the symbol works for any divine-implement-using class.

Terrain: The rows of grapes are lightly obscured, difficult terrain. The central, rutted path is also lightly obscured (normal) terrain.

The path up to the cave entrance is 5-feet wide and covered with loose scree (small pebbles), making footing treacherous. Anyone entering a path square or beginning his or her turn on the path must make a DC 10 Acrobatics (Balance) check:

- Success means the hero can move normally.
- Failure means the hero moves at half-speed and grants combat advantage.
- Failure by 5 or more means the hero falls prone.

The slope to either side of the path is considered difficult terrain. Additionally, crossing an elevation mark in a slope square costs an extra square of movement (in addition to the normal cost for difficult terrain, for a 3-square total cost).

LIGHTLY OBSCURED TERRAIN

Creatures in lightly obscured terrain have concealment. If 5 or more squares of lightly obscured terrain are between two creatures, they have total concealment relative to each other.

Seeing through lightly obscured terrain carries a -5 penalty to Perception checks to see or spot items.

The starting locations of the zombies are marked by "Z"s on the map.

An "H" marks the human ruffians on guard duty on the map. They are in darkness atop the ledge, hiding [Stealth result: 19].

When Marta appears, she exits the tunnel mouth on the ledge (assume she completely used a move action to arrive at the ledge).

Tactics: Unless a fight breaks out beforehand, the ruffians wait until the party is at the midpoint row of torches before they fire on the party. Both fire on the party with their crossbows, while one calls out for Marta. Each time they fire (revealing their position), they use Stealth and move one or more squares away on the ledge. As long as the ruffians can use Stealth against the party, they enjoy combat advantage (and extra damage).

In subsequent rounds, the ruffians prefer the closest target that grants combat advantage, such as those having trouble on the path. After a ruffian is struck by a ranged attack, he drops prone (-2 to attacks, +2 to all defenses vs. ranged) and doesn't get up until a hero gets within 4 squares of him. When the PCs reach the ledge, the ruffians switch to their maces and try to flank targets. At the first opportunity, they use *dazing strike*.

If the party gets a light source on the ledge, one of the ruffians tries to extinguish it or cover it up (whichever, takes a standard action).

All zombies begin the fight readying an action to use a slam attack against the first non-zombie, non-Marta that enters a square adjacent to them. On their next turn after that attack, or if commanded to rise by Marta (see below), all zombies "uproot" themselves; this takes a move action and does not provoke an opportunity attack.

Un-"uprooted" zombies cannot move from their starting square. Forced movement is reduced by 1 square, and uproots them for free.

The grapestompers swarm the PCs. Each one attacks the nearest hero, first attempting to grab, or if a target is already grabbed, attacking with slam attacks. Zombies prefer targets that are grabbed. A zombie will not move more than 10 feet from its starting position unless ordered to by Marta.

Once a ruffian has called out for her, roll initiative for Marta. She arrives on that initiative count one round later (she is considered to have used a move action to reach the tunnel mouth). Marta calls out to the zombies to "arise" as a free action, and summons a *guardian of the faith* in the midst of the PCs. She maneuvers the *guardian* to defend the path and keep it attacking heroes. She uses her *healing word* to allow each ruffian to use his healing surge during combat. When the PCs reach the ledge, she uses *divine glow*, using both *divine fortune* and the power from her *symbol of battle* +1.

UNSEEN, BUT HEARD

Unless the party does something to put light near the ledge (like using *mage hand* on a normal torch), the guards are in total darkness...the party can hear the guards after the first round of combat, but they can't see them. The guards are effectively invisible.

If you're fighting a creature you can't see, you have to target a square rather than the creature. You also have to figure out which square to attack. It is assumed that the party knows which general direction they are being fired upon. It would require a passive Perception of 29 to determine the exact square the guards are in; an active Perception check (as a minor action) has the same DC.

Long story short: the pregens can't do it unless they get creative, like using aid another.

Once a hero decides on a square to attack (either by guessing or pinpointing it), the hero rolls the attack normally (taking the -5 penalty for attacking a creature that has total concealment). If you pick the wrong square, your attack automatically misses, but only the DM knows whether you guessed the wrong square or your attack just missed.

Close or area attacks don't take a penalty from the target's concealment.

In ranged combat, she targets whichever hero is closest to the ledge in terms of actual movement (remembering how hard it is to climb the cliff).

In melee, she prefers to use *priest's shield*. When she becomes bloodied and is out of *healing words*, she attempts to flee to area 1-2 to make her final stand (casting *sanctuary* to cover her escape).

Marta reserves her AP to finish off a weakened hero (if she thinks one blow would make the difference).

Marta commands the zombies in combat as well. She directs them to box in heroes trying to scale the path, to attack heroes effective at ranged combat, or to respond to some other dramatic action the heroes take. If they hide, for example, she tells the zombies (who can see in darkness) to attack the heroes, revealing to the bandits which squares the heroes are in. In order to give these commands, she has to shout to them, so the heroes know what she tells them to do.

Note that the healing surge values in the statistics blocks below include Marta's +4 bonus for her *healing lore* power.

Zombie Grapestomper (6) Level 2 Minion

Medium natural animate (undead) XP 31

Initiative -2 **Senses** Perception -1; darkvision
HP 1; a missed attack never damages a minion.

AC 12; **Fortitude** 12, **Reflex** 8, **Will** 9

Immune disease, poison

Speed 4

⚔ **Slam** (standard; at-will)
+5 vs.AC; 5 damage.

⊕ **Grab** (standard, at-will)
+3 vs. Reflex; target is grabbed (until escape).

Alignment Unaligned **Languages** —

Str 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)

Con 10 (+1) **Int** 1 (-4) **Cha** 3 (-3)

Human Ruffian (2) Level 1 Skirmisher

Medium natural humanoid XP 100

Initiative +5 **Senses** Perception +0

HP 29; **Bloodied** 14

AC 15; **Fortitude** 13, **Reflex** 15, **Will** 12

Speed 6

⚔ **Mace** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 1d8+1 [5] damage, and the human ruffian shifts 1 square.

⊕ **Dazing Strike** (standard; encounter) ♦ **Weapon**
+6 vs.AC; 1d8+1 [5] damage, the target is dazed until the end of the human ruffian's next turn, and the human ruffian shifts one square.

↘ **Crossbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +6 vs.AC; 1d8+1 [5] damage.

Combat Advantage

The human ruffian deals an extra 1d6 [4] damage on melee and ranged attacks against a target it has combat advantage against.

Alignment Chaotic evil **Languages** Common

Skills Stealth +8

Str 12 (+1) **Dex** 17 (+3) **Wis** 10 (+0)

Con 13 (+1) **Int** 10 (+0) **Cha** 12 (+1)

Possessions leather armor, mace, crossbow and 40 bolts.

Marta, Human Bandit Priestess

Level 2 Elite Controller

Medium natural humanoid

XP 250

Initiative +1 **Senses Perception** +4

HP 74; **Bloodied** 37

AC 19; **Fortitude** 15, **Reflex** 12, **Will** 17

Saving Throws +2

Speed 5

Action Points 1

- ⊕ **Mace** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 1d8+1 [5] damage and Marta shifts one square.
- ⊕ **Priest's Shield** (standard, at-will) ♦ **Weapon**
+6 vs.AC; 1d8+1 [7] damage, and Marta and one adjacent ally gain a +1 power bonus to AC until the end of her next turn.
- ↘ **Sling** (standard; at-will) ♦ **Weapon**
Ranged 10/20; +4 vs.AC; 1d6 [3] damage.
- ↘ **Divine Glow** (standard; encounter) ♦ **Divine, Implement, Radiant**
Close Burst 3, each enemy in blast; +6 vs. Reflex; 1d8+4 [9] radiant damage and allies in the blast gain a +2 power bonus to attack rolls until the end of Marta's next turn.
- ↘ **Guardian of the Faith** (standard, encounter) ♦ **Conjuration, Divine, Implement, Radiant**
Ranged 5; conjures a guardian in one square. The guardian can move 3 squares as a move action, and creatures can move through the space occupied by the guardian. Any enemy that ends its turn next to the guardian is subject to a +5 attack vs. Fortitude for 1d8+1 [6] Radiant damage. The guardian lasts until the end of the encounter; creatures can move through the space occupied by the guardian.

Healing Word (minor; encounter, but usable twice per encounter but only once per round) ♦

Divine, Healing

Close burst 5; Marta or one ally can spend a healing surge and regain an additional 1d6+4 [8] hit points.

Sanctuary (standard; encounter) ♦ **Divine**

Ranged 10; Marta or one ally within range gains a +5 power bonus to all defenses until she or the ally attacks, or until the end of her next turn.

Divine Fortune (free action; encounter) ♦ **Divine**

Marta gains a +1 bonus to an attack roll or saving throw before the end of her next turn.

Symbol of Battle (free; encounter)

When Marta hits with *divine glow*, she can add +1d10 [5] damage.

Combat Advantage

Marta deals an extra 1d6 [4] damage on melee and ranged attacks against a target she has combat advantage against.

Healer's Lore

Targets of Marta's powers with the healing keyword regain an additional 4 hit points.

Alignment Chaotic evil **Languages** Common

Skills Heal +9, Religion +6

Str 12 (+2) **Dex** 11 (+1) **Wis** 17 (+4)

Con 13 (+2) **Int** 10 (+1) **Cha** 12 (+2)

Possessions chain mail, mace, sling, 20 bullets, +1 *holy symbol*.



Area 1-2 The Winery (EL 1, XP 400)

If Marta flees here from 1-1, this area is EL 2. When the PCs enter this chamber, read or paraphrase the following text:

The corridor ends at a shadowy natural cavern thick with the scent of fermented grapes. The irregular chamber is perhaps 60 feet long and 40 feet wide with a 10-foot high ceiling. The chamber appears to be used as a winery. To the left are numerous woven baskets; some filled with recently harvested grapes. At the far end of the room is a pair of metal vats, each containing a sodden human slave chained to the pot's handle. Each slave slowly moves about the pot crushing the grapes with his feet.

Beyond the vats, to the right is a low stone table and supplies to make and repair wooden casks, such as metal rims and curved wooden planks. Along the north wall is a dilapidated wooden rack that holds four rows of casks on their sides, piled three high.

Three animated human husks shamble about the chamber performing menial tasks. One sorts grapes into baskets, another pours grapes into a vat, and the last repairs casks at the stone table. All ignore your intrusion.

Development: This cavern has been converted to a makeshift winery to cater to the Bandit Lord's thirst for the fermented brew. Marta is in charge of the operation; she tried to use it to keep the Bandit Lord soft so he wouldn't oppose Kainos, but it had the reverse effect, filling him with false bravado.

The winery is in full operation as the season's grapes are being harvested. Three of the baskets are half full of grapes, one sorted with the largest, highest quality fruits, which is reserved for eating. A silver platter (worth 75 gp) is hidden beneath one of the baskets for transporting the grapes to Adrasticus. The zombies here are called "grapesorters," and are in better shape than those in the vineyard. They perform various mundane tasks, and only attack if Marta commands them or if they are provoked.

The slaves are downtrodden humans forced to crush grapes barefoot for days on end with very little rest. When a slave finally collapses, he is used to feed the beast in area 1-4 or animated into a zombie. If freed, the slaves want to flee into the countryside, and won't help the party. They have been kept in this chamber their whole stay and don't know the layout of the bandit camp, but there are a LOT of bandits. They also know that the Bandit Lord is rehearsing a "performance" he plans to put on... something about a cyclops.

Near the lever to release the barrels is a bit of graffiti scribbled on the wall by Marta during an idle moment. It reads: "Oh Kainos, when will you bring the purity of conflict to this land? I await your coming."

Cleric on the Run: If Marta escapes area 1-1, she comes here. If pursued, she commands the grapesorters in this chamber to attack before making her last stand. If not, she tries to take a short rest, spending any healing surges she may have left and restoring her encounter power(s).

The slaves are both desperate to escape and terrified of Marta. If she's present in the area, they remain silent at the sight of the party. If she is absent, and they spot the party passing by, they call out to the heroes, pleading to be saved. They don't know about the trap, but they warn the party about the zombies (an unnecessary precaution, but they're scared).

Nearby Guards: Any combat in this area puts the bandits stationed in area 1-3 on alert. They remain that way for 10 minutes after any sounds of combat end.

The Trap: The stacked barrels are rigged to roll off the rack, smashing into anything in the way. Although the trap's intended trigger is a lever located where Marta's starting location is given, it can also be triggered by nearby fighting or a direct blow.

Barrel Trap

Trap

Level 1 Lurker

XP 100

Perception

DC 15: The character notices rope strung through the barrels.

DC 20: The character notices that tugging the rope would send the barrels tumbling.

Initiative +3

Trigger

The lever is pulled, or the barrels are struck with a DC 10 Strength check or accidentally during combat. After any round in which fighting takes place adjacent to the barrels, the trap makes a saving throw. If it fails, the trap is triggered.

Attack

Immediate Reaction Melee

Targets: All creatures in the target (shaded) squares

Attack: +4 vs. Reflex

Hit: 2d8+2 [11] damage, and the target is knocked prone.

Miss: Half damage and the target is not knocked prone

Effect: The shaded squares become difficult terrain.

Countermeasures

- An adjacent PC (that noticed the trap) can disable the trap with a DC 15 Thievery (disable) check (standard action). The trap can't be triggered.

Treasure: Marta, although a priestess of the Warbringer, isn't above a little theft. Over the last few months she has stockpiled a stash of loot she keeps hidden in the straw-lined false bottom of an empty cask on the rack: 122 gp and a snakeskin pouch with 3 pearls (each worth 50 gp).

If the trap has not been triggered, it requires a DC 25 Perception (search) check to locate the cask. If the trap is triggered, the barrel is smashed and the stash is scattered all over the floor.

Terrain: The shaded squares become difficult terrain after the trap is triggered.

The rack and vats are cover terrain before and after the trap is triggered. If they are rolled, the vats end up adjacent to the hero they were aimed at (DM's choice which square). A vat stands 4 feet tall and weighs 200 lbs.

Squares with barrels in them are difficult terrain before and after the trap is triggered.

Tactics: If Marta flees here from area 1-1, she attempts to situate herself behind a screen of zombies. From her hiding spot, she readies an action to pull the lever as soon as a hero enters a shaded square. Marta has no compunction about destroying zombies to catch a hero in the trap. Afterward, she commands the grapesorters to attack as a free action.

The two grapesorters near the vats can overturn the vats and roll them toward the PCs. The slaves are helpless to stop the undead; if the PCs don't intervene the slaves are slaughtered during the rolling of the vat.

Meanwhile, Marta fights to the death for the glory of Xeleuth, employing similar tactics to area 1-1.

If the grapesorters are disturbed when Marta is not around, any hostile action or attempting to free the slaves turns them hostile. They surge forward mindlessly, using slam attacks against the closest foes at all times. They do not use grab attacks.

Zombie Grapesorter (3) **Level 1 Brute**
 Medium natural animate (undead) **XP 100**

Initiative -2 **Senses** Perception -1; darkvision

HP 30; **Bloodied** 15

AC 13; **Fortitude** 13, **Reflex** 8, **Will** 9

Immune disease, poison; **Resist** 10 necrotic;
Vulnerable 5 radiant

Speed 4

↓ **Slam** (standard; at-will)

+4 vs. AC; 2d6+2 [9] damage

↘ **Roll Out the Barrel** (standard; at-will)

Ranged 4; +2 vs. Reflex; 3d8+3 [17] damage. Despite being an at-will power, a grapesorter needs a ready grape-squashing vat to use this attack, and there are only two.

Zombie Weakness

Any critical hit to a zombie reduced it to 0 hp instantly.

Alignment Unaligned

Languages -

Str 14 (+2)

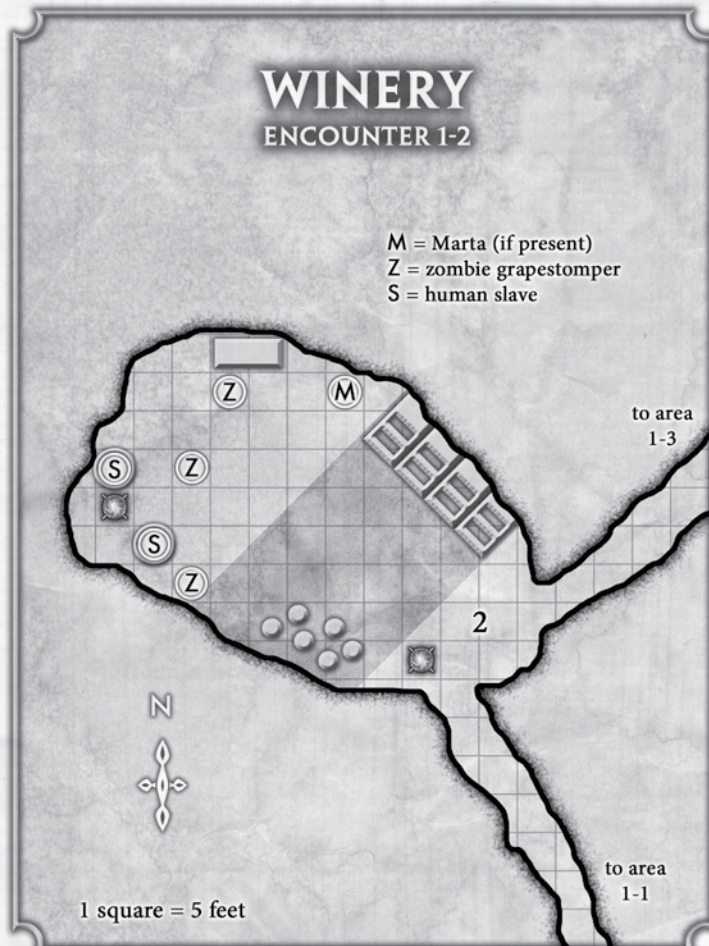
Dex 6 (-2)

Wis 8 (-1)

Con 10 (+0)

Int 1 (-5)

Cha 3 (-4)



Area 1-3 The Defense Corridor (EL 3, XP 700)

The ceiling here is variable in height, but averages about 33 feet. When the PCs approach this area, read or paraphrase the following text:

The tunnel begins to widen slightly, but a stained curtain of thick sackcloth blocks your view. From around the edges of the curtain you see the flicker of torchlight.

From here, a DC 5 Perception check reveals burning torches, while a DC 17 check hears a “clinking” sound... something tapping softly on stone. Peering around the edges of the curtain, the party can get the first paragraph of description below.

Ahead, the corridor widens to about 15 feet and the ceiling yawns into darkness. The cavern floor is worn smooth by frequent travel, and several stalagmites dot the area. Several torches brightly illuminate this area, even around the stalagmites.

Beyond the curtain, you spy an opening on the northwest wall, about 20 feet above the floor. It could be another tunnel or just a ledge...you can't tell from here.

At the opposite end of the corridor, an orc guard leans against a stalagmite, idly tapping a pewter mug on the rock formation. He wears chainmail armor, but his club is discarded nearby. As you move aside the curtain, his dull eyes grow wide.

Development: This encounter begins with the orc sniveling coward rolling initiative against the party. There should be no surprise here; there is ample light to foil sneaking and the orc is watching the curtain.

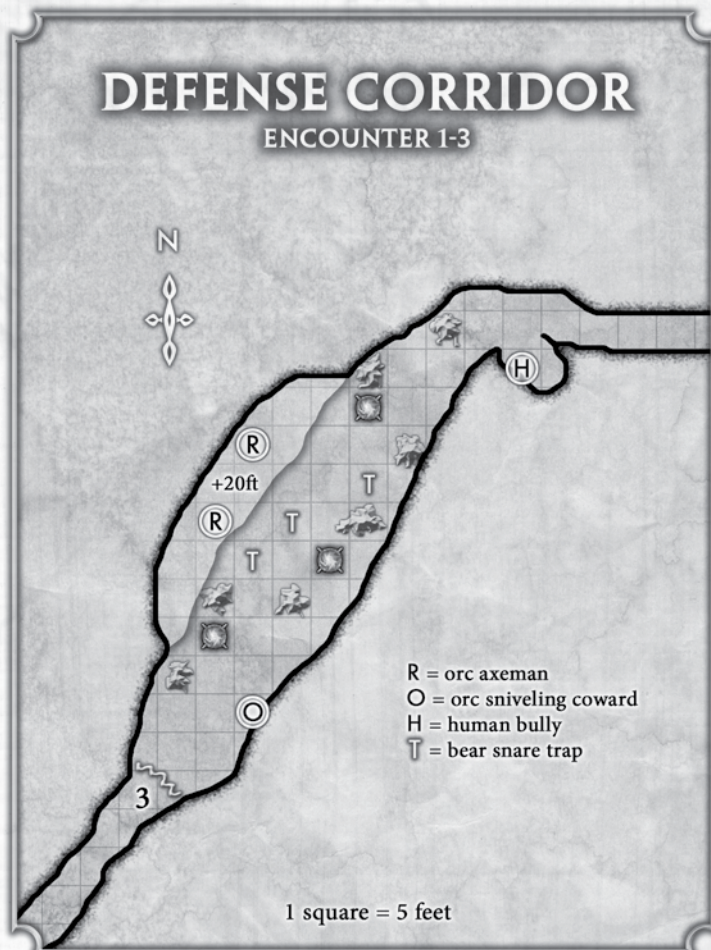
The PCs are (ideally) about to blunder into an ambush, and your goal is to goad them on. Although the guards here are not particularly alert, they know their responsibilities and compliment the traps nicely.

If the sniveling coward escapes the area, he puts area 1-4 on alert before returning. They remain on alert for 10 minutes.

On Alert: If fighting in area 1-2 has alerted this area, the axemen are not dozing, and the sniveling coward gains a +2 “cowardly” bonus to his initiative check.

The Ruse: As indicated on the map, a single orc sniveling coward stands guard next to the far stalagmite. On his first initiative, he stands up (if necessary) and runs toward area 1-4. If the PCs don't drop him, that area goes on alert. His goal is to lure the PCs into the traps.

Meanwhile a human bully waits at the far end of the corridor in an alcove to catch any intruders that avoid the traps. Two orc axemen hide on the ledge in the west wall and use greataxes on any ensnared heroes.



Bear Trap Snare (3)**Level 2 Obstacle**

Trap

XP 125

Perception

DC 15: The character notices ropes hidden along the walls leading to the ceiling.

DC 20: The character notices the ropes lead to concealed bear traps on the floor.

Trigger

The trap attacks when a PC enters a trapped square.

Attack**Opportunity Action Melee 1**

Target: Creature in trapped square.

Attack: +5 vs. Reflex

Hit: 1d10 [6] damage, and the target is hoisted 20 feet above the floor, upside down and immobilized (save ends). While immobilized, the target takes ongoing 4 damage from the steel jaws.

Countermeasures

- An adjacent PC (who is aware of the trap) can trigger it with a DC 15 Thievery check (standard action). The square is now safe to cross. With a DC 20 Acrobatics check, a PC can harmlessly hold onto the snare and use it to be pulled up to the ledge.
- An adjacent PC can disable the trap (after detecting it) with a DC 15 Thievery (disable) check (standard action). The square is now safe.
- A PC can escape the trap with a DC 10 Acrobatics or Athletics check. This ends the ongoing damage and immobilization, but the PC is still 20 feet above the floor. A fall from this height causes 2d10 [12] damage.
- A PC can make a DC 10 Acrobatics or Athletics check to swing over to the ledge (full round action).
- Anyone can sever the snare rope with a non-bludgeoning melee weapon (AC 5, Reflex 5, Fort 10; hp 2).

Treasure: The human bully wears a *cloak of resistance +1* (DC 21; no power source).

Terrain: The stalagmites are blocking terrain. No stalagmite is more than 6 feet tall.

Due to the angle of the lights, the ledge is in dim light (lightly obscured terrain) — not that it bothers the orcs! Since they are lying down (dozing or not), it is impossible to see them from the floor, but they might be heard [if not dozing, Stealth result: 13]. Regardless, the party doesn't have line of sight to the orcs until they stand up (and vice versa). It requires a DC 10 Athletics (climb) check to scale the walls here.

The orc axemen (marked "R"), the orc sniveling coward (marked "O"), and the human bully (marked "H") all have their locations noted on the map.

Tactics: The orc sniveling coward flees combat immediately. This action, complete with screaming, alerts the orc axemen and the human bully if they are not on alert already. Note that this is not necessarily an act on the part of this particular orc...he IS a sniveling coward and is more than happy to flee, so no Bluff vs. Insight check is called for.

If this area is not on alert, the orc axemen begin this encounter dozing; they must take a move action to become fully alert before they can take any other actions.

If the alarm is raised and the heroes avoid the traps, the orc axemen hurl handaxes at their foes, gaining cover from the ledge and the angle at which the party must attack from the floor. They target whoever is closest to them (owing to the limited range of their weapons).

If a hero is caught in a trap, the axemen treat the unfortunate as a piñata for as long as he is immobilized. If a hero escapes the trap, the axemen cut the rope and dump the hero to the floor (for another 2d10 [12] falling damage).

In melee, the axemen try to gang up on a single foe, flanking if possible. They only engage in melee if someone climbs up to them or if they run out of handaxes to throw and the battle is still raging. To get to the party, they climb (DC 8 Athletics (climb)) down a coiled, secured, knotted rope they've got stashed on the ledge with them.

As soon as the fight begins, the human bully leaves his alcove and enters the corridor. His tactics change depending on what the party is doing.

If they hang back and aren't near the traps, he fires on them with his crossbow and shouts insults, yelling over his shoulder to go get help — a ruse detectable with opposed Bluff [result: 11] vs. Insight checks (which probably won't get past most of the PCs' passive Insight).

If they are among the traps and a hero is standing near an un sprung trap, the human bully engages in melee and uses *shield smack* to push a hero into a trapped square. Otherwise, he attempts to engage any hero firing on the orcs on the ledge.

He uses his magic cloak's power after he's bloodied.

After the battle has been fought for 3 rounds, the orc sniveling coward returns (assuming he lived to flee). He knows he's worthless in combat, so he uses aid another actions to assist the bully in melee. Note that his punch does not provoke opportunity attacks.

All bandits here fight to the death except the sniveling coward, who flees (again) if the bully dies.

RECHARGE: SHIELD SMACK

The human bully's *shield smack* recharges on round +2, round +5, and round +7.

Orc Sniveling Coward **Level 1 Minion**

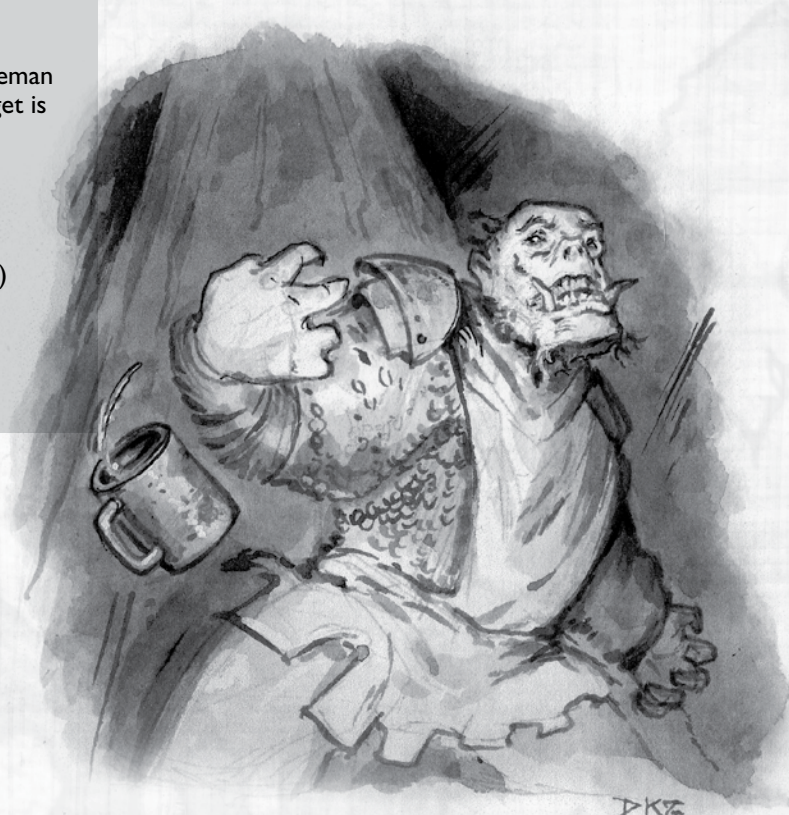
Medium natural humanoid XP 25

Initiative +0 **Senses** Perception +0; low-light vision**HP** 1; a missed attack never damages a minion.**AC** 16; **Fortitude** 12, **Reflex** 9, **Will** 9**Speed** 6↓ **Punch** (standard; at-will)
+6 vs.AC; 2 damage.**Alignment** Chaotic evil **Languages** Common, Giant**Str** 16 (+3) **Dex** 10 (+0) **Wis** 10 (+0)**Con** 14 (+2) **Int** 8 (-1) **Cha** 9 (-1)**Possessions** chainmail armor, club (dropped on floor)**Orc Axeman (2)** **Level 1 Skirmisher**

Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +0; low-light vision**HP** 31; **Bloodied** 15**AC** 15; **Fortitude** 15, **Reflex** 14, **Will** 11**Speed** 6↓ **Greataxe** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 1d12+3 [9] damage [crit 22].↘ **Hand axe** (standard; at-will) ♦ **Weapon**
Ranged 5/10; +5 vs.AC; 1d6+3 [6] damage.**Warrior's Surge** (standard, encounter when bloodied) ♦ **Healing, Weapon**
The orc axeman makes a melee basic attack and regains 11 hit points.**Killer's Eye**
When making a ranged attack, the orc axeman ignores cover and concealment if the target is within 5 squares.**Alignment** Chaotic evil **Languages** Common, Giant**Skills** Endurance +7, Intimidate +4**Str** 17 (+3) **Dex** 15 (+2) **Wis** 10 (+0)**Con** 15 (+2) **Int** 8 (-1) **Cha** 9 (-1)**Possessions** leather armor, greataxe, 5 handaxes.**Human Bully** **Level 1 Soldier**

Medium natural humanoid XP 100

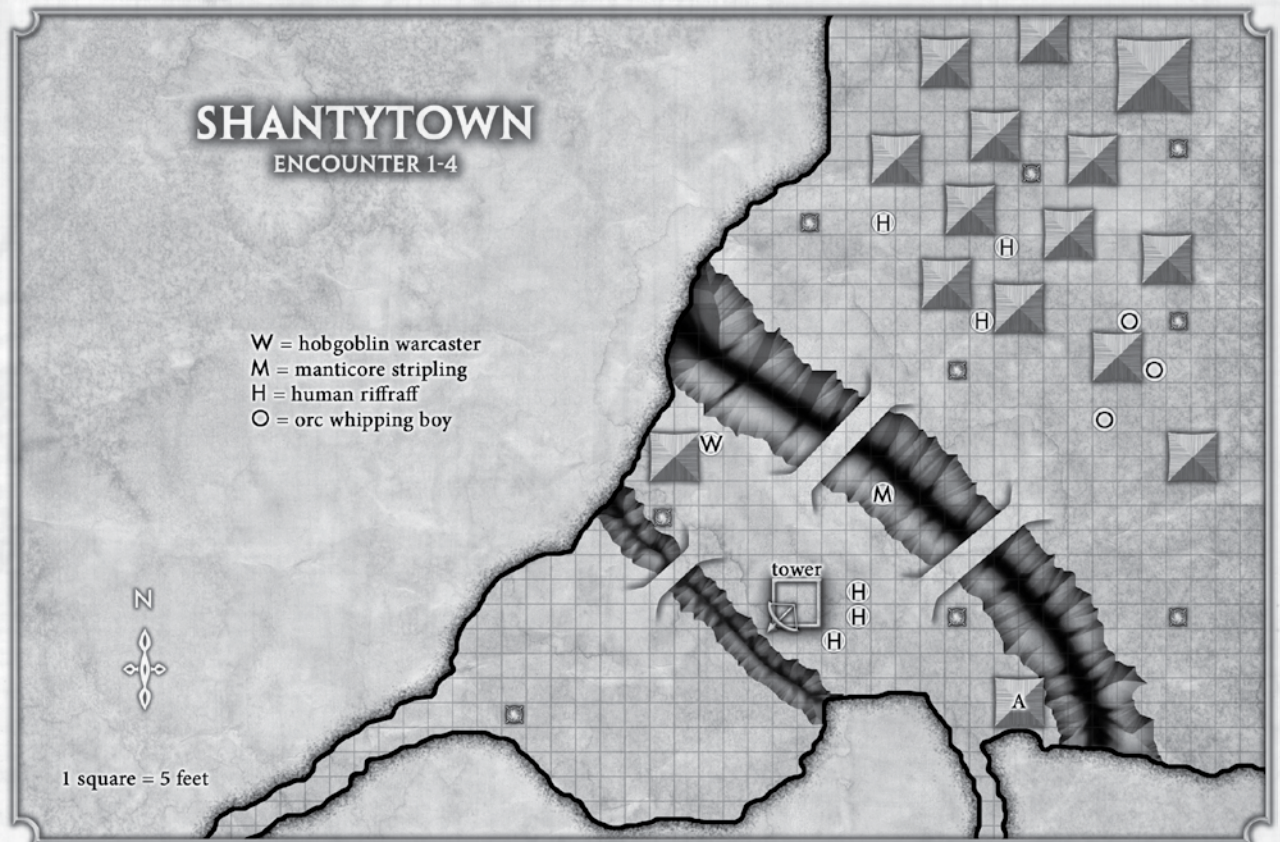
Initiative +5 **Senses** Perception +5**HP** 31; **Bloodied** 15**AC** 17; **Fortitude** 15, **Reflex** 16, **Will** 12**Speed** 5↓ **Longsword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d8+3 [7] damage, and the target is marked until the end of the bully's next turn.⊕ **Shield Smack** (standard, recharge ☼, ☼) ♦ **Weapon**
Requires shield; +8 vs.AC; 1d4+3 [5] damage, and the target is pushed 1 square.↘ **Crossbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +7 vs.AC; 1d8+3 [7] damage.**Cloak of Resistance** (minor; encounter)
The human bully gains resist 5 to all damage until the start of his next turn.**Alignment** Chaotic evil **Languages** Common**Skills** Intimidate +6**Str** 16 (+3) **Dex** 17 (+3) **Wis** 11 (+0)**Con** 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)**Possessions** chainmail, heavy shield, longsword, crossbow with 20 bolts, *cloak of resistance* +1

SHANTYTOWN

ENCOUNTER 1-4

W = hobgoblin warcaster
 M = manticore stripling
 H = human ruffraff
 O = orc whipping boy

1 square = 5 feet



Area 1-4 The Shanty Town (EL 3+, XP 747+)

When the PCs enter this chamber, read or paraphrase the following text.

The dusty passage ends at a massive cavern, at least 60 feet wide and stretching for several hundred more feet. A cool breeze blows in from the far end of the cavern, which appears to be open to the sky — a great cave mouth. Numerous weathered tents of various shapes, colors, and sizes are haphazardly strewn about the cavern floor, forming a shantytown of sorts. Smoldering fires and opened casks of ale litter what you can see of the tent town, and torches provide illumination away from the cave entrance. You can hear dozens of drunken voices raised in argument or song. Clearly, you have found the main bandit camp.

A pair of natural crevasses separates you from the shantytown. The first is perhaps 10 feet wide and spanned by a rope bridge. The second is nearly 30 feet across in places, and a pair of rope bridges has been attached to mighty posts to provide access to the shantytown. Between the two crevasses is a small red tent situated near the northwest cavern wall. To the right of the rope bridge is a ten-foot high, poorly constructed platform. A ballista is affixed to the platform on a rotating pedestal, and a bell has been attached beneath it. To the right of the tower you spy three human bandits engaged in mock battle, training.

Development: The tent town is where the majority of the bandits live. Most are humans and orcs, but a few other races are represented as well. The tent town provides shelter for over 100 bandits, but at any given time, 30 to

40 bandits are roaming around the countryside raiding. Arkatos, a hobgoblin warmage, is tasked with the defense of the “rear entrance.” He lives alone in a tent along the northwest wall. The personal tent of Adrasticus is a large blue tent along the southeast wall (marked “A”).

The manticore starts off in the larger crevasse, hunting rats. He will not join the fight until the alarm is sounded (or see On Alert).

Note: the EL of this encounter was based on one wave of reinforcements arriving.

The Rope Bridges: There are three rope bridges in this area of similar design and construction. Each is a quartet of thick ropes with wooden planks about 3 feet wide. No check is necessary to cross a rope bridge normally.

The bridges can be destroyed, a tactic astute PCs will likely perform when the minions from the tent town begin to swarm across. It requires the severing of two ropes to destroy a bridge (each rope is AC 5, Reflex 5, Fort 10; hp 10; immune bludgeoning).

None of the bandits will sever the rope bridge.

If a target is pushed, slid, or pulled off the bridge (such as the warmage’s *magnetic lure*), the target gets to make a saving throw to grab onto the bridge.

Those holding on to the bridge can spend a standard action pull themselves back onto the bridge.

The Platform: As noted above, the platform has been hastily constructed. It can be destroyed by weapons (AC 4, Reflex 4, Fortitude 12, hp 40), which causes 1d6 [4]

damage to any targets on the platform when it collapses. Alternatively, two DC 16 Strength checks made as standard actions can be used to destroy the platform. If the platform is destroyed, the ballista is rendered useless (it's too big to wield and was mounted to the rotating pedestal). A pile of ballista bolts is stacked nearby.

Help Mel: As soon as Arkatos enters the fight, the heroes hear female shouts for help from the warmage's tent. Inside are two scantily clad female human slaves chained together on the bed. The manacles can be removed with DC 15 Thievery (open lock) check, or burst with a DC 30 Strength check, or the iron chains can be attacked (AC 10, Reflex 10, Fortitude 5, 15 hp, resist 5 all).

The women have been captives for about a week. They know that Adrasticus recently captured a playwright named Iokratius, who has been forced to write some special performance for the Bandit Lord. They know that the Bandit Lord has a special horse, a gift from his "patron," that devours human flesh.

The Minions Swarm: The bandit army spends most of the night drinking and carousing, so they are slow to respond to the alarm. Four rounds after the fight begins, place three human ruffraff and three orc whipping boys on the battle map as indicated. They begin moving to cross the bridges to confront the invaders.

Every other round, add an identical set at these approximate starting locations (feel free to vary a bit) and move them toward the bridges. Continue this every other round for eight rounds.

Beginning on round nine, reinforcements start arriving every round until a total of 66 (33 human ruffraff, and 33 orc whipping boys) minions are swarming toward the PCs. It should become obvious to the PCs that they ought to collapse the bridges leading to the tent town.

If the bridges are cut, the minions hurl insults and trash at the party, but can't really hurt them.

The Bandit Lord's Tent: Inside the large blue tent are numerous stained pillows. A DC 15 Perception check reveals a disturbed section of the earthen floor under the pillows. If dug up, the party finds a small metal unlocked coffer with 155 gp, an ivory scrollcase (100 gp) containing an unperformed play by Iokrasus (200 gp), and a gold bracer set with onyx (worth 250 gp). Also inside the scrollcase is Handout 1-B.

Finally, carefully laid out in one corner is a suit of +1 *battleforged plate armor*. Adrasticus wears this when he goes into the field, but he prefers to wear lighter armor when he's not expecting trouble.

On Alert: If the orc sniveling coward from area 1-3 has alerted this area, the ruffraff are already atop the platform and Arkatos is hiding behind his tent. The manticores stripling is unaffected by being on alert.

Adjust the read-aloud text accordingly.

Terrain: The manticores stripling (marked "M"), Arkatos (marked "W"), and the three human ruffraff on duty (marked "H") have their locations indicated on the map.

Reinforcement deploy squares (marked "H" for ruffraff and "O" for whipping boy) are located on the far side of the bridges; no creatures appear there until the battle begins.

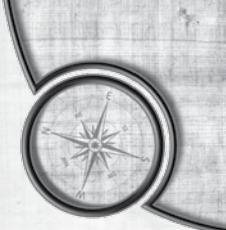
The only noteworthy terrain (other than the bridges) are the crevasses.

Crevasse Hazard	Level 2 Obstacle XP 125
Perception DC 15: The character notices that the edges of the crevasse are loose and crumbling.	
Trigger The PC moves more than half his normal speed and ends his movement in a square adjacent to a crevasse.	
Attack	
Opportunity Action Melee	
Attack: +3 vs. Reflex	
Hit: The target is forced to roll a saving throw. If the saving throw is successful, the target falls prone. If the saving throw fails, the target falls into the crevasse, takes 3d10 [16] falling damage, and falls prone.	
Countermeasures	
<ul style="list-style-type: none">• A character can use the bridge to cross the crevasse.• A character can jump over the 10-foot-wide crevasse with a DC 21 Athletics (jump) check (or DC 31 without a running start). The 30-foot-wide crevasse can't be jumped over.• A DC 15 Athletics (climb) check is required to climb out of the crevasse.	

Tactics: As soon as the ruffraff become aware of the party, they climb the tower (taking 2 squares of movement). Two of them begin operating the ballista, and the third rings the bell (if fewer than three ruffraff make it atop the tower, they prioritize sounding the alarm). In later rounds, the third ruffraff either defends the ballista crew by engaging nearby heroes in melee or takes the place of a fallen comrade.

Arkatos begins the encounter in his tent with his slaves. One round after combat begins he moves out of his tent and starts attacking heroes with *shock bolt*. He uses *magnetic lure* and/or *near strike* to try to knock heroes into the crevasse, or he'll use *near strike* if he has several PCs in melee with him. As the heroes get closer, he backs away toward the tent village...he's not about to let the party swarm him.

Any of the warmage's lightning powers also function as an alarm, bringing the reinforcements from the tent village and the manticores stripling.





The mantichurian stripling does not respond immediately to the alarm, but it gives a mighty roar in response (which the party can hear; they can also tell it comes from the farther crevasse). It lingers over a meal, and so does not join the fight until two rounds after the alarm is sounded.

When the mantichurian joins the fight, it flies out of the crevasse and takes up position near the bridge. It uses *spike volley* (or just *spike*) to pepper the party with ranged attacks, ideally to keep them from crossing. When they get into melee, it uses *mantichurian's fury*, focusing both attacks

on the same target, and then slowly retreating. If the stripling is bloodied and in melee, it flies over the party and uses *mantichurian's fury* against heroes in lighter armor.

The mantichurian stripling flees if reduced to 10 hp or fewer. It flies out the main entrance, over the tent city.

The bandits from the village attempt to swarm the party, moving to provide flanking opportunities.

All foes except the mantichurian stripling pursue fleeing heroes. The stripling returns to rat hunting.

Arkatos, Hobgoblin Warmage

Level 2 Controller (Leader)

Medium natural humanoid

XP 125

Initiative +3 **Senses** Perception +4; low-light vision

HP 38; **Bloodied** 19

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

Speed 6

↓ **Quarterstaff** (standard; at-will) ♦ **Weapon**
+7 vs.AC; 1d8+1 [5] damage.

↘ **Shock Bolt** (standard; at-will) ♦ **Lightning, Weapon**

Requires quarterstaff; ranged 5; +6 vs. Reflex; 1d6+3 [6] lightning damage.

↘ **Magnetic Lure** (standard, recharge ☉, ☽) ♦ **Lightning, Weapon**

Requires quarterstaff; ranged 5; +6 vs. Fortitude; 3d6+3 [13] lightning damage and the target is pulled 3 squares. Arkatos gains a +2 bonus on attack rolls against targets in heavy armor.

↘ **Near Strike** (standard, recharge when bloodied) ♦ **Lightning, Weapon**

Requires quarterstaff; Close blast 3; +6 vs. Reflex; 3d6+3 [13] lightning damage and the target is pushed 1 square and knocked prone. Miss: Half damage [7] and the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the Arkatos suffers an effect that a save can end; encounter)

Arkatos rolls a saving throw to end the effect.

Alignment Chaotic evil

Languages Common, Goblin

Skills Arcana +10, Athletics +4, History +12

Str 13 (+2) **Dex** 14 (+3) **Wis** 16 (+4)

Con 14 (+3) **Int** 19 (+5) **Cha** 13 (+2)

Possessions robes, quarterstaff

Manticore Stripling

Level 5 Skirmisher

Medium natural magical beast

XP 200

Initiative +8 **Senses** Perception +9

HP 63; **Bloodied** 31

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 16

Speed 6, fly 8, overland flight 10

↓ **Claw** (standard; at-will)
+10 vs.AC; 1d8+4 [8] damage.

↘ **Spike** (standard, at-will)
Ranged 10; +10 vs.AC; 1d6+3 [6] damage and the stripling shifts 3 squares (if released).

[m, r] **Manticore's Fury** (standard, at-will)

The manticore makes a claw attack and a spike attack (in any order) and shift 1 square between the two attacks.

Spike Volley (standard, recharge 3, 4, 5, 6)

Area burst 1 within 10; +8 vs.AC; 1d6+3 [6] damage.

Alignment Chaotic evil

Languages Common

Skills Stealth +11

Str 18 (+6) **Dex** 18 (+6) **Wis** 15 (+4)

Con 15 (+4) **Int** 4 (-1) **Cha** 12 (+3)

Human Riffraff (3+)

Level 2 Minion

Medium natural humanoid

XP 31

Initiative +1 **Senses** Perception +1

HP 1; a missed attack never damages a minion.

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

Speed 6

↓ **Club** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 3 damage.

↘ **Ballista** (standard; recharge special) ♦ **Weapon**
Ranged 20/40; +6 vs.AC; 3d6+3 [13] damage.
The ballista can't fire on heroes adjacent to the tower.

Mob Rule

The human riffraff gains a +2 power bonus to all defenses while at least two other human riffraff are within 5 squares of it.

RECHARGE: MAGNETIC LURE

The warmage's *magnetic lure* recharges on round +2, round +5, and round +7.

RECHARGE: SPIKE VOLLEY

The manticore's *spike volley* recharges on round +1, round +3, round +5, and round +10.

RECHARGE: BALLISTA

The ballista requires two standard actions to load and fire. With a crew of two human riffraff, it fires every round. As the crew gets killed off, it takes longer to fire. Reinforcement riffraff from the shantytown can't man the ballista, but all three who start near it can.



Alignment Evil **Languages** Common
Str 14 (+3) **Dex** 10 (+1) **Wis** 10 (+1)
Con 12 (+2) **Int** 9 (+0) **Cha** 11 (+1)
Possessions hide armor, club.

Orc Whipping Boys **Level 2 Minion**
Medium natural humanoid **XP 31**

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

HP 1; a missed attack never damages a minion.

AC 14; **Fortitude** 13, **Reflex** 10, **Will** 10

Speed 6

↓ **Club** (standard; at-will) ♦ **Weapon**
 +7 vs.AC; 4 damage.

Alignment Chaotic evil **Languages** Common, Giant

Str 16 (+4) **Dex** 10 (+1) **Wis** 10 (+1)

Con 14 (+3) **Int** 8 (+0) **Cha** 9 (+0)

Possessions hide armor, club.

Area 1-5 The Amphitheater
(EL 4, XP 900)

A lowered portcullis blocks the entrance to the amphitheatre. Read or paraphrase the following:

A rusted iron portcullis blocks the corridor from the tent city. It is dented and doesn't sink completely into the ground like it should. You see no levers nearby, but from up ahead you hear a booming voice, speaking in a mock-theatrical fashion:

"Kainos, cyclops spawn of the Warbringer, you thought to control the Bandit Lord! I shall pay you tribute no more, half-breed!"

From up the passage you see the flickering of torchlight, and feel a breeze. Beyond the portcullis, the floor is made of wood.

Lifting the portcullis requires a DC 13 Strength check as a standard action. A maximum of one hero can assist using aid another. The portcullis must be held open (no roll once it's lifted), and it drops again as soon as it's released. The hero holding it open can move inside with no difficulty. If the hero in question drops the portcullis, it makes a loud "CLANG!" and puts this area on alert.

Heroes that wait and listen further, or heroes that fail three times to open the portcullis, hear the following:

“Ah! My weapons have no effect! We shall see if the Oracle spoke true! Prepare to feel nature’s bite, wretch!”

“Nature’s bite’...what does that mean? Iokrasus! That line doesn’t make sense, you cur!”

The Bandit Lord then begins speaking in a normal voice to his underlings, too quietly for the party to hear anything further. A DC 12 Perception check, however, hears a horse whickering and a deep, rumbling voice pleading to be set free.

When the party can see into the amphitheater, read or paraphrase the following:

The corridor emerges into open air into a hollow, which has been worked into an amphitheater. Behind you and to either side is a 5-foot high wall that bows in a u-shape. Beyond the wall you can see rows of stone benches. Fifteen or so humans, beaten and weary looking are shackled to their seats directly behind you. They gaze in terror at the small horde of zombies to your right. The undead also occupy benches and are similarly kept in place by heavy shackles. They leer hungrily at the slaves. A small stone staircase at each end of the curving wall grants access to the seats, but a rough-faced human brigand clutching a longspear guards each one.

You stand in a 40-foot-by-80-foot open space, the amphitheater’s stage. Across from you is a sheer cliff wall, the bottom twenty feet of which is painted to resemble a burning village. Painted humans scream in smoke-filled windows, and figures clothed in flame run in the facsimile streets. With a start, you recognize the scene as portraying the sack of your village!

In front of the chariot is a massive but pitiful creature with thick, grey skin and a single socket in the center of his forehead; the eye has been put out, leaving a gaping red ruin. The cyclops is secured by leg irons and manacles sunk into the wall.

Sneering at the wounded cyclops is a powerfully built older man, his bare arms crossed by scars. You recognize him instantly: Adrasticus, the Bandit Lord! He stands in a chariot, posed dramatically, as if about to hurl an imaginary javelin at the cyclops. A horse like none you’ve seen before pulls the chariot: a red-skinned beast with a fanged mouth and a thin, snakelike tail.

When the Bandit Lord spies the party, he shouts:

“Spies! Assassins! Did Kainos send you? I don’t fear his invasion fleet or his father! Kill them all! Release the zombies!”

Later, when the zombies attack the slaves, he shouts:

“Bah! Those dead were supposed to kill you fools, but this works as well. Will you press your attack on me or save them?”

When the party can see Melampus, read or paraphrase the following:

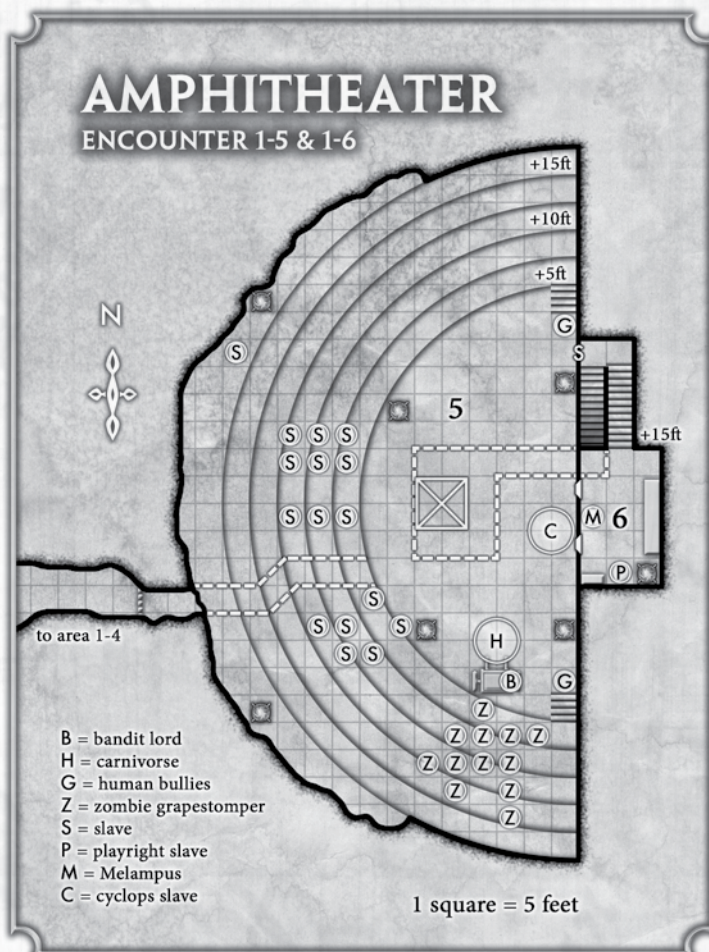
A warty-nosed gnome in stained leather armor ducks behind cover. You see the gleam of his barbed crossbow bolts in the firelight.

Development: Adrasticus started converting this hollow into an amphitheater years ago, when he first moved into the area. The work is done, and he’s currently rehearsing the play that will demonstrate to his men who Kainos is and how he can be defeated.

The slaves are normally kept in this area under guard as are any grapestomper zombies not immediately needed by Marta. The Bandit Lord likes this arrangement because it reminds the slaves what awaits them if they displease him.

The human bullies are standing next to a lever each. The lever to the north releases the shackles on the human slaves. The lever to the south opens the shackles on the zombies. The levers are set into the floor in the squares marked as starting positions of the bullies.

Also attending the rehearsal (but not actually in the amphitheater) are Melampus the Rat Catcher and the captured playwright Iokrasus. They are in area 1–6, but watching through a window.



RECHARGE: LUNGING STRIKE

The human bullies' *lunging strike* attack recharges on round +2, round +5, and round +7.

Have Fun Stormin' the Amphitheater: If the heroes did not collapse the bridges in area 1–4 or defeat the inhabitants of the tent village, the bandits give chase, meaning the party could have a fight on their hands by the portcullis.

If the party drops the portcullis behind them, the bandits take a total of six rounds to get it open again. If a hero fires at them through the portcullis, they flee out of range and won't approach as long as the hero is in sight.

Unless the party does something to stem the tide of foes, they probably get slaughtered.

The lever that controls the portcullis is found in area 1–6.

Carnage in the Stands: When Adraesticus gives the order to release the zombies, he intends for them to descend on the party and attack. What happens instead is that they try to devour the helpless slaves (many of whom were their loved ones or friends in life), and the amphitheater is awash in their screams.

Rather than bog down the combat, on each zombie initiative, just have them take move actions. Then kill every slave that has two grapestompers next to him or her. Only count a given zombie once per round. When all slaves are slain, the zombies begin feasting on their flesh, ignoring bandits and heroes. They are impossible to control without Marta.

The heroes can attack the zombies (use the stats from area 1–1) to save some slaves, or they could open an adjacent, single set of manacles with a DC 15 Thievery (open lock) check. A better idea would be to pull the lever (a minor action) in the floor where the northern bully is standing, which releases all the slaves at once.

Released slaves flee toward area 1–4, hoping to escape. If there are foes there, they flee to a corner of the battlefield and away from the zombies. Zombies give chase to the slaves, ignoring the heroes.

Slaves can tell the party how to find the secret door to area 1–6, and they know an old man named Iokrasus is kept there.

Watch Your Step! As indicated on the map, a 10-foot-by-10-foot pit is concealed on the stage floor. Typically used for stage effects, a fall into the pit deposits a target 10 feet below, into a storeroom. The area indicated on the map is safe to stand on until the trigger lever in area 1–6 is pulled. This is a move action that can be performed by Melampus.

Stage Trapdoor

Level I Warder

Trap

XP 100

Perception

DC 20: The character notices the trapdoor.

Trigger

The trap attacks when a PC enters a square as indicated on the map while the lever in area 1–6 is moved to the down position.

Attack

Immediate Reaction Melee

Target: The creature that triggered the trap.

Attack: +4 vs. Reflex

Hit: The target falls into the pit, takes 1d10 [6] damage and falls prone

Miss: The target returns to the last square it occupied and its move action ends, or it shifts to an adjacent unoccupied, safe square as a free action. If there are no such squares, the target falls anyway.

Countermeasures

- An adjacent PC can disable the trap with a DC 20 Thievery (disable) check (standard action). Square is now safe.
- A PC can jump over the target squares with a DC 11 (21 without a running start) Athletics (jump) check
- A PC can climb out of the pit with a DC 15 Athletics (climb) check.

Carnivore and Chariot: Adraesticus is not mounted on the carnivore foal, but it does pull the chariot he's in. This means that the Bandit Lord and the beast share their move actions. If one takes a move action, the other can't. If one takes a second move action by forfeiting its standard action, the other does as well.

In all other ways the Bandit Lord and the carnivore act as individuals.

Treasure: Adraesticus carries a +1 *bastard sword* (DC 20; no source) and Melampus carries a *potion of healing* (DC 22; no source).

Terrain: The stairs are difficult terrain. The slope in the stands is slight enough that there is no movement consideration associated with it.

The portcullis provides cover to anyone being attacked through it.

The secret door indicated on the map (DC 15 Perception) opens outward like a normal door.

The windows in area 1–6 are 15 feet up the wall (DC 20 Athletics (climb)). It requires a move action to crawl through the window. It requires a DC 10 Perception check to notice the windows.

Tactics: Adrasticus and all his allies (save the zombie grapestompers, whom he does not consider allies) gain a +2 power bonus to initiative checks due to the Bandit Lord's *combat leader* power. This bonus is already factored in. If ever the carnivore would go before the Bandit Lord, it delays until after he goes.

At the onset of battle, the Bandit Lord draws his bastard sword and spurs the carnivore forward, which slays the helpless cyclops with the carnivore's *chariot blades*. The beast uses its move actions to sweep around the battlefield in circles, scything heroes with *chariot blades*. Whenever it ends its movement adjacent to a hero, it bites with *dines on manflesh*.

If Adrasticus dies or is ejected from the chariot, the carnivore attacks the rope tethering it to the chariot. If freed, it uses much the same tactics, substituting *trample* for *chariot blades*. It also won't distinguish between heroes and non-Bandit Lord humanoids for *trample*, but it only uses *dines on manflesh* on heroes.

As the carnivore moves, Adrasticus readies actions to swipe at heroes with his magic bastard sword as he passes by. Since the beast always delays until after his initiative, he always gets to ready an action (if necessary). If a hero gets up onto the chariot with him, he uses *shoulder slam* to eject them.

If knocked outside the chariot, Adrasticus doesn't try to get back in it. Instead he engages in melee with the biggest (e.g. "most Strength") hero he can see and orders his men to give him flanking attacks with combat advantage. Remember his *I know that trick!* power for when he is flanked. He also may use *shoulder slam* to force heroes into the pit if it's open (they would get a save to avoid falling in).

Adrasticus uses *inspiring word* on the first human bully to be bloodied, and saves the second for himself. He uses *gold for his head!* on the first hero to attack him with a physical weapon (as opposed to a spell). He saves his action point for when he thinks a swift blow would finish a hero.

The human bully to the north engages the party in melee as soon as possible. The bully to the south does the same, but when the Bandit Lord gives the order to release the zombies he rushes to his spot to pull the lever (a minor action) that releases them (alternately, if Adrasticus goes first, he just pulls the lever and then joins the fight).

The bullies try to flank with each other or Adrasticus and stay out of the way of the chariot; they use *lunging strike* as much as possible.

Melampus is actually in area 1–6, but he enters the fight here so his stats and tactics are included here. The Rat-Catcher starts off with total cover from the wall. On his first initiative, he steps in front of a window and fires; the next round he fires and then steps back behind the wall to regain total cover. In this way he is only subject to attack about half the time.

Melampus targets heroes that hang back from the melee. If a hero attempts to climb the wall to reach the window, Melampus focuses on that target (gaining combat advantage against the climbing hero). He drinks his *potion of healing* when bloodied.

All foes fight to the death.



Human Bully (2) **Level 1 Soldier**

Medium natural humanoid XP 100

Initiative +5 **Senses** Perception +5

HP 31; **Bloodied** 15

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 12

Speed 5

‡ **Longspear** (standard; at-will) ♦ **Weapon**
Reach 2; +8 vs.AC; 1d10+3 [8] damage, and the target is marked until the end of the bully's next turn.

⊕ **Lunging Strike** (standard; recharge Ⓜ, Ⓜ) ♦ **Weapon**
Requires longspear; reach 3; +8 vs.AC; 1d10+3 [8] damage, and the target's speed is reduced by 1 (save ends).

↘ **Crossbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +7 vs.AC; 1d8+3 [7] damage.

Alignment Chaotic evil **Languages** Common

Skills Intimidate +6

Str 16 (+3) **Dex** 17 (+3) **Wis** 11 (+0)

Con 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)

Possessions chainmail, heavy shield, longspear, crossbow with 20 bolts

Melampus the Rat Catcher (gnome)

Level 2 Artillery

Small fey humanoid XP 125

Initiative +4 **Senses** Perception +9; low-light vision

HP 30; **Bloodied** 15

AC 14; **Fortitude** 13, **Reflex** 16, **Will** 15

Speed 5

‡ **Dagger** (standard; at-will) ♦ **Weapon**
+5 vs.AC; 1d4 [3] damage.

↘ **Barbed Bolts** (standard; at-will) ♦ **Weapon**
Requires crossbow; ranged 15/30; +9 vs.AC; 1d8+4 [8] damage, and the target takes ongoing 2 damage (saves ends).

Combat Advantage

Melampus deals an extra 1d6 [3] damage on melee and ranged attacks against any target he has combat advantage against.

Fade Away (immediate reaction, when Melampus takes damage; encounter) ♦ **Illusion** Melampus turns invisible until he attacks or the end of his next turn.

Reactive Stealth

If Melampus has cover or concealment when he makes an initiative check at the start of an encounter, he can make a Stealth check to escape notice.

Alignment Unaligned

Languages Common, Elven

Skills Arcana +5, Nature +9, Stealth +9

Str 10 (+1) **Dex** 17 (+4) **Wis** 16 (+4)

Con 12 (+2) **Int** 14 (+3) **Cha** 11 (+1)

Possessions leather armor, dagger, crossbow, 20 bolts, *potion of healing*

Carnivore Foal

Level 2 Brute

Large immortal beast XP 125

Initiative +5 **Senses** Perception +8; low-light vision

HP 48; **Bloodied** 24

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

Immune fear

Speed 8 (6 while pulling chariot)

‡ **Dines on Manflesh** (standard; at-will)
+5 vs.AC; 1d10+5 [10] damage. Against natural humanoid targets this attack inflict an extra 1d6 [3] damage.

⊕ **Chariot Blades** (move; at-will) ♦ **Weapon**
Requires a chariot; if the carnivore moves in a straight line at least two squares, the chariot wheel blades attack against every creature adjacent to its path (not the path of the carnivore); +5 vs.AC, 1d8+2 [7] damage. This ability replaces the carnivore's normal *trample* attack.

⊕ **Trample** (standard; at-will)
The carnivore can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the beast must end its move in an unoccupied space. When it enters an enemy's space, the beast makes a trample attack: +3 vs. Reflex; 1d6+5 [8] damage, and the target is knocked prone. The carnivore regains this ability after its detached from the chariot.

Chariot Mobility

Because of the chariot, there is a degree of facing in this battle because the chariot is behind the beast. The carnivore can make right-angle turns, but it must move at least 2 squares in between each such turn, and it cannot move backward. It must also end its movement with sufficient room for the chariot to fit behind it. Forced movement cannot move the carnivore in such a way that it there is no room for the chariot.

Alignment Chaotic evil **Languages** –

Str 21 (+6) **Dex** 14 (+3) **Wis** 14 (+3)

Con 18 (+5) **Int** 2 (–3) **Cha** 10 (+1)

Possessions chariot

Adrasticus the Bandit Lord (human)

Level 4 Elite Soldier (Leader)

Medium natural humanoid

XP 350

Initiative +5 **Senses Perception** +2

HP 110; **Bloodied** 55

AC 20; **Fortitude** 18, **Reflex** 18, **Will** 16

Saving Throws +2

Speed 5

Action Points 1

⚔ **+1 Bastard Sword** (standard; at-will) ♦ **Weapon**
+11 vs.AC; 1d10+5 [11] damage (crit [21]).

⊕ **Shoulder Slam** (standard; at-will)
+9 vs. Fort; 1d6+3 [6] damage and the target is pushed 1 square. If this would eject a creature from the chariot, the attack suffers a -2 penalty, but the target is not allowed a save.

⊕ **I Know that Trick!** (immediate interrupt; at-will) ♦ **Weapon**
When Adrasticus is flanked and can see the foes flanking him, he can make a melee basic attack against one of the flankers. This attack is triggered by the movement of heroes, not the Bandit Lord's own movement.

↩ **Gold for His Head!** (minor; recharge special)
Close burst 6; Adrasticus calls out a bounty of gold for the death of a hero. Any human or orc allies in the burst that can hear Adrasticus gain a +2 power bonus on attack rolls against that hero. Adrasticus cannot use this power again until that hero has been reduced to 0 hp, and he cannot affect himself with it.

↩ **Inspiring Word** (minor; encounter, but usable twice per encounter once per round) ♦
Martial, Healing
Close burst 5; Adrasticus or one ally spends a healing surge and gains an additional 1d6 [4] hit points.

Chariot Mounted

While in the chariot, Adrasticus gains a +2 bonus to AC and Reflex (not included above) against attacks made by foes not also in the chariot.

Combat Advantage

Adrasticus deals an extra 1d6 [4] damage on melee and ranged attacks against a target he has combat advantage against.

Combat Leader

Adrasticus and each of his allies within 10 squares who can see and hear him gain a +2 power bonus to initiative checks.

Alignment Chaotic evil **Languages** Common

Skills History +11, Intimidate +11

Str 17 (+5) **Dex** 12 (+3) **Wis** 11 (+2)

Con 15 (+4) **Int** 14 (+4) **Cha** 14 (+4)

Possessions chainmail, +1 bastard sword, wooden shortsword

Cyclops Slave

Large fey humanoid; 1 hp; helpless against attacks

Area 1-6 Backstage (EL 2, XP 625)

When the PCs enter this chamber, read or paraphrase the following:

You're in a stairwell, with one flight leading upward and a second leading down.

When the party enters the main chamber, read or paraphrase the following:

This storage chamber is 15 feet wide by 25 feet long. Along the east wall is a rack crowded with costumes...elaborate dresses, plain togas, and even mock suits of armor. A smaller rack in the southwest corner contains clay jars smudged with various paints.

Two windows in the west wall overlook the amphitheater, below. Next to them is a pair of levers.

A balding human male is gagged and bound to a wooden chair pushed up against the south wall. He wears a gold-trimmed toga with wooden sandals. Next to the chair is an odd metal box adorned with gears and levers.

BEATING THE CHARIOT

There are several ways to overcome the Bandit Lord's advantage with the chariot.

- Defeat the carnivore.
- Sever the beast's tether to the chariot (AC 15, Reflex 10, Fortitude 10, hp 5).
- Remove Adrasticus from the "saddle" through a pull, push, or slide.
- A hero can use a reach piercing weapon (like the longspear held by the bullies); if the hero says he is bracing (or "setting") the weapon, he makes a melee basic attack with a secondary attack if he hits.

This secondary attack is at the same bonus as the basic attack, but it is made against Adrasticus' Fortitude defense. A hit pushes the Bandit Lord one square out of the chariot (no saving throw).

- Destroy the chariot:
Chariot: AC 4, Reflex 4, Fortitude 12, hp 90; the wheels cannot be specifically targeted.
- Stick a long object (like a sword or spear) in the spokes to jam a wheel (DC 15 Thievery check). This immobilizes the chariot until the obstruction is removed.

A hero can also just move inside the chariot and attack Adrasticus.

Development: This chamber serves as the backstage for the amphitheater. The costumes were designed and made by slave labor, or simply stolen. The windows are 3 foot square, and the left lever activates the pit on the stage (“up” means “safe”), while the right lever raises or lowers the portcullis.

The Playwright: The old man is Iokrasus, an aging playwright. Adrasticus, who has a weak spot for drama, abducted him. The old man knows a great deal of information on the Bandit Lord, the Bloodstained Oracle, and Kainos.

If the PCs free him, he offers as much information as the PCs ask (but only answers what they ask). See the list below:

- Adrasticus works for a monster named “Kainos,” whom he seeks to betray.
- Adrasticus believes that Kainos, the son of the Warbringer, can’t be harmed by weapons wrought from human hands (such as steel and iron). However, weapons wrought from nature (such as wood and stone) affect him normally.
- Kainos is a powerful fey creature known as a cyclops. The cyclops slain below was captured and brought here to serve in the play.
- The Bandit Lord consulted a mysterious person called the Bloodstained Oracle. She lives in the abandoned lighthouse to the west.
- Kainos is supposed to be massing a fleet, and will launch an invasion in a nearby town — that of the heroes.
- Iokrasus has no idea what’s in the box or how to open it, but Adrasticus came here often to take it to his tent, returning it later.

The Clockwork Box: The odd metal box is an ornate puzzle box crafted by Ergus Silverheel, master of the Clockwork Academy (see DCC # 51, sub-level 4A for details on Ergus and the Academy). Adrasticus collected it as tribute years ago, and after losing several minions, figured out how open it.

Opening the box is a complicated exercise of manipulating gears, switches, and levers (see the Skill Challenge, below). Inside the box is the Bandit Lord’s treasure: 10 gold ingots (each worth 50 gp), a velvet pouch holding 12 pp, an amethyst statuette of a dryad and her tree (worth 275 gp), a silver ring set with four emeralds and two sapphires (worth 350 gp), and a small vial of a thick, black ichor. This last is actually “blood of smoke,” which can be used during Round Two if the party elects to bring it with them. This is not a standard potion and cannot be identified through a short rest.

The Clockwork Box (EL 1)

This box appears to be a relic from long ago. Its surface is covered with small levers and delicate gears (Thievery). The craftsmanship is so fine you can’t tell with a glance how the levers and gears interact (Perception).

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Perception, Thievery (disable)

Athletics: The gears and levers on the box are delicate. Forcing them in any way earns the PCs a failure.

History (DC 10): This skill can only be used to gain one success, although a failure does not count against the PCs. The PC finds a small signature (belonging to Ergus Silverheel) on the box, and gains his allies insight on the clockwork function of the box.

Perception (DC 10): Using this skill does not count as a success or failure, but instead provides a +2 or –2 bonus to the next Thievery check performed, as the PC deduces how the gears and levers function.

Thievery (open lock) (DC 15): You manipulate the gears and levers in such a way to trigger one of the lock’s tumblers.

Success: The chest opens and the PCs gain the treasure inside.

Failure: The box remains closed and releases a Toxic Poison Mist Trap.

Poison Mist Trap

Level 2 Blaster

Trap

XP 125

Perception

DC 20: That character notices a small, hidden nozzle on the clockwork box.

Trigger

The trap attacks when the PCs fail the skill challenge detailed for clockwork box.

Attack

Immediate Reaction Close burst 3

Target: All creatures in the burst

Attack: +7 vs. Fortitude

Hit: 1d10+3 [8] poison damage, and ongoing 5 poison damage (save ends)

Miss: Half damage, no ongoing damage.

Countermeasures

- An adjacent PC can disable the trap with a DC 20 Thievery (disable) check (standard action).

Thus ends Round One of the 2008 Gen Con DCC Tournament!

ROUND TWO: CONSULTING THE ORACLE

This round takes place in the caverns beneath an abandoned lighthouse, where a mysterious figure called the Bloodstained Oracle may be found. Only the Oracle can direct the PCs to the Isle of Kainos, where they find their final challenge awaiting them.

ROUND TWO ENCOUNTER TABLE

To help the DM prepare, we have included a quick reference table showing all encounters at a glance. Loc — the location number keyed to the map for the encounter. Pg — the module page number that the encounter can be found on. Type — this indicates if the encounter is a combat (C), hazard (H), puzzle (P), skill challenge (S), or trap (T). Encounter — the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. EL — the encounter level.

DARK STALKER

ROUND TWO BACKGROUND

The lighthouse was built long, long ago by worshippers of the demon lord Obitu-que, so that worshippers of the demon could safely sail past the nearby barrier reefs. For unknown reasons, most of the followers of Obitu-que abandoned the lighthouse, as well as the adjoining caverns beneath the cliffside that they had used as places of worship.

Centuries later, the followers of Kainos discovered the ruins of the tower, as well as the caverns ... and decided to use them for their own purposes. Although the disciples of Kainos do not need the lighthouse to guide their ships past the treacherous barrier reefs, it does make an excellent watchtower for their scouts and spies.

Dark creepers — and the other dark ones like them — lurk in great numbers in the caverns far, far below these catacombs, and like moths to a flame, they have always been drawn to the evil that infests the caverns above them. In ancient times, the forefathers of these weak-willed tribes of dark ones worshipped Obitu-que ... and the dark ones inhabiting the caverns now are blindly devoted to Kainos.

PLAYER BEGINNING

The Bandit Lord was not five minutes dead before you set out again.

The cold sea wind bites at you as you slowly march west across the sandy beach, following a beacon in the night sky. Two hours of travel have brought you to a crumbling, knobbed white stone tower, jutting out of the cliffside like an up-thrust finger bone. The tower extends far into the heavens, standing nearly 200 feet tall, while the cliffs that adjoin the tower stand only 40 feet tall. Very faintly, you see some sort of sphere at the very top of the tower — it flickers majestically every minute or so, and then goes dark.

Local legends claim this lighthouse was built by a cult of the demon lord Obitu-que to fulfill some mad purpose, but abandoned centuries ago. Nevertheless, in all the intervening years, the beacon has never gone out.

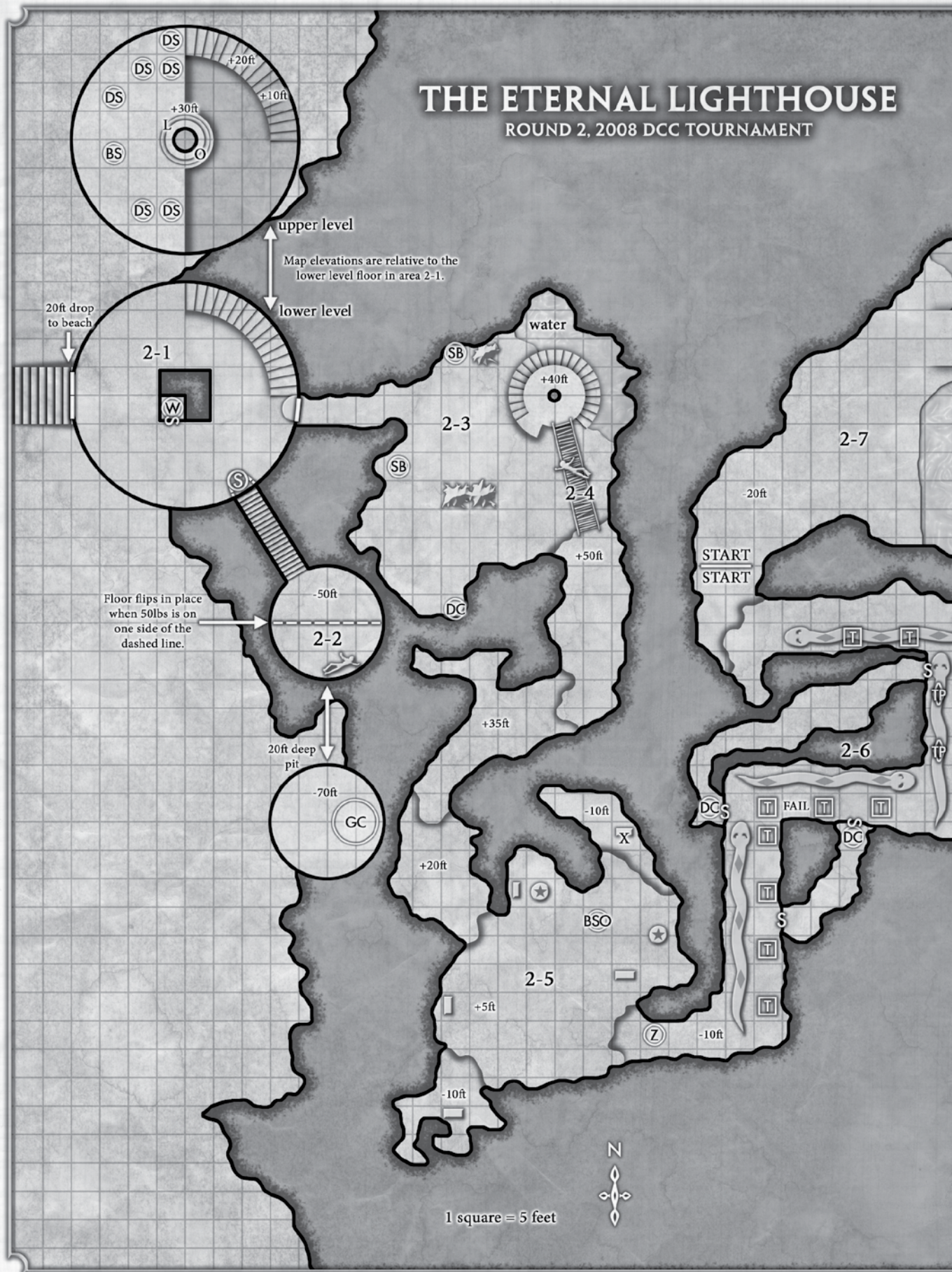
Although regarded as a boon to sailing vessels, none dare approach the lighthouse itself — preferring to leave well enough alone — yet there you must go. While delivering justice to Adrasticus' bandits, you learned that a Bloodstained Oracle dwells in the caves beneath these cliffs...and she can direct you to the Bandit Lord's master, Kainos the cyclops.

A climbing staircase leads twenty feet up to a pair of double doors visible at the base of the tower — apart from that, you see no other doors or windows leading into the tower.

Loc	Pg	Type	Encounter	EL
2-1	38	C	6 decrepit skeletons Blazing skeleton Deathlock wight	1
2-2	41	C/H	Gelatinous protocube False floor pit	1
2-3	43	C/T	2 shadowhunter bats Dark caver Cauldron of Spilled Life	2
2-5	48	C	The Bloodstained Oracle	2
2-6	52	C/T	2 dark creepers Teleport tiles Magic crossbow turrets	3
2-6	53	S	Race to the Red-Masted Ship! skill challenge	2
2-7	56	C	5 dark fins Dark creeper	1

THE ETERNAL LIGHTHOUSE

ROUND 2, 2008 DCC TOURNAMENT



Map elevations are relative to the lower level floor in area 2-1.

Floor flips in place when 50lbs is on one side of the dashed line.

1 square = 5 feet





When the stern (rear) of the Red-Masted Ship crosses this line Round Two ends.

THE WARRINGER'S SON

AREAS OF THE MAP

Unless otherwise noted, all areas of this round of the dungeon have no natural lighting, and take place inside natural caverns. Ceiling heights, unless otherwise noted, are 20 feet.

Natural Cavern Walls: Climb DC 15, Break DC 43.

Any worked walls have the following statistics:

Interior Lighthouse Walls: Climb DC 20, Break DC 35.

2-1 The Eternal Lighthouse (EL 1, XP 500)

Read or paraphrase the following once the party goes through the main door and enters the lighthouse:

As you enter the lighthouse, a giant humanoid skull, carved out of solid marble, greets you with a sinister grin. The skull, which stands nearly eight feet tall, juts awkwardly out of the far stone wall, just off-center to the right. The closed jaw of the skull gently touches the stone floor.

Next to the skull, a wooden staircase spirals upward to a semicircular wooden balcony that rests 30 feet above your heads. At the edge of the balcony is an iron disc supported by a massive, square stone column. The four faces of the column are decorated with a carved ring of five eyes, each with a skull as its iris.

This area is well-lit with a pulsing, bright yellow glow emanating from somewhere above you, matching that of the lighthouse's beacon.

When the party can see the pillar, read or paraphrase the following:

A tall, slender cylinder, semi-translucent like crystal and stretching towards the very top of the tower, sits atop the iron disc, which you can now see is a dais. The light you noticed outside pulses within this clear cylinder, moving endlessly back and forth between the metal base and the top of the tower. You see that the lighthouse is essentially a hollow tube.

Development: The source of the light generated within the lighthouse comes from a firelasher elemental, trapped within a magic cylinder of yellowish, semi-translucent force energy. The firelasher rages back and forth between the top of the cylinder (the sphere at the top of the tower) and its base (the iron dais), over and over again, providing the light for the entire tower. The firelasher has no way of getting out of the cylinder, just as the party has no way of opening it.

A DC 10 Religion check identifies the eye motif as emblematic of the demon prince Obitu-que, consistent with local legends of this place.

A DC 15 Perception check hears a faint crackling sound, like fire from somewhere on the wooden balcony (the sound of the burning skeleton's flames...the skeletons are otherwise silent and immobile).

A DC 15 Perception check discovers the secret door that opens to the deathlock wight's hiding place and the trap door in the floor (but no means of opening it).

A DC 30 Perception check (or DC 20 Perception (search) check that encompasses the giant skull) would discover that it has grooves that allow it to open. The heroes lack the strength to force it open by themselves.

Cylinder, Dais, and Lever: The cylinder, as described above, is made of yellowish, semi-translucent force energy. It cannot be harmed by weapons or most powers (*disintegrate* would destroy it instantly, but the party can't use that). Insubstantial creatures cannot pass through the cylinder, but teleportation effects (like *fey step*) bypass it. If the party asks, a DC 10 Arcana check knows that there's furnace-level heat inside the cylinder, and that a firelasher elemental is trapped inside. Similarly, a DC 20 Arcana check would recognize the cylinder as being an unusual variant of a rare magical effect called a *wall of force* (conjuration, force; properties as described above).

The top of the iron dais is etched with repeating patterns of a circle of five eyes with skulls as irises, much like the stone column below. A DC 12 Perception (search) check discovers that one of these etchings (marked "o" on the map) is actually a panel for a small hatch.

An iron lever (marked "L" on the map) protrudes from a lower step of the dais — moving it requires a DC 10 Strength check, and it starts in an UP position. If the lever is pulled to DOWN, a secret trapdoor in the floor at the ground level opens, leading to area 2-2.

This makes a slight grinding noise of stone on stone. If no heroes have line-of-sight to the trapdoor, they can hear it with a DC 10 Perception check. [This is a red herring; it is intentionally within the passive Perception range.]

THEY GOT IN THE CYLINDER, DIDN'T THEY?

Bad news: that hero is probably going to die. Rather than have an encounter with the firelasher elemental, we're going to abstract things a bit:

A hero that enters the cylinder takes ongoing 10 fire damage (escape ends).

Since that hero probably used an encounter power to get inside the cylinder, and it won't recharge until said hero takes a short rest, which you can't do while burning to death...well, you get the idea. Toasty!

This cylinder doesn't factor into the EL of this encounter because you have to go out of your way to get damaged by it, much like how a roaring fireplace doesn't add to EL because no one in their right mind sticks their hand in it.

If it is pulled UP again, the jaw of the skull noisily grinds open. The jaw of the skull only remains open for 10 rounds — after that, it closes on its own. A spear, pole, or even light shield used to prop the mouth open snaps or buckles, but a DC 20 Strength check delays its closing for 1 round.

The party could simply smash the giant skull open and gain access to the caverns.

Giant Stone Skull: AC 2;
Fort 20; Reflex 2; 200 hp;
Break DC 28.

Treasure: Searching the destroyed skeletons (DC 5 Perception (search)) finds that one has a tattered belt pouch that contains a brief note written in the secret cipher of the cultists. The cipher looks like chicken scratches and circles — utterly unintelligible. A hero who asks can try a DC 20 Religion roll (no retry) to remember the secret of the Obitu-que cult's code. Alternately, a hero can use the Comprehend Languages ritual. If the party tries either method, they understand the note (give them Handout 2A).

If the PCs investigate the deathlock wight's hiding place, they discover a +1 *pact blade dagger* (DC 21 Arcana; no power source) and a *potion of healing* (DC 20 Arcana; no power source), and 10 gp.

Inside the hatch on the iron dais is a slender, well-worn book and two stoppered, metal vials of a thick, reddish liquid. Give the players Handout 2B if they flip through the pages of the book, which is titled *Confessions of the Raving Mad*, and contains page after page of gibberish. The entry for the handout has a bookmark on it; all of the other pages have a red X marked on them and the word "Useless!" The passage listed in the handout refers to a sequence of events that can permanently destroy the Bloodstained Oracle in area 2–5.



The two small vials contain the “blood of fire” referenced in Handout 2B. If ingested, they provide resist 5 fire for 5 rounds, but their true value is in area 2–3. These items are not standard potions, and cannot be identified through a short rest. A DC 25 Arcana check would identify them as elixirs consumed during an elaborate scrying ritual.

Terrain: The wooden staircase inside and the stone staircase outside is difficult terrain. The square stone column is an obstacle; heroes cannot enter its squares and it is considered blocking terrain.

Any creature that falls prone on the interior wooden stairs must make a DC 10 Acrobatics (balance) check or fall off, taking 1d10 [6] points of damage per 10 feet fallen (see map for elevation).

The deathlock wight (“W”), blazing skeleton (“BS”), and decrepit skeletons (“DS”) all have their starting positions marked on the map.

Tactics: The undead guard the lighthouse against all living intruders.

If the party opened the deathlock wight’s secret door, it gains a surprise round against them (it heard them searching and then opening the door). It begins by using *horrific visage*. Otherwise, on its initiative, as a move action, it opens the door itself once combat begins (probably on the stairs). It begins by using *grave bolt* on the hero closest to the top of the stairs.

Regardless, the first time it takes radiant damage, it switches to claw attacks on that target. The deathlock wight saves *horrific visage* for when it needs to move around (like to get to a hero using radiant damage) or keep multiple heroes from attacking it. As soon as the blazing skeleton is destroyed, it uses *reanimate*.

Normally, the deathlock wight tries to stay at range from the heroes and use *grave bolt*, but if it’s cornered, it won’t draw an opportunity attack to use that ranged power; it switches to claws.

Unless attacked, none of the skeletons move until either they can see the party (most likely when they’re on the stairs — see the map) or the deathlock wight is attacked.

The three decrepit skeletons closest to the staircase begin the encounter with shields and longsword at the ready; the others have stowed their weapons and have their bows out. As combat begins, the sword-and-shield decrepit skeletons surge forward into melee while the others fire on the party. Every time a melee skeleton is destroyed, one of the others drops its bow, equips its shield, and draws its sword (taking a free, standard, and minor action) before moving into melee.

Remember that decrepit skeletons are not immune to the blazing skeleton’s *fiery aura*; they need to remain out of its range.

The blazing skeleton starts by hurling *flame orbs* at the hero furthest up the stairs or closest to it. Then it starts spreading attacks around, trying to inflict ongoing damage to all heroes. If a hero (like Clapperoth) proves to be unusually resistant to fire, the skeleton doesn’t waste time attacking him further (except with claws). When there are three or fewer decrepit skeletons left, if the blazing skeleton has more than 18 hit points remaining, it jumps off the balcony (taking 18 points of falling damage) and attacks in melee, targeting any unarmored or lightly armored heroes. Otherwise, it keeps firing; it won’t draw an opportunity attack for using a ranged power in melee if it has nowhere to run, so it switches to melee if surrounded.

The undead pursue fleeing creatures outside the lighthouse, but not into area 2–2 or 2–3. They do not flee combat.

Decrepit Skeleton (6) Level 1 Minion
Medium natural animate (undead) XP 25

Initiative +3 **Senses** Perception +2; darkvision
HP 1; a missed attack never damages a minion
AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13
Immune disease, poison
Speed 6
‡ **Longsword** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 4 damage.
Ⓢ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +6 vs.AC; 3 damage.
Alignment Unaligned **Languages** –
Str 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)
Con 13 (+1) **Int** 3 (–4) **Cha** 3 (–4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

Blazing Skeleton Level 4 Artillery
Medium natural animate (undead) XP 175

Initiative +6 **Senses** Perception +4; darkvision
Fiery Aura (Fire) aura 1; any creature that starts its turn in the aura takes 5 fire damage.
HP 47; **Bloodied** 23
AC 18; **Fortitude** 16, **Reflex** 17, **Will** 15
Immune disease, poison; **Resist** 10 fire, 10 necrotic; **Vulnerable** 5 radiant
Speed 6
‡ **Blazing Claw** (standard; at-will) ♦ **Fire**
+7 vs.AC; 1d4+1 [3] damage, and ongoing 5 fire damage (save ends).
Ⓢ **Flame Orb** (standard; at-will) ♦ **Fire**
Ranged 10; +7 vs. Reflex; 2d4+4 [9] fire damage, and ongoing 5 fire damage (save ends).
Alignment Unaligned **Languages** –
Str 13 (+3) **Dex** 18 (+6) **Wis** 15 (+4)
Con 17 (+5) **Int** 4 (–1) **Cha** 6 (+0)



Deathlock Wight Level 4 Controller

Medium natural humanoid (undead) XP 175

Initiative +4 **Senses** Perception +1; darkvision

HP 54; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 5 radiant

Speed 6

⚔ **Claw** (standard; at-will) ♦ **Necrotic**
+9 vs. AC; 1d6 [3] necrotic damage, and the target loses 1 healing surge.

➤ **Grave Bolt** (standard; at-will) ♦ **Necrotic**
Ranged 20; +6 vs. Reflex; 1d6+4 [7] necrotic damage, and the target is immobilized (save ends).

➤ **Reanimate** (minor; encounter) ♦ **Healing, Necrotic**
Ranged 10; affects a destroyed undead creature no higher than the deathlock wight's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.

⚡ **Horrific Visage** (standard; recharge 2, 3, 4) ♦ **Fear**
Close blast 5; +7 vs. Will; 1d6 [3] damage, and the target is pushed 3 squares.

Alignment Evil **Languages** Common

Skills Arcana +10, Religion +10

Str 10 (+2) **Dex** 14 (+4) **Wis** 9 (+1)

Con 14 (+4) **Int** 16 (+5) **Cha** 18 (+6)

Area 2-2

The Pit of Doom (EL 1, XP 425)

As the party approaches this area, BUT BEFORE they enter it, read or paraphrase the following:

The stairway descends fifty feet downward into darkness, ending in a circular room with a wooden floor. You see a skeletal form lying prone on the floor just a few paces away from the stairs clad in rusted chainmail and unmoving, a small burlap pouch still held in one bony hand.

Development: The DM should read the above text before the party actually enters area 2-2 and keep track of who tries to enter.

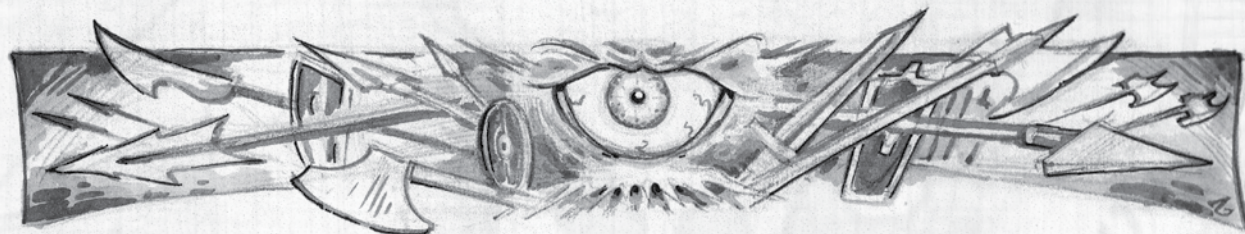
The disciples of Obitu-que used this room to sacrifice offerings to their master, throwing hapless victims into the pit so that horrid demonic monstrosities could devour them. Though the demonic creatures have long since vanished, Kainos and his followers use the room as a way of disposing of unwanted intruders ... especially since young gelatinous cubes occasionally use the pit as a temporary shelter, making their way in by oozing in through tiny fissures in the pit walls.

The followers of Kainos built a false floor and baited it with the body of a dead interloper slain by the skeletons above. The body is neither undead nor animated.

The burlap pouch contains a one-pound rock that has the Common word "DOWN" written on it with chalk; a simple *mage hand* retrieves the pouch. The rock is a clever addition to the trap; the servants of the cyclops don't know about the scrollcase below.

Wrong Step: The wooden floor is a trap designed to flip over if 50 lbs. is placed on one side of its axis (shown on the map by a dotted line). The chainmail only weighs 40 lbs.

If the party fails to disable the trap and a hero enters the room, the floor flips out from under them, dumping the hero and corpse into the pit. The floor then completes its rotation, leaving the room conspicuously empty.



False Floor Pit

Trap

Level 2 Obs

XP 125

Perception

DC 20: A hero notices that the floor isn't quite flush with the wall.

Additional Skill: Dungeoneering

DC 15: A hero notices that the floor is much more recent construction than the walls or stairs (cannot be passive).

Trigger

When 50 pounds or more is placed on one side of the axis (dotted line), the trap attacks

Attack**Immediate Reaction Melee**

Target: The creature that triggered the trap.

Attack: +4 vs. Reflex

Hit: The target falls into a 20-foot-deep pit, takes 2d10 [11] damage, and falls prone. **Miss:** The target returns to the last square it occupied, and its move action ends immediately.

Countermeasures

- An adjacent hero can trigger the trap with a DC 10 Thievery check (standard action) or a DC 14 Strength check (standard action).
- An adjacent hero can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.
- A character can climb out with a DC 15 Athletics (climb) check.

Treasure: Inside the gelatinous protocube is a steel scrollcase that contains a note and a *dawn crystal* (DC 21 Arcana; no power source) (see Appendix B).

The note is written in the same cultist cipher as the note in area 2-1, and decoding it requires the same effort. If a hero has already cast *Comprehend Languages* for the code, he or she can read it instantly. If the hero makes this Religion check but failed a previous one, that hero can re-try the previous one. If the hero made a prior Religion check, he gains a +4 bonus to this check.

When the party can understand the note, give them Handout 2C, which is half a clue needed to bypass the ancient traps in area 2-6.

The scrollcase was left here long ago, and when the cube came into the area, it picked it up. When it flees, it leaves the scrollcase behind, as it's too big to fit in the cracks.

The scrollcase is floating near the bottom of the protocube, slightly above the floor, which reduces its translucent ability by 10 points (already factored in). It is inside the creature, and cannot be freed by the use of simple spells, such as *mage hand*.

Terrain: The stairs are difficult terrain. The protocube is marked GC on the map.

Tactics: The protocube initially remains motionless, using its *translucent* ability to stay hidden. It hopes that a character in the pit will wander blindly into it and become engulfed without it having to even move. If the fallen character starts to climb out of the pit, the protocube moves to engulf its victim before escape is possible (gaining surprise if it was undetected).

The protocube cannot climb out of the pit, so it only attacks those in the pit with a slam, and then engulfs the immobilized target.

If reduced to 20 or fewer hit points, the protocube flees into the cracks in the wall (a move action) and leaves.

TELLING IT LIKE IT WAS: PLAYTESTER POWERS — ACTIVATE!

In general, we don't just let any ol' person playtest our tournament modules. Most of the time, these are competent groups somehow affiliated with the Judges.

Take, for example, the playtest group that included Stephen Glicker and Seth Lipton, two of the Judges. They accidentally took on — simultaneously — the undead from area 2-1 and the gelatinous cube from area 2-2.

For reference, at least one team that advanced to Round Two was TPK'ed in area 2-1. But these playtesters took on both areas and walked out without losing a single PC.

Gelatinous Protocube Level 3 Elite Brute
Large natural beast (blind, ooze) XP 300

Initiative +3 **Senses** Perception +2;
tremorsense 5

HP 112; **Bloodied** 66

AC 15; **Fortitude** 16, **Reflex** 14, **Will** 13

Immune gaze; **Resist** 10 acid

Saving Throws +2

Speed 3; see also engulf

Action Points 1

↓ **Slam** (standard; at-will)
+7 vs. Fortitude; 1d6+2 [5] damage, and the target is immobilized (save ends).

⊕ **Engulf** (standard; at-will) ♦ **Acid**
The gelatinous protocube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the protocube's space; the target is dazed and takes ongoing 5 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the protocube. The protocube can move normally while creatures are engulfed within it.

Translucent

A gelatinous protocube is translucent until seen (DC 15 Perception) or until it attacks. Creatures that fail to notice it might walk into it, automatically becoming engulfed.

Alignment Unaligned **Languages** –
Skills Stealth +9
Str 14 (+4) **Dex** 14 (+4) **Wis** 13 (+3)
Con 16 (+5) **Int** 1 (–3) **Cha** 1 (–3)

Area 2–3 **The Cauldron of Spilled Life**
(EL 2, XP 600)

Read or paraphrase the following:

An enormous broken stalagmite rises from the floor near a small pool in the northeast corner of this cavern. At the edge of your light, carved steps ring the stalagmite, rising to the lip, some 40 feet above the ground. The ceiling of this particular cavern rises out of the range of your light sources.

You can't see the top of the stalagmite from the floor, but there must be a fire of some sort up there...it casts flicking shadows on the cavern walls. The strange shadows dance like cavorting demons, seeming to linger just a little too long, and mocking you from the corner of your vision.

The dim light given off by the source on the stalagmite reveals a decrepit-looking rope bridge. One end is anchored on the stalagmite, but the other end fades into the darkness.

More normal-sized stalagmites dot the floor in a few places, but even these are massive, reaching between eight and ten feet tall.

When the party can see the cauldron, read or paraphrase the following:

A giant enchanted cauldron, bubbling and boiling with mystical liquid and ringed with a variety of various humanoid skulls, sits atop the enormous broken stalagmite.

When the bats or dark caver attack, read or paraphrase the following:

A short, pale-skinned shape, much like a halfling but with a prolonged nose and coarse black hair, darts at the edge of your vision. It wears black clothing and wields a pick coated with coal soot or some other substance to negate glimmer. The creature has elongated fingers with stubby nails.

From above, nearly soundlessly, an immense bat streaks down at you. Trailing behind the muscular, dark-furred body is a long tail with a bony protrusion — much like a blade.

Development: As the skull in area 2–1 opened, it did so quite noisily — alerting the sentries in this area that intruders are near. A dark caver leads these sentries. Two shadowhunter bats, which silently hang from the ceiling, assist the caver in protecting this area.

The dark caver [Stealth result: 22] and shadowhunter bats [Stealth result: 21] are using the darkness to hide from the party, with the bats clinging to the stalactite-covered ceiling, 60 feet overhead. Add +2 to the Stealth results if the heroes are 10 or more squares away from the monsters.

A Blood-Drenched Future: The fabled *Cauldron of Spilled Life* is the primary object in the area that the dark caver and his companions seek to protect. The fire that burns beneath the cauldron is magical — apart from a *dispel magic* spell, it cannot be extinguished. This fire also provides a dim light source out to 3 squares. The cauldron is attuned to the Bloodstained Oracle (see area 2–5), but any living creature can attempt to use it as well.

**CAULDRON OF
SPILLED LIFE LORE**

Heroes can make Arcana, History, or Religion checks to learn about this strange object.

- DC 10 (any): This is probably the *Cauldron of Spilled Life*, a relic from the wars that wracked the North in ages past. This device was used by priest-generals of Xeleuth the Warbringer to predict the tides and eddies of battle.
- DC 15 (Arcana or Religion): Any individual wholly devoted to Xeleuth can use the cauldron. One lacking such faith, but sufficiently adept at manipulating arcane energies, can use the cauldron, but the visions revealed may be distorted or vague.
- DC 20 (any): The cauldron requires an offering, the “blood of fire,” in order to function. (Arcana or Religion only) The Bloodstained Oracle can use this item without the “blood of fire.”

These creatures, however, only get random glimpses of the future — they cannot control the cauldron's powers with precision like the Oracle.

Anyone besides the Oracle who wishes to use the cauldron as a scrying device must complete two steps.

1. They must pour a magical potion called “the blood of fire” into the cauldron. There are four such phials to be found in this adventure: one on the dark caver in this area, and two hidden beneath the base of the column of light in area 2–1. The last one is actually the first, found in the clockwork box in area 1–6. The heroes only have this phial if they passed a skill test at the very end of Round One.
2. Whoever pours the “blood of fire” into the cauldron may make a DC 10 Arcana check to gaze into the bubbling ichor and see one vision of the future. Failing the check means the hero sees nothing, but takes 1 point of psychic damage.

For the tournament, the hero sees the pre-selected images described below (the uninitiated cannot control what is shown to them). For a home game, the DM should feel free to substitute any vision he or she chooses. Each vision expends a phial of “blood of fire,” and the visions occur in this order:

MEANWHILE, AT THE TOURNAMENT: THIS DUNGEON WILL SELF-DESTRUCT IN 10 SECONDS...

The difficulty of the tournament modules encourages both exceptional tactics and out-of-the-box thinking. One team thought entirely into a different genre.

In the course of exploring this area, they found the pit, but hadn't noticed the gelatinous cube. Deciding to play cautiously, they tied a rope around the chest of one of their number, and scavenged their climbing kits for pitons, which they hammered into the wall. Using rope and some elbow grease, they lowered their fellow hero into the pit, much like a certain spy on an impossible mission. Their precaution paid dividends when the cube rushed the dangling hero...they pulled him up, saving his life and precious tourney points. He had to change his chainmail, though.

- *Vision One:* “A princess, finely dressed in a crimson gown, dips a jeweled chalice into a bubbling iron cauldron wrapped in shadows. She sips a thick, black fluid from the chalice, and then falls dead (refers to pouring the “blood of shadow” into the iron maiden in area 2–5).”
- *Vision Two:* “A giant ship, with a red mast and red sails moves over a sea of blood. Its destination seems to be a small, rocky island on the horizon. Finned humanoid creatures armed with spears swim alongside the ship (refers to the Red-Masted Ship in area 2–7, and hints at the dark fins lurking in the waters there).”
- *Vision Three:* “Four mosaics flash before your eyes: victorious generals, shackled bodies torn by savagery, siege engines, and bars of bloodstained gold. As the mosaics fade, you see four leering skulls set in a row (this refers to the questions posed by the skulls in area 3–5a and their answers, see Round Three).”
- *Vision Four:* This vision changes slightly depending on which pregenerated characters the tournament team chose, as it refers to the eventual fate of the heroes should they defeat Kainos, and hints subtly at the scion of war's resistance to metal weapons. Insert the correct descriptions relating to the four pregens in the text below:

“Four monsters stand on a desolate, rocky shore, their heads hung low as tides of blood lap at their feet...”

- Bloodsong of the Dark — “...a bugbear, her face stoic while her eyes silently scream, clutches to her breast the tip of a sundered sword...”
- Clapperoth — “...a drow male leans heavily on a wooden staff, as if weighed down by his scholar's robes and his own memories...”
- Cmdr. Norris Backbreaker — “...a hobgoblin, armored in chainmail, clenches his fists at his sides, muttering over a broken maul at his feet...”
- Kizzy Zendra — “...a kobold, ill at ease, nervously twirls the useless hilts of a pair of snapped blades in her palms...”
- Rojan Redjack — “...a red-furred minotaur in scale armor, clutching the hilt of a broken sword...”
- Tordoc Esrin — “...a gnoll, kneeling in prayer, resting his weight on the shattered haft of a spear...”

“Hanging in midair above each bowed neck is a black, barbed sword.”

Blood of Shadow: Additionally, when the “blood of fire” is poured into the cauldron, a thick black ichor — known as the “blood of shadow” — begins to ooze out of the sides of the boiling cauldron. A DC 16 Perception check notices this side effect. Although hot, this “blood of shadow” causes no harm to the PCs if touched or ingested. However, it is potentially lethal if used against the Bloodstained Oracle (see area 2–5). There are no obvious containers for the “blood of shadow;” however, PCs wishing to collect this

enchanted liquid may use an improvised container, either by emptying vials of oil or using a similar method. By doing so, they can collect a maximum of four full vials of the “blood of shadow.”

Heroes who fail to immediately toss a “blood of fire” into the cauldron may trigger a trap.

Cauldron of Spilled Life Level 2 Obstacle Trap XP 125

Trap: This trap consists of the cauldron (the origin square) and a burst 2 surrounding the cauldron. When a creature fails to use the cauldron properly, the dark mist bubbling from the cauldron solidifies into a tentacle and attacks. The cauldron creates one tentacle for each target in range.

Perception

DC 20: The character notices the mists around the cauldron moving oddly.

DC 25: The character notices the mists reaching towards living creatures as they approach the cauldron, as if alive.

Initiative +3

Trigger

When a creature has spent 1 round adjacent to the cauldron without pouring a potion of blood of fire into it.

Attack

Standard Action Close burst 2

Target: All creatures in the burst.

Attack: +7 vs. AC

Hit: 1d6+3 [7] fire damage.

Special: The trap attacks every round targets are within range, or until it is deactivated by one of the methods listed below.

Countermeasures

- A DC 15 Arcana check knows that something must be poured into the cauldron to deactivate the trap.
- A character can attack a mist tentacle (AC 12, other defenses 10; hp 30; resist 5 all). Tentacles destroyed respawn in 1d6+1 [5] rounds.
- A hero adjacent to the cauldron can pour the magical liquid known as the “blood of fire” into the cauldron (a move action), disabling the trap immediately.

Terrain: The pool near the stalagmite is only a few inches deep.

The smaller stalagmites are blocking terrain; they are obstacles that block line of sight and provide cover.

The starting positions of the shadowhunter bats are marked on the map as “SB,” while the dark caver’s position is marked “DC.”

COMBAT IN SHADOWS

The heroes’ passive Perception should not be sufficient to locate the dark caver or shadowhunter bats as they flit around this large, dark area.

Instead, they have to make active Perception checks as minor actions, aiming to hit DC 20 for a bat and DC 21 for the dark caver. This only tells the hero the general location of the creature, not the square it actually occupies.

If a hero wants to attack a hidden creature, he must choose a square to attack. He then rolls the attack normally, and if he happened to pick the square where the foe is, the attack roll suffers a –5 penalty for attacking a creature that has total concealment.

The Judge should not tell the player whether he or she guessed the wrong square or if the attack just missed.

The only light in the area is the top of the stalagmite, which provides dim illumination out to 3 squares.

The cave walls to the southeast (such as below the tunnel to area 2–5) feature numerous foot- and handholds, and require a DC 10 Athletics (climb) check to scale.

Tactics: Both the dark caver and the shadowhunter bats are content to remain hidden in the darkness and let the PCs wander, as long as they do not ascend to within 10 feet of the cauldron or head toward area 2–5 by climbing the cliff.

The bats are clinging to the ceiling, and the dark caver is 15 feet up the wall in the indicated square.

If the PCs approach the cauldron or attempt to climb the cliff leading to area 2–5, they are first attacked out of the darkness by the swooping shadowhunter bats, which use *flyby attack* to harass the party. The bats target heroes who are standing apart from the others, so as to not draw opportunity attacks from their targets’ allies. Note that a target must be in darkness (including the darkness of the dark caver’s *killing dark*) to suffer the extra damage from a *tail slash*.

The dark caver, meanwhile, circles around the walls towards the heroes. If undetected, it descends to the floor and begins combat with a thrown dagger at a hero 5 or more squares away from its position (this first attack gains combat advantage and probably suffer a –2 penalty due to range).

In later rounds, the dark caver circles, trying to catch heroes at the edge of the light. It delays its actions until a light source moves away from a given hero; then, when its target is in darkness, it strikes. The dark caver doesn’t have to attack every round; it’s patient and wants to unnerve the heroes. It is possible that the party may even think there is more than one foe.



The caver tries to keep an escape route to a wall open. If the party corners it, it scampers up the walls (this movement provokes an opportunity attack). If the heroes rally around the light source, the dark caver strikes heroes who are bloodied, or those just attacked by the bats.

When the caver strikes, it lunges in with *dark step* to gain combat advantage. Next round, it withdraws and circles again, climbing the wall to get behind PCs if necessary. The caver drinks its *potion of healing* after it has been bloodied, but only after it has withdrawn into the darkness again.

Both the dark caver and the shadowhunter bats fight to the death.

Dark Caver **Level 4 Skirmisher**
 Small shadow humanoid **XP 175**

Initiative +8 **Senses** Perception +4; darkvision
HP 54; **Bloodied** 27; see also *killing dark*
AC 18 (see also *dark step*); **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 6, climb 6 (spider climb)

⚔ **War Pick** (standard; at-will) ♦ **Weapon**
 +8 vs.AC; 1d8+1 [5] damage (crit 1d8+9 [13] damage).

↘ **Dagger** (standard; at-will) ♦ **Weapon**
 Ranged 5/10; +9 vs.AC; 1d4+4 [6] damage.

↶ **Killing Dark** (when reduced to 0 hit points)
 Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark caver explodes in a spout of darkness.

Combat Advantage

The dark caver deals an extra 1d6 [3] damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)

The dark caver moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to. A dark caver can begin this movement while climbing, but cannot end it while climbing.

Alignment Unaligned
 Common

Languages

Skills Athletics +8, Stealth +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 14 (+4)

Con 14 (+4) **Int** 12 (+3) **Cha** 13 (+3)

Possessions black garments, 5 daggers, *potion of healing*, a phial of “blood of fire” (see area 2–1), 30 gp

Shadowhunter Bat (2) **Level 3 Lurker**
 Medium shadow beast **XP 150**

Initiative +9 **Senses** Perception +7; darkvision
HP 38; **Bloodied** 19

AC 17; **Fortitude** 14, **Reflex** 17, **Will** 12

Speed 2 (clumsy), fly 8; see also *flyby attack*

⚔ **Tail Slash** (standard; at-will)
 +8 vs.AC; 1d6+4 [7] damage. In dim light or darkness, a shadowhunter bat gains +2 to the attack roll and deals an extra 6 damage.

Ⓢ **Flyby Attack** (standard; at-will)
 The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat does not provoke opportunity attacks from the target when moving away it.

Alignment Unaligned

Languages –

Skills Stealth +10

Str 13 (+2) **Dex** 14 (+3) **Wis** 13 (+2)

Con 18 (+5) **Int** 2 (–3) **Cha** 11 (+1)

Area 2-4

The Rope Bridge

Read or paraphrase the following:

A simple rope bridge spans the gap from the top of a broken stalagmite to the platform carved from the cavern wall. Skulls hang from the sagging supports; threads from the ropes woven through empty eye sockets and crushed nasal cavities.

A lifeless corpse hangs from the center of the bridge, tangled in a morass of frayed rope coils. Clad in hide armor, the corpse extends one arm desperately down towards the ground, as if seeking assistance from someone below.

As the party moves across (or otherwise jostles) the bridge, read or paraphrase the following:

The skulls make a dry “clacking” sound as the bridge shudders. It echoes ominously in this large chamber.

Development:

The rope bridge leads from the *Cauldron of Spilled Life* to the opening of area 2-5. It is not trapped, and is not inherently dangerous in the slightest... but it will probably waste a lot of time for over-cautious tournament teams.

The corpse was that of a bandit lieutenant who worked for Adrasticus.

When the Bloodstained Oracle demanded her price, the Bandit Lord paid it with his right-hand man. After their business was conducted, Adrasticus started to carry the body out with him, but got sick of all that work when he got to the rope bridge and dropped it here, where it got tangled in the ropes before it hit the ground.

Anyone examining the body can make a DC 10 Heal check to realize the corpse is about 2 months old and was a human male.

Treasure: One of the skulls has a piece of parchment tucked away in its eye socket (DC 18 Perception). This note is written in the cipher of the cultists of Obitu-que, and is decoded through a similar process to the note in area 2-1.

If a hero has already cast *Comprehend Languages* for the code, he or she can read it instantly. If the hero makes this Religion check but failed a previous one, that hero can re-try a previous one. If the hero made a prior Religion check, he gains +4 to this check.

When the party understands the note, give them Handout 2D. This enigmatic parchment is part of a clue that refers to the traps in area 2-6, and makes more sense when combined with the parchment in area 2-2.

The corpse has a mundane short sword and some other rotted gear, but its armor is actually +1 darkleaf hide armor (DC 22 Arcana; no power source).

Terrain:

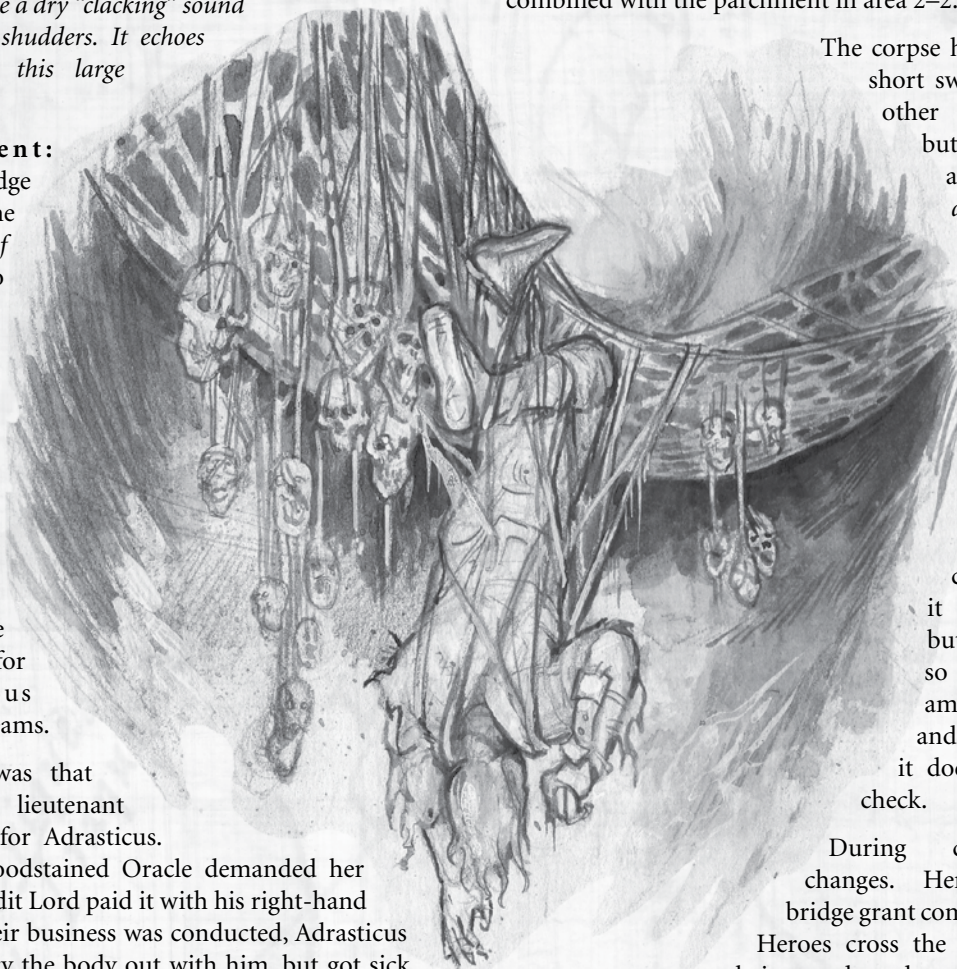
Crossing the bridge is simple and fairly safe under most circumstances; it is slow going, but involves so minimal an amount of balance and coordination it doesn't require a check.

During combat this changes. Heroes on the bridge grant combat advantage.

Heroes cross the bridge at half their speed, and anyone struck in combat must make an Acrobatics (balance) check to avoid falling. The DC to avoid falling is 5 + the damage dealt.

Heroes that fall take 4d10 [22] falling damage.

Going Down?: All elevation changes from this point forward are steep, 15-foot drop-offs requiring a DC 10 Athletics (climb) check to scale. DMs shouldn't make the party check for each one, only those relevant to combat (potentially areas 2-5, 2-6, and 2-7). These elevation marks are cliffs, and the heroes could potentially fall down them if they're not careful. [For the tournament, remember that all falling heroes take 1d10 [6] points of damage per 10 feet fallen.]



Area 2–5 The Bloodstained Oracle (EL 2, XP 625)

The ceiling in this area is 30 feet high. Read or paraphrase the following:

The rocky, twisting corridor widens, eventually opening up into an open cavern. A pair of towering stone idols, carved in the likenesses of fierce spear-maidens, stands silent vigil.

A handful of iron coffers lay near the walls, each sealed with a padlock.

A shrill voice calls out through the darkness:

“Thunder and flame! The one you seek is a godling, born to the Warbringer by she who was my sister. He possesses the strength and guile of his sire — but this is no matter. For you shall never find him, and even if by the grace of the gods you should, you shall never defeat him.”

“However...free me, and for a price, I shall tell you of safe passage to the godling’s lair.”

Even in the darkness, you can make out the source of the eerie voice: a rusted iron maiden hangs twenty feet above the floor, swinging gently to and fro. The device of torture is forged in the shape of a noble princess drinking a goblet of wine. Beneath it and to the side, near a natural stone column, is a windlass like those used to operate castle drawbridges. A chain runs from the windlass, up the column, and through broad rings hammered into the ceiling to support the iron maiden.

When the party releases the Bloodstained Oracle, read or paraphrase the following:

A desiccated dwarven woman, older than time, falls to the ground, landing on her feet. Unharmred, she looks at you. Her flesh is leathery and cracked; disturbing red stains peek out of those wrinkles and mat her steel-grey hair, as if the woman was bathed in blood and didn’t wash fully. Sluggish blood seeps from countless wounds all over her body, souvenirs of her time in the maiden.

Development: The Bloodstained Oracle, who is trapped inside the iron maiden hanging from the cavern ceiling, is a powerful tool of Xeleuth, but ultimately nothing more. Both Kainos and the Bandit Lord have used the horribly wicked zealot, and both keep her in a consecrated iron maiden until she is needed.

As a Bloodstained Oracle, she has powerful abilities to cast auguries and see the future...powers augmented by the *Cauldron of Spilled Life* in area 2–3. She has long foreseen this day, however, when heroes would come to her cave, and although she knows how this day ends, she plays her role.

Heroes can use Religion to learn about the creature’s lore (see Bloodstained Oracle Lore, above), but not about her abilities (per a normal monster knowledge check; these are exceedingly rare creatures).

Q & Agitation: If the PCs attempt to ask the Oracle questions while she remains in the maiden, she initially answers any simple questions that are asked of her. Her answers to some expected questions are as follows:

- **Who are you?** “I am a Bloodstained Oracle, servant of the mighty Warbringer, Xeleuth!”
- **What is your price for helping us find Kainos?** “Blood, of course. Blood is always the price for everything. In this case: the last life’s blood of a fading heart, slain in righteous combat.”
 - **Why should we free you?** “Why should the blind wish to see?”
 - **Why should we trust you?** “Oh, you shouldn’t. Not until the price is paid, of course. Face me, and live or die, I’ll tell you what you want to know. That is my gift.”

If the Oracle is continually barraged with a litany of further questions, she becomes exasperated, and shrieks “Enough of your prattling! Free me, if you are so interested in seeking knowledge.” After that, she falls silent until she is freed.

Blood of Shadow: If the “blood of shadow” (the liquid from the *Cauldron of Spilled Life* in area 2–3) is poured into the goblet, it pours down a curved drain and onto the creature. She screams in utter agony, her cries echoing



loudly throughout the caverns. She takes no damage, but as noted below, she can now be “really” killed instead of “temporarily” killed (see “Killing the Oracle” below).

The oracle is safe inside the iron maiden; the only opening is the drain in the goblet, which is too small and curved to be used to insert weapons. If the heroes drop the maiden, it pops open and the oracle escapes. If they burn it from below, she burns to death but keeps coming back, revealing nothing since they have not properly asked her questions (award no points for slaying her).

Freeing the Oracle: The windlass is locked in position by a simple metal bar; moving it causes the maiden to fall to the ground. Alternately, the heroes can grab the windlass and lower it gently.

The maiden is kept closed by two simple locks (DC 10 Thievery opens both; AC 10, other defenses 10, hp 20, resist 5 all). If the maiden is dropped due to malicious or careless heroes, the locks break with a loud pop, freeing the Oracle.

However, whether freed by guile or by force, the Oracle emerges from the maiden once it is opened and drops to the ground unharmed. Despite her wounds from the maiden, she has not taken damage (the wounds are “normal” for her).

At this point, read or paraphrase the following (unless the PCs immediately attack her, in which case, skip ahead to Tactics).

“I’d thank you for my freedom,” she says in a voice like grinding stone. “But that is not what brought you here. You seek to save your village from the godling Kainos, scion of the Warbringer. I can remember how you will find him, but there is a price to pay for everything you gain. The price for such help is blood, for blood is life, the spilling and ending of which pleases my lord. Whether the life is yours or mine matters not. Once Xeleuth has been paid in full, I can tell you exactly what I have promised. Fear not, goslings, I am compelled to honor the price.”

The Oracle may entertain one or two questions from the party at this point (such as the ones listed above), but she quickly grows impatient, and screams *“Enough! It has been far too long since I have honored my Lord with combat!”* and attacks.

Paying the Price: If the oracle is reduced to 0 hit points, she does not truly die (unless affected by the “blood of shadow,” see the sidebar). Instead, she lets out a shriek of exquisite pain and drops, apparently dead for 6 rounds, before getting back up. At this point she speaks, as below:

Alternately, if one of the heroes is reduced to 0 hit points, the oracle immediately ceases her attacks and, with a serene look upon her face, speaks as below:

“Enough!” cries the Oracle, raising her withered hands high above her head. “Enough! The price has been paid, now hear what you have earned.”

SKIPPING THE ORACLE

It is almost guaranteed that some parties will decide to “scout ahead” or “come back for her” — despite being told that the point of the round is to consult the oracle (it’s even NAMED that).

Rather than railroad the party or come up with an elaborate and improbable scheme to keep them from bypassing the point of the whole round, we propose you *let them do it*.

The party only triggers the skill challenge in area 2–6 if they head that way after consulting the oracle, so it’s a gauntlet of magic crossbow turrets and sneaky daggers in the dark...oh, and the team misses out on big points for hearing what the oracle has to say.

Enjoy!

KILLING THE ORACLE

Through her dedication to the Warbringer, the Bloodstained Oracle has gained an immortality of sorts. After being reduced to 0 hit points or less, she falls dead for 6 rounds before returning to life at full strength, with no death penalty, and all her powers recharged.

To keep the Oracle weakened and under control when needing her to divine the future, Kainos and his followers often place a single drop of the “blood of shadow” that pours forth from the Cauldron into the goblet of the iron maiden. This single drop severs her connection to Xeleuth, weakening her so that she can be killed permanently.

If any amount of the “blood of shadow” is poured into the goblet by the PCs — or if they strike her with the magical liquid in combat as an improvised weapon — she loses her immortality, and may be permanently slain.

If the heroes manage to permanently kill her, she still tells them about the Red-Masted Ship and the Isle of Kainos (as noted above) as her dying words.

With a bony finger, she points down towards a dark, sunken tunnel to the southeast. “Beyond lies the Red-Masted Ship, captained by magic and impervious to harm. Only it can take you to Kainos, who prays to his father on a small island far from here.”

“To reach Kainos, you must heed the lessons of war in the labyrinth that surrounds the island’s shrine. To slay Kainos...hahaha...I will say that weapons forged for war will not harm their master’s son.”

"Go, now, to the Red-Masted Ship. The price for passage is the same as my own...blood. By paying me, you have also paid for your voyage." She allows a wicked smile. "Even now, the Red-Masted Ship sets sail."

Off in the distance, you hear the ominous sound of a horn being sounded, echoing through the caverns, mournful and foreboding.

She points again at the tunnel mouth. "Hurry, if you are to have any chance — however small — of stopping the slaughter that begins at your village when the sun next sets. I warned him of your coming...we shall see if he listened."

Treasure: Inside each of the coffers (DC 10 Thievery to unlock) are 2,000 cp stained black by old blood (copper tastes like blood, so her tribute is paid thusly). The coffers are marked on the map by rectangles. In the rectangle with an X in it, there are no coins but rather a warhammer made from a wood that's been magically treated to be as hard as steel; this is a *+1ironwood warhammer* (DC 20 Arcana; divine).

Terrain: The position of the Bloodstained Oracle's iron maiden is marked BSO on the map. When she exits it, she will be one square from that location (depending on how the party arranges itself).

As noted above, the elevation changes are steep, 15-foot drop-offs (DC 10 Athletics (climb) to scale).

Tactics: The oracle begins combat not revealing her true power. She targets the closest hero with her *punishing fists*. She does not move around the battlefield, hoping to lure in several melee combatants.

The first time a hero attacks the Oracle in melee, and then withdraws, she fixates on that target. She continually chases him or her (using *travel the red river* if necessary) and expends an action point to attack that hero twice (hopefully allowing her to use *born to bleed* for a third attack).

If a hero thinks to try it, he or she can make a DC 11 Insight check as a minor action to figure out that the Oracle is fixated on the first foe to flee her.

The Oracle uses *born to bleed* each time an adjacent hero is bloodied (not just the first time), making healing mid-combat a dangerous and possibly futile exercise unless the party coordinates amongst themselves. She uses *stained by blood* as soon as she's down by 20 hp, and prefers to target her fixated prey with it.

If she's getting near bloodied, she'll attack as normal and (if necessary) use an action point to maneuver into a cluster of heroes, hopefully catching several in her *shriek of pain*. If she misses that window or didn't need to use an action point to do that, she instead burns the action point to attack the nearest bloodied hero twice (preferring her fixated prey if it's among the possible targets).

The Bloodstained Oracle

Level 2 Solo Brute

Medium immortal humanoid

XP 625

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

HP 172; **Bloodied** 86; see also *shriek of pain*

AC 16; **Fortitude** 19, **Reflex** 14, **Will** 17

Saving Throws +5

Speed 6; see also *travel the red river*

Action Points 2

↓ **Punishing Fists** (standard; at-will)
+5 vs.AC; 2d6+3 [10] damage, and ongoing 1 damage (save ends).

⊕ **Born to Bleed** (immediate reaction; each time an adjacent enemy becomes bloodied) The Bloodstained Oracle makes a melee basic attack against that enemy.

↗ **Stained by Blood** (minor; recharges when first bloodied) ♦ **Healing**
Ranged 2; +3 vs. Fortitude; 3d6+3 [13] damage, and the Bloodstained Oracle regains hit points equal to half the damage dealt [6]. This power is only usable on a foe taking ongoing damage from *punishing fists*. If the Oracle misses with this power, it is not expended.

↖ **Shriek of Pain** (immediate reaction, when first bloodied)
Close blast 3; +1 vs. Fortitude; 2d10+3 [14] damage, and the target is pushed 3 squares and knocked prone. *Miss*: Half damage, and the target is pushed 1 square but not knocked prone.

Travel the Red River (move; recharges when first bloodied) ♦ **Teleportation**
The Bloodstained Oracle enters the space of any Small or larger living creature and immediately exits the space of another Small or larger living creature within 10 squares; none of this movement provokes opportunity attacks.

Alignment Evil **Languages** Common, Dwarven

Skills Bluff +9, Insight +8, Intimidate +9, Nature +8

Str 20 (+6) **Dex** 14 (+3) **Wis** 15 (+3)

Con 19 (+5) **Int** 12 (+2) **Cha** 16 (+4)



Area 2–6

The Winding Corridor of Snakes (Challenge)

(EL 2, XP 625)

As the party enters this area, read or paraphrase the following:

You enter a narrow, winding corridor. A pattern of elaborate mosaic tiles covers the floor of the corridor. Some of these tiles form detailed, pictures of huge snakes, whose scaly forms seem to twist and writhe in anger. The snakes are all a crimson hue with strange black spots; the rest of the floor is comprised of golden tiles.

A low horn-call echoes through the corridor. The ship sails without you unless you hurry!

Every time the heroes earn a failure in the skill test, read or paraphrase the following:

Again the horn sounds...although you are closer, it seems to come from farther away.

Development: The corridor is the only way to reach the Red-Masted Ship by land ... and since the Red-Masted Ship is the only way to reach the mighty Kainos, his followers guard the corridor fervently.

The floors of the corridor are littered with traps, and more dark ones lurk behind eyeslit-equipped secret passages, just waiting to leap out and attack intruders after being warned by the sounding of the Red-Masted Ship's horn.

WHICH ENCOUNTER?

If the Oracle told the heroes of the Red-Masted Ship, and at least one dark creeper is still alive in this area, run the Challenge encounter.

Otherwise, run the Combat encounter instead.

The skill challenge represents a cinematic montage...if successful the heroes arrive in area 2–7 knowing they narrowly escaped a multitude of knives in the darkness. They will have also earned significant tournament points.

If the party attempts but fails the skill challenge, place them in or adjacent to the square marked "FAIL" and run the Combat encounter. The heroes begin this encounter surprised. The DM should make note of how many successes they managed to roll, though, because this affects the position of the Red-Masted Ship when the heroes finally manage to enter area 2–7.

Challenge: A party who has not already killed both dark creepers and has been told of the Red-Masted Ship by the Bloodstained Oracle triggers this skill challenge when they enter this area.

Skill Challenge (Race to the Red-Masted Ship!)

A treacherous tunnel leads to the Red-Masted Ship. Creatures lurk ahead, waiting to deliver a swift blade in the darkness (Perception), and the repeated snake patterns seem to indicate traps (Thievery). The ship — and your only chance to face Kainos — is already leaving, so you must run full-tilt (Endurance).

Level 5; 12 successes before 3 failures; Endurance, Perception, Thievery; XP 625.

Athletics (jump) (DC 15): A hero can tense his or her body, readying it to leap out of the way of darting blades or sinking pressure plates. A success grants a +2 to the next Endurance, Perception, or Thievery roll, the failing hero loses a healing surge. The bonuses granted by this check do not stack with themselves.

Dungeoneering (DC 15): Your knowledge of subterranean environments gives you some insight on likely ambush spots and where the path is easiest. This does not count as success or failure, but it imposes a +2 bonus or –2 penalty to the next Endurance or Perception check. The bonuses granted by this check do not stack with themselves.

Group Check: Endurance (DC 10): As the party runs full tilt down the corridor, some may have to push themselves beyond their limits to keep up. All heroes must make one Endurance check; success counts as a success; failure means those who fail lose 1 healing surge, but does not count as a failure.

Perception (DC 10): A hero may decide to keep a lookout for bad guys. Success counts as a success; failure means each party member loses one healing surge, and it counts as a failure.

Thievery (DC 13): You know enough about how traps are laid out that you've got a good idea where not to step. Success counts as a success; failure means that hero loses one healing surge, and it counts as a failure. Heroes who found the clues in either areas 2–2 or 2–4 gain a +2 bonus to this check; they gain a +5 bonus if they have both clues. Since the hero is not actually disarming, thieves' tools do not grant a +2 bonus to this check.

Success: The heroes bypass area 2–6 and earn bonus tournament points. Place the heroes in area 2–7 in the squares marked "START." If they subsequently re-enter this area, run it normally.

Failure: The heroes have to undergo this encounter as normal. Place them in or adjacent to the square marked "FAIL" and begin the Combat encounter using the Ambush tactics.

Make a note of how many successes the party earned before they failed; it affects the placement of the Red-Masted Ship in area 2–7.

Area 2-6 The Winding Corridor of Snakes (Combat) (EL 3, XP 750)

As the party moves into this area, read or paraphrase the following:

You enter a narrow, winding corridor. A pattern of elaborate mosaic tiles covers the floor of the corridor. Some of these tiles form detailed, giant pictures of huge snakes, whose scaly forms seem to twist and writhe in anger. The snakes are all a crimson hue with strange black spots; the rest of the floor is comprised of golden tiles.

If failing the skill challenge triggered this encounter, read or paraphrase the following after every combat round (working down the list, top to bottom):

Again the horn sounds...if you don't hurry you'll be left behind!

The horn...it's further away! The ship is moving!

The horn winds a third time in the last minute.

That hateful sound echoes for a fourth time. The ship is almost gone...

You faintly hear the horn, and then lose it. You're too late... the Red-Masted Ship has left without you. Whatever hope you had of stopping Kainos left with it...unless you're very, very lucky. This ends Round Two.

Development: The corridor is the only way to reach the Red-Masted Ship by land ... and since the Red-Masted Ship is the only way to reach the mighty Kainos, his followers guard the corridor fervently.

The floors of the corridor are littered with traps, and more dark ones lurk behind eyeslit-equipped secret passages, just waiting to leap out and attack intruders after being warned by the sounding of the Red-Masted Ship's horn.

Finding any secret door in this area requires a DC 20 Perception check.

No Time! If this encounter began as a result of failing the skill challenge, the party has five rounds to reach area 2-7; the round ends if the DM reads, "You faintly hear ..."

Regardless of how long the party takes in the corridor after failing the skill challenge, if at least one hero makes it to area 2-7 before the DM reads, "You faintly hear...", use the number of successes rolled during the skill challenge to determine the placement of the Red-Masted Ship.

Traps: If the PCs found the clues in area 2-2 or on the rope bridge in area 2-4, they already know this riddle, which may help them to navigate through the corridor even if they fail the skill challenge:

First fear to tread next to red,

Make no track next to black

Avoid the plight of spots of night

Then watch the veil of crimson scales.

This refers to the four mosaics of snakes on the floor of area 2-6. "First" refers to the first leg of the winding corridor, which is closest to area 2-5 and the entrance leading to area 2-6. Each subsequent line refers to the next adjacent leg of the corridor, with the final line referring to the leg of the corridor leading to area 2-7. The meaning of the cryptic riddle is as follows:

- **Leg 1:** Don't step on squares next to the snake's red scales.
- **Leg 2:** Don't step on squares next to the snake's black scales.
- **Leg 3:** Don't step on squares containing the snake's black scales.
- **Leg 4:** Don't step on squares containing the snake's red scales.

Terrain: Most of the traps in this area (labeled "T") cause no harm to the PCs but delay the party's journey to the Red-Masted Ship in area 2-7. These are all teleport traps, which instantly whisk any hero that sets off such a trap to the point labeled "Z" on the map. If multiple creatures are teleported, they can appear in squares adjacent to the "Z."

The magic crossbow turrets trap (two squares labeled "CT") and their activating trigger plates (labeled "TP") are also marked. Note that while stepping in a square marked "CT" is harmless, stepping in either square marked "TP" triggers the trap, below.

Finally, the starting positions of the dark creepers (labeled "DC") are noted as well.

If the heroes start this encounter because they failed the skill challenge, they position their characters in or adjacent to the square labeled FAIL. Note that this may immediately teleport one or two back to "Z" as soon as combat begins.

OUT OF TIME!

If the heroes elect to take a short rest after the Red-Masted Ship has begun to sail, advise the party that their round ends if they miss the ship. If they agree to this, further advise them that it counts as a "quit," with the related dangers.

The point is that this is a race to the finish, and there's no time to rest!

**Teleport Tiles
Trap****Level 1 Obstacle
XP 100**

Trap: A pressure tile teleports the triggering creature into or adjacent to a predetermined square, marked “Z.”

Perception

DC 13: Hero notices raised plates in the floor.

DC 18: Hero notices a faint sparkle above each plate.

Additional Skills: Arcana

DC 22 (as part of “sense presence of magic”): each tile is magical with an arcane power source

Trigger

A creature steps on a teleport tile.

Attack

Immediate Reaction **Melee**

Attack: +4 vs. Reflex

Hit: The target is teleported into or adjacent to “Z”.

Countermeasures

- A character that makes a successful Athletics (jump) check (DC 6 or DC 11 without a running start) can jump over a single trigger tile square.
- An adjacent character can disable a trigger tile with a DC 20 Thievery check.
- Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.

**Magic Crossbow Turrets
Trap****Level 3 Blaster
XP 150**

Trap: A pair of armored crossbow turrets drops down from the ceiling, peppering creatures with quarrels.

Perception

DC 15: The hero notices raised plates in the floor.

DC 20: Hero notices the moveable panels in the ceiling.

Initiative +3

Trigger

The trap activates and rolls initiative when a character enters either of the two trigger squares in the room.

Attack

Standard Action **Ranged 10**

Target: Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon (the dark creepers).

Attack: +8 vs. AC

Hit: 2d8+3 [12] damage.

Countermeasures

- A character that makes a successful Athletics (jump) check (DC 6 or DC 11 without a running start) can jump over a single trigger plate square.
- An adjacent character can disable a trigger plate with a DC 25 Thievery check.
- Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.
- A character can attack a turret (AC 16, other defenses 13; hp 38). Destroying a turret stops its attacks.

Tactics: If the party begins this encounter as a result of failing the skill challenge, use the Ambush tactics, below.

The two dark creepers are fully aware of all the traps in this area, and use them when possible to their advantage.

They hide behind their secret doors, letting heroes pass them by. As the first hero passes the western dark creeper, it moves to the secret door near the crossbow trigger plates. It opens his door and — if any heroes are in sight — steps on a trigger plate for the crossbow turret. If there are no heroes in sight, he delays in order to do the same as soon as one appears.

As the first hero passes the eastern dark creeper, it moves to the secret door near the first snake. It opens the door and stalks the party from the rear. When the creeper gets close enough, it uses *dark step* to position itself for a strike on the party (gaining combat advantage).

In later rounds, the dark creeper near the crossbow turrets uses total defense (counting on the trap to finish off any heroes), as it backs up toward a teleporting trap. Its goal is to keep the party looking forward. If the creeper is bloodied, it intentionally triggers a teleporting trap to escape. If the heroes leave the area that can be targeted by the crossbow trap, the creeper follows tactics similar to the creeper in the rear of the party.

The dark creeper in the rear attacks, and then withdraws, only to attack again. It tries to stay out of range of any light, and always uses *dark step* to strike with combat advantage.

If a dark creeper is within line of sight of a PC who is affected by one of the teleport traps, it also uses a teleport trap to follow along, trying to isolate and attack that PC one on one.

The dark creepers use the secret passages to get ahead of or behind the party. Note they can only actually see the party when they're adjacent to a secret door, and all secret doors are well oiled, opening and shutting soundlessly (a minor action).

The creepers fight to the death.

Tactics (Ambush): The dark creepers only use these tactics if the party begins this encounter after failing the skill challenge.

In this case, the party begins the encounter surprised (this is part of failing the challenge and has nothing to do with light or Stealth). The dark creepers are placed next to their default starting positions: in the snake corridor, just outside the secret doors.

As their surprise action, the dark creepers throw their daggers. They target any heroes who are bloodied or look hurt; if possible to do so without suffering a range or cover penalty, they'll attack the same hero.

In later rounds, they dart in and out of the fight with *dark step*. The one to the north or east withdraws a little further each time, trying to lure the party toward the crossbow traps.

The dark creepers are aware of the locations of the traps and try to use them to their advantage.

If a dark creeper is within line of sight of a PC who is affected by one of the teleport traps, it also uses a teleport trap to follow along, trying to isolate and attack that PC one on one.

If a dark creeper sees that a hero is within a crossbow turret's firing arc, it purposefully triggers that trap.

The dark creepers fight to the death.

Dark Creeper (2) Level 4 Skirmisher

Small shadow humanoid XP 175

Initiative +8 **Senses** Perception +4; darkvision

HP 54; **Bloodied** 27; see also *killing dark*

AC 18 (see also *dark step*); **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 6, climb 6 (spider climb)

↓ **Dagger** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d4+4 [6] damage.

↘ **Dagger** (standard; at-will) ♦ **Weapon**
Ranged 5/10; +9 vs.AC; 1d4+4 [6] damage.

↖ **Killing Dark** (when reduced to 0 hit points)
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.

Combat Advantage

The dark creeper deals an extra 1d6 [3] damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)

The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

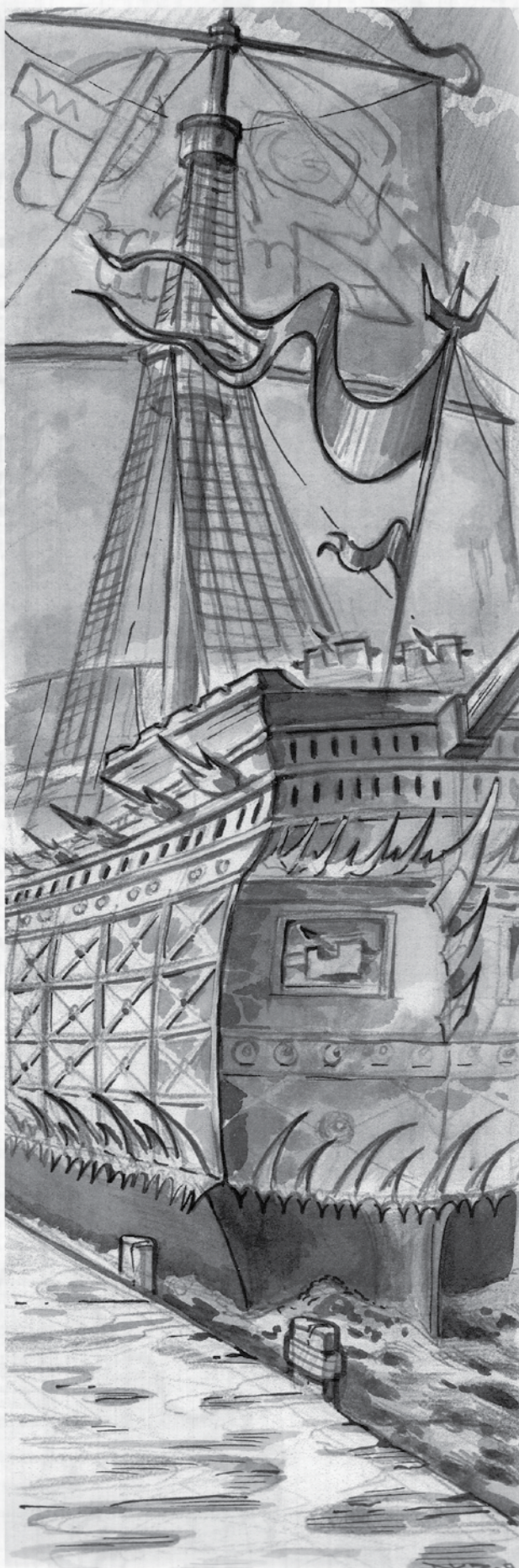
Alignment Unaligned **Languages** Common

Skills Stealth +11, Thievery +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 14 (+4)

Con 14 (+4) **Int** 12 (+3) **Cha** 13 (+3)

Possessions black garments, 5 daggers

**Area 2-7****The Flight of the Red-Masted Ship
(EL 1; XP 550)**

Read or paraphrase the following whenever the first character in the party reaches a point noted as “START” on the map:

A strong sea breeze, salty and cold, greets you as you enter this cavern. Off in the distance, you see the gaping mouth of a cave leading to the outside world ... and to the sea! Giant waves, lurching in through this mouth, crash with echoing thunder against the far cavern walls.

The crepuscular light of dawn pours through the cave mouth leading into this area, faintly illuminating the interior.

The rocky cavern floor slowly gives way to an ancient, rickety wooden pier. Alongside this wooden pier is a magnificent black war ship, with crimson sails fluttering around a tall crimson mast.

If the party consulted the Bloodstained Oracle in area 2-5, read the following paragraph before continuing. Otherwise, skip it and continue.

Though you cannot see either captain or crew aboard this ship, it is clearly setting sail, and heading straight for the mouth of the cave! Your only chance to reach Kainos is departing!

You see two small figures standing upon the pier, armed with sharp blades. One is like many you’ve seen before: halfling-sized, with dark clothing and smudged daggers. The other is of similar stature, but is slightly taller, leaner, and its eyes have dark circles around them, giving it a skull-like appearance.

When the foes become aware of the party, read or paraphrase the following:

The larger of the creatures points a scimitar towards you in anger.

“To arms, to arms!” it cries. “Slay the heathens, my brothers!”

The figure and his companion promptly disappear in a cloud of darkness.

When the dark fins appear, read or paraphrase the following:

As you head towards the ship, the waves near the pier begin to churn and froth. Several figures suddenly emerge from the crashing waves, clutching javelins in their webbed, scaly hands. Though they appear similar to the figures on the pier, it is clear that these aquatic creatures make their home beneath the sea.

They turn their glistening finned heads in your direction, and with surprising speed, they move to attack!

Development: The Red-Masted Ship is an enchanted vessel, capable of navigating through the treacherous reefs that surround the island shrine where Kainos is in prayer. It docks here to receive tribute from the Bandit Lord.

Blood is the sacrifice required to get the enchanted ship moving. If the party has not settled that account with the Bloodstained Oracle in area 2–5, no force the heroes can muster will make the Red-Masted Ship move. If that price has been paid, however, the ship already has set sail, and the PCs need to catch it before it leaves the pier!

I'm Sailing Away: If the ship is moving, its starting position is based on whether or not the PCs successfully completed the skill challenge in area 2–6. The ship is 15 feet wide and 40 feet long. Mark the rear of the ship on one of the following markers on the map, depending on the following:

- **Success: Position 1.**
- **Failed, but had 6 successes or more: Position 2.**
- **Failed, and had fewer than 6 successes: Position 3.**

The ship moves at 3 squares per round until it exits the cave (when it goes much, much faster). Insert it at initiative count 0 on round 1 of combat. Heroes in this area should be faced with the choice of fighting the opponents and possibly missing the ship (and their chance of finding Kainos) ... **or** trying to catch the ship, but being subject to opportunity attacks from the followers of Kainos.

Jump Aboard: If the PCs reach the ship before it clears the pier, they can easily jump aboard the ship (DC 5 Athletics (jump), or DC 10 without a running start).

Once the ship clears the pier, though, things get more difficult. Heroes may attempt to leap towards the ship and grab onto the swinging rigging that hangs from the stern. Doing so requires both a successful Athletics (jump) check (DC variable) to clear the distance and a DC 10 Strength check to hold on. Failing any of these checks means that the unsuccessful PC falls short and goes in the drink. At that point, the hero must swim after the ship (calm water; DC 10 Athletics (swim)) and hope to catch it while snagging the rigging. Failure of either of those checks means that the ship sails on without the unfortunate hero.

If the ship is too far away to reach with a leap, the heroes must dive into the water and swim as noted above. If they fail to catch the ship, their quest to face Kainos is doomed to failure.

[For tournament purposes, **the round ends** as soon as the stern of the ship exits the cave (see the map). If not being used for tournament play, the DM may need to give the PCs alternate methods to reach Kainos.]

Breaking Your Stride: Several thralls in service to Kainos are willing to die to keep the party from getting aboard the Red-Masted Ship. In addition to the two dark ones, there are many more guardians lurking in the water. These creatures are “dark fins” — aquatic-dwelling cousins of the dark ones. Dark fins are known to the nearby human settlements (such as the village of the heroes) as a threat to sea vessels in sufficient numbers.

Terrain: The water, as noted above, is calm (requiring a DC 10 Athletic check to swim).

Within 2 squares of a cave wall, the water is 10 feet deep. Beyond that to the cave mouth, it is 25 feet deep.

Tactics: The dark stalker starts combat by dropping *dark fog* on its position, also catching the dark creeper; it maintains this power through the entire fight. Note that the *dark fog* blocks line of sight, so creatures in it cannot be attacked. Creatures with darkvision ignore the fog.

In later rounds, the dark stalker uses *invisibility* and exits the zone, circling around to attack the hero closest to the Red-Masted Ship. Remember that an invisible creature has total concealment (and therefore attacks against it suffer a –5 penalty), and an invisible creature has combat advantage against a creature that can't see it.

See the **Combat in Shadows** sidebar in area 2–3 for reminders on how to run a fight when the party can't see what they are fighting.

When visible, the dark stalker withdraws back to the *dark fog* and attacks with thrown daggers.

The dark creeper is content to lurk in the *dark fog*; it delays until a hero gets within *dark step* range; then activates and attacks with its dagger. After this initial attack, the creeper tosses daggers until it has one left, whereupon it returns to its previous tactic.

The dark fins hide underwater (total concealment) [Stealth result: 18] until they become aware of combat above (any combat should be enough for their passive Perception). Then they surface and throw javelins at the party; if the party was unaware of them, they have combat advantage on this first attack.

When the dark fins have one javelin left, they swim for the pier and clamber out of the water to engage in melee.

No creature attacks a hero on the Red-Masted Ship if there are any not on the ship, and none of them dare to board it.

RECHARGE: INVISIBILITY

The dark stalker's *invisibility* power recharges on round +2, round +3, round +4, round +9, and round +10.

Dark Stalker **Level 6 Lurker**
 Small shadow humanoid **XP 250**

Initiative +12 **Senses** Perception +5; darkvision
HP 56; **Bloodied** 28; see also *killing dark*
AC 20 (see also *dark step*); **Fortitude** 17, **Reflex** 20, **Will** 19

Speed 6

↓ **Scimitar** (standard; at-will) ♦ **Weapon**
 +11 vs.AC; 1d8+5 [9] damage (crit 1d8+11 [16]).

↘ **Dagger** (standard; at-will) ♦ **Weapon**
 Ranged 5/10; +11 vs.AC; 1d4+5 [7] damage.

[a] **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)

↔ **Killing Dark** (when reduced to 0 hit points)
 Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.

Combat Advantage
 The dark stalker deals an extra 2d6 [7] damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)
 The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Invisibility (minor; recharge 3, 4, 5, 6) ♦ **Illusion**
 The dark stalker becomes invisible until the end of its next turn.

Alignment Unaligned **Languages** Common
Skills Stealth +13, Thievery +13
Str 12 (+4) **Dex** 21 (+8) **Wis** 14 (+5)
Con 14 (+5) **Int** 14 (+5) **Cha** 19 (+7)
Equipment black garments, 4 daggers, scimitar

Dark Creeper **Level 4 Skirmisher**
 Small shadow humanoid **XP 175**

Initiative +8 **Senses** Perception +4; darkvision
HP 54; **Bloodied** 27; see also *killing dark*
AC 18 (see also *dark step*); **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 6, climb 6 (spider climb)

↓ **Dagger** (standard; at-will) ♦ **Weapon**
 +8 vs.AC; 1d4+4 [6] damage.

↘ **Dagger** (standard; at-will) ♦ **Weapon**
 Ranged 5/10; +9 vs.AC; 1d4+4 [6] damage.

↔ **Killing Dark** (when reduced to 0 hit points)
 Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.

Combat Advantage
 The dark creeper deals an extra 1d6 [3] damage

on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)
 The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Alignment Unaligned **Languages** Common
Skills Stealth +11, Thievery +11
Str 12 (+3) **Dex** 18 (+6) **Wis** 14 (+4)
Con 14 (+4) **Int** 12 (+3) **Cha** 13 (+3)
Possessions black garments, 5 daggers

Dark Fin (5) **Level 1 Minion**
 Small shadow humanoid (aquatic) **XP 25**

Initiative +3 **Senses** Perception +2; darkvision
HP 1; a missed attack never damages a minion.
AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11
Speed 6, swim 6

↓ **Javelin** (standard; at-will) ♦ **Weapon**
 +5 vs.AC; 3 damage (4 damage with combat advantage).

⊕ **Javelin** (standard; at-will) ♦ **Weapon**
 Ranged 10/20; +5 vs.AC; 4 damage (5 damage with combat advantage).

↔ **Killing Dark** (when reduced to 0 hit points)
 Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark fin explodes in a spout of darkness.

Alignment Unaligned **Languages** Common
Skills Stealth +3
Str 10 (+0) **Dex** 16 (+3) **Wis** 14 (+2)
Con 12 (+1) **Int** 6 (-2) **Cha** 10 (+0)
Equipment carapace armor, 4 javelins

WRAPPING UP

As the party completes the round by boarding the Red-Masted Ship, read or paraphrase the following:

With a final lunge, you leap towards the departing warship ... and land upon its main deck! Though exhausted from your efforts to board the ship, you notice a final crimson sail unfurling as you begin to catch your breath. A macabre symbol is proudly emblazoned upon this particular sail ... a bloodied skull, pierced with a blade, the symbol of the Warbringer himself.

As the sail billows in the bitter wind, you hear the proud call of a horn blaring from the bow. Looking more closely, you see a carved figurehead in the form of a sea hag squatting on the prow. Though your battles have been few, you immediately recognize the song she plays...it is a song of victory.

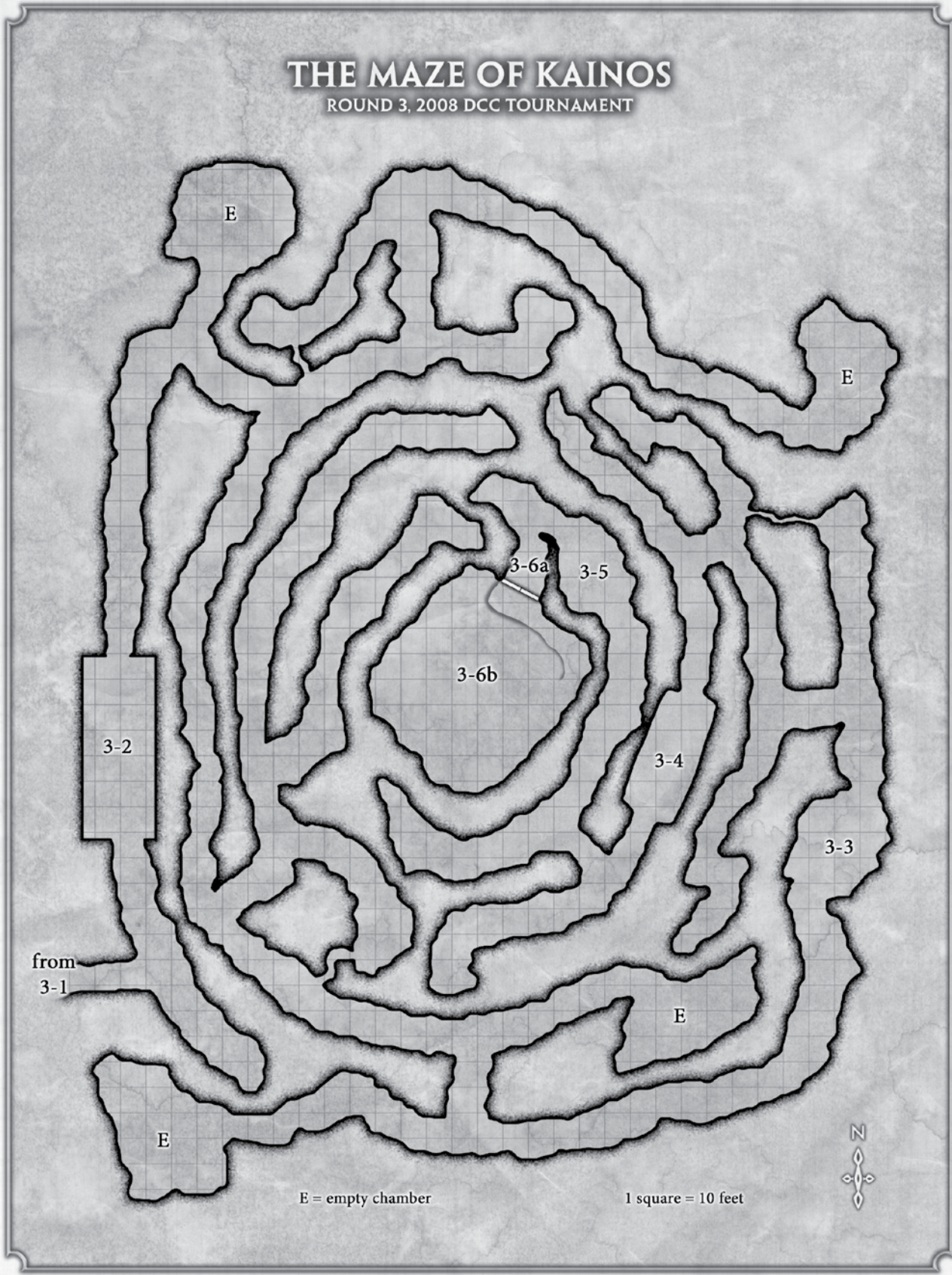
As the ship sails towards your final battle, though, you wonder whose victory it heralds: yours...or Kainos'...

Thus ends Round Two of the 2008 Gen Con DCC Tournament!



THE MAZE OF KAINOS

ROUND 3, 2008 DCC TOURNAMENT



THE WARRINGER'S SON

ROUND THREE: THE ISLAND SHRINE

This round takes place on a tiny island that features a labyrinth-shrine to Xeleuth, the Warbringer. Massed to the rear of the island is the invasion fleet of Kainos, the Warbringer's half-cyclops son. For the heroes to save their homes, Kainos must fall.

ROUND THREE ENCOUNTER TABLE

To help the DM prepare, we have included a quick reference table showing all encounters at a glance. Loc — the location number keyed to the map for the encounter. Pg — the module page number that the encounter can be found on. Type — this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter — the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. EL — the encounter level.

ROUND THREE BACKGROUND STORY

Long ago, a great minotaur champion of Xeleuth was slain in this labyrinth through trickery. Followers of the Warbringer who seek to avenge wrongs (as they see them, anyway) pilgrimage here, praying for strength in a shrine erected on the spot where the minotaur fell, a shrine his descendents protect from infidels.

Months ago, as Kainos was becoming aware of his divine heritage, he started having visions of this shrine. He felt that it was tied to his fate, his birthright, and resolved to journey there.

When he arrived, his arrogance offended Teuthras the minotaur, and they fought. Kainos, the stronger, triumphed and beheaded the guardian. The cyclops should have placed the head in the shrine along with those of all previous guardians, but the scion of war instead dishonored Teuthras by letting his pet harpy use the skull as a chair. This insult compels the disgruntled spirit to aid the party in defeating Kainos, if they honor the fallen (see areas 3–2 and 3–6a).

Kainos received here his first visitation from his father, and was gifted with imperviousness to metal weapons. Now, on the eve of the invasion that will spark a conflict to herald his further ascension, he has returned here again...

...and here the heroes must quell the scion of war's ambition.

Note: Any hero who asks can make a DC 15 History or Religion check to know the first paragraph of the background story.

Spiders Above

If a hero looks up at any time, read or paraphrase the following:

Dawn creeps across the sky, visible beyond the fifty-foot walls of this labyrinth. Each wall is crowned with a spiked overhang, making it nearly impossible to scale them to survey the labyrinth's layout.

Wispy threads of...smoke?...flutter in the air above. Suddenly, a gull seizes and falls from the sky, caught in the "smoke" and slamming into the side of the wall. A hunched, multi-legged shape crawls into view, walking down the wall toward the trapped gull. Not smoke...spider webs.

The spider noiselessly begins feeding far, far above your head. It takes no interest in you.

Attempting to climb the fifty-foot-high labyrinth walls is difficult, if not outright deadly! See Areas of the Map, below.

Additionally, crag spiders live near the top of the labyrinth, hunting the gulls and osprey that nest there. As long as the party stays on the ground, the spiders ignore them. If a hero climbs to height of 35 feet or more, through, a crag spider attacks the climber. An additional crag spider attacks each hero that manages to get atop the labyrinth.

Crag Spider

Level 3 Controller

Medium natural beast (spider)

XP 150

Initiative +6 **Senses** Perception +8;
tremorsense 5

HP 47; **Bloodied** 23

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

Resist 5 poison

Speed 4, climb 6 (spider climb)

↓ **Bite** (standard; at-will) ♦ **Poison**
+8 vs. AC; 1d6+2 [6] damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

↘ **Web** (standard; at-will)
Ranged 10; +6 vs. Reflex; the target is immobilized (save ends).

Combat Advantage

A crag spider gains combat advantage against immobilized foes.

Soft Fall

A crag spider ignores the first 30 feet when determining damage from a fall.

Alignment Unaligned

Languages –

Skills Stealth +10

Str 15 (+3)

Dex 18 (+5)

Wis 14 (+3)

Con 15 (+3)

Int 1 (–4)

Cha 8 (+0)



THE WARRINGER'S SON

Loc	Pg	Type	Encounter	EL
3-2	63	C,T	Two statue traps	4
3-3	65	C	Four spectral minotaurs	2
			Mageva, darkfeather harpy	
3-4	67	C	Two razorfang drake swarms	3
			Five loam spies	
3-5	71	C	Bonepile swarm	1+
3-6a	73	T	Talking skulls trap	1
3-6b	76	C	Fake-floor pit	6
			Kainos, Lesser Cyclops Scion of Xeleuth	

Narrow Tunnels

There are four locations marked on the map as being “narrow tunnels.” These are cracks that allow access to another part of the labyrinth. They are low and tight, but easy enough for a Medium creature to pass through. Clever parties may think to lure the enraged Kainos into these cracks, where a Large creature is hampered by squeezing.

As a quick reference, if Kainos squeezes, his space decreases to one square, he moves at half speed, his attacks suffer a –5 penalty to hit, and he grants combat advantage. Be sure to read the full rules on squeezing.

Noble Tunnel Efforts

Heroes may try to tunnel through the walls. Because real heroes enjoy the monotony of trying to hack their way through walls when there are other, more villainous targets available.

If the party thinks to try this, ask them what implements they plan to use and point out that this will make a lot of noise and take a very, very long time (see Areas of the Map, below).

[For the tournament, make the heroes roll every attack roll and damage roll. This eats up their tournament time; a fair reflection of their time-consuming act. Make sure they roll each roll one at a time.]

Every time the party makes 3 feet of progress, select the player to your left, and then go clockwise around the table until you get to the first hero using a non-pick weapon as a mining implement. That hero’s weapon shatters (even a magic weapon).

After the party has tunneled for 5 feet (regardless of the method), have them be attacked by an equal number of spectral minotaurs (use the stats for area 3–2), guardians of the labyrinth stirred by it’s the heroes’ violation of their home.

PLAYER BEGINNING

Cold water laps against the hull of your boat as your craft approaches a bleak island of dark, craggy rock. Tendrils of clammy mist partially obscure the shore, but you can see jagged spurs of stone jutting up toward the brightening sky ahead of you, and beyond that are great standing walls of basalt. At the edge of your vision is a great gate of wood and iron set into one such wall.

Beyond the island is a fleet of red-sailed ships at anchor, each emblazoned with the symbol of the Warbringer...the invasion fleet of Kainos.

The words of the Bloodstained Oracle ring in your ears:

“To reach Kainos, you must heed the lessons of war in the labyrinth that surrounds the island’s shrine.”

Dawn comes, and what you do before dusk determines the fate of your village. The Warbringer’s son must die!

AREAS OF THE MAP

Unless otherwise noted, there is no artificial light anywhere on the island. This round of the tournament occurs in daytime.

The walls of the labyrinth are made of hewn stone, and have the following stats:

Labyrinth Walls: AC 4; Fort 12; Ref 4; 80 hp per foot; Break DC 43 (smashes through three feet of wall).

The masonry walls require a DC 20 Athletics (climb) check to scale. Additionally, to surmount the interior or exterior walls requires climbing a spiked overhang; the last 5 feet of the climb requires a DC 30 Athletics (climb) check. The spikes don’t actually do damage; they just increase the DC of the Athletics check.

Area 3–1

Arrival

As the round begins, read or paraphrase the following to the players:

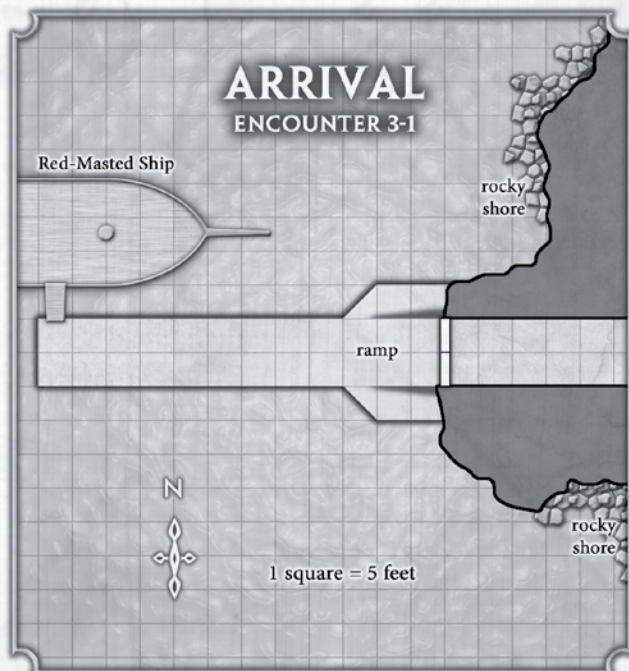
The Red-Masted Ship — without crew or captain — pulls alongside a stone pier and stops.

The pier terminates in a ramp that leads to a huge gate, bound with iron and adorned with prayers in every tongue to the Warbringer. The portal stands some 12 feet tall, but is slightly open, as if you are expected.

Gulls circle overhead, their cries lending a sense of normalcy to this otherwise fearsome place.

Anyone examining the writing sees that the most recent reads as follows:

“On a tide of blood spilt by willing hands, the one-eyed scion of War comes to his full inheritance, his ascension heralded by the death-cries of the weak who are purged by the purity of strife.”



Development: There isn't much to do here except enter. If a party wastes time here, let them. The waters are calm, and the shore circumnavigates the island with this being the only entrance. If the party tries to walk on the shore, though, tell them that the invasion fleet — which didn't attack them in the Red-Masted Ship — will probably spot them and attack.

If they insist, let them get halfway around the island before they become subject to attacks. Rather than running each attack individually, abstract it into one attack:

✱ **Alchemist's Fire Launchers (standard; at-will) ♦ Fire**

Area burst 2 within 30; +10 vs. Reflex; 1d10+6 [12] fire damage and ongoing 10 fire damage (first save reduces to ongoing 5 fire damage, second save ends). *Miss:* Half damage on a miss and no ongoing damage.

It should quickly become clear that this was a bad idea, a time sink, and a loss of points. The fleet is not factored into the EL of this area because it is a deterrent, not a legitimate encounter.

Area 3-2 The First Tableau: The Paragons of War (EL 4, XP 900)

As the party enters this area, read the following:

A short stretch between the basalt walls soon opens up into a larger area. Murals on the walls here depict merciless commanders and bloodthirsty soldiers hacking into enemy troops, felling beasts, routing companies, and scaling stronghold walls. The central subject of most frescoes seems to be the military leaders and their dauntless exploits in times of war.

Slender niches are carved into the walls and murals to either side; sitting in each is a skeleton dressed in armor or battle raiment. Some of the skeletons loosely hold swords or polearms, and a few have shields.

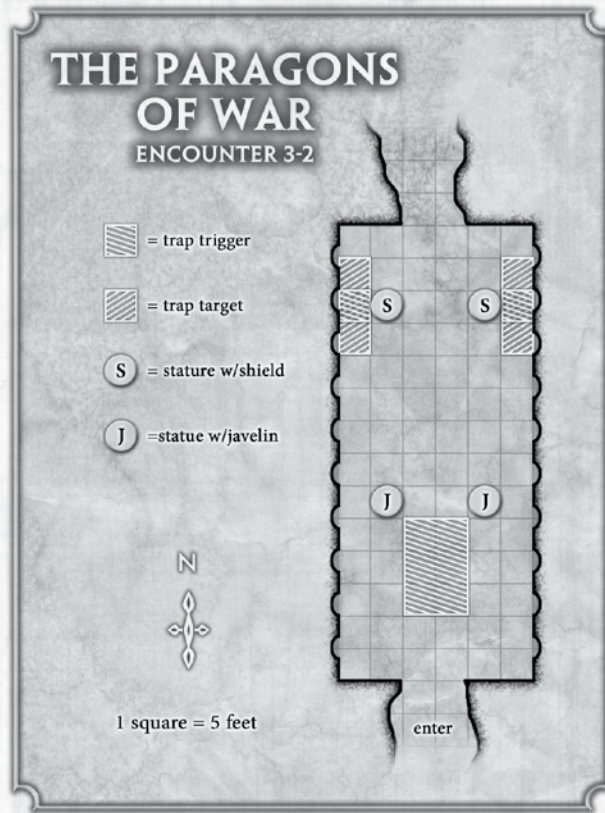
Four eight-foot tall statues of minotaur warriors in leather armor, each carrying a shield and a javelin, stand in the center of this widening. All four statues are identical, their javelins poised to be thrown.

When the spectral minotaurs appear, read or paraphrase the following:

Four hulking figures, each incandescent with a baleful green glow, emerge from the statues. These minotaurs bear ghostly axes and the spectral reminders of the wounds that killed them, and they seem to have no love for your intrusion!

Development: The labyrinth includes four tableaus that inspire the followers of Xeleuth, each with a different focus. This one honors fearless warriors that have proved themselves in bloody battle.

A Clue: Blended into the murals, but noticeable on a DC 15 Perception check, are the words, "The Paragons of War." Once a hero has noticed the writing, he or she has a +4 on all checks to find them afterward.



Stone and Spirit: All four statues are trapped. The first pair hurls their javelins, and the second pair swings their sharpened shields in a vicious arc. Additionally, four spectral minotaurs ward this area, one in each statue.

Noticing the spectral minotaurs before they attack requires a DC 25 Perception check.

Javelin Statue Trap	Level Lurker XP 100
Perception	
DC 20: The character notices the trigger plates in front of the javelin statues.	
DC 25: The character notices a seam at the shoulder of the statues' javelin arms.	
Trigger	
The trap attacks when a non-insubstantial creature enters one of the trigger squares or starts its turn on a trigger square. When the trap is triggered, both statues hurl their javelin at the triggering creature (make two separate attack rolls, below). If multiple heroes trigger the trap, the trap attacks the first. This trap can only be triggered once.	
Attack	
Opportunity Action Ranged 10	
Target: First triggering creature (see map).	
Attack: +6 vs. AC	
Hit: 2d6+2 [9] damage	
Countermeasures	
<ul style="list-style-type: none"> • Adjacent PC can disable a trigger square with a DC 25 Thievery check (standard action). • Adjacent PC can disable one statue with a DC 20 Thievery check (standard action). 	

**Shield Statue
Trap**

**Level 1 Blaster
XP 100**

Perception

DC 20: The character notices the trigger plates to the side of the shield statues.

DC 25: The character notices a seam at the shoulder of the statues' shield arms and that the shield is sharpened.

Trigger

When a non-insubstantial creature steps into one of the two trigger squares adjacent to the shield statues, both statues attack the target squares.

Attack

Opportunity Action Melee

Targets: All creatures on target squares when the trap activates (see map).

Attack: +6 vs. Reflex; Hit 1d8+3 [8] damage

Miss: Half damage.

Countermeasures

- Adjacent PC can disable a floor square with a DC 25 Thievery check (standard action).
- Adjacent PC can disable one statue with a DC 20 Thievery check (standard action).
- A hero can leap the trigger square with a DC 11 Athletics (jump) check (DC 21 without running start).
- A hero aware of the trap gains +2 bonus to his or her Reflex defense against an attack from this trap.

Treasure: Once thrown by the statues or disarmed, the stone javelins may be collected by heroes to use against Kainos. They are magically treated (Arcana DC 22; divine) to be as light and balanced as a normal javelin for a Medium or Small creature, a fact immediately apparent to anyone handling them. They grant no bonuses beyond being easy to wield, however. Regardless of what damage they caused as part of the trap, they only do normal javelin damage now. [Tournament Judges are asked to draw the javelin on the map as a subtle reminder that it exists.]

There are 10 niches on either wall holding skeletons within reach. Characters searching the bodies can discover the following usable items: 2 longswords, 1 orb, 1 halberd, 40 bolts, 2 crossbows, 6 throwing hammers, 4 javelins, 1 bastard sword, 2 light shields, and 2 heavy shields. The orb is a +1 orb of inevitable continuance (Arcana DC 21; arcane), and the halberd has been silvered [this is a red herring]. The weapons are not corroded thanks to the attention the Warbringer bestows upon this island.

Terrain: The four spectral minotaurs each begin in one statue. The heroes begin the encounter as soon as they touch (including using the active "search" function of Perception) a mural, statue, or trigger a trap.

The statues provide cover and are obstacles to movement.

Tactics: The spectral minotaurs emerge from the statues only under certain conditions: a hero triggers or attempts to disarm a trap, attacks the statue or minotaur, or touches the tableau or statue.

After emerging from the statues, the ghosts engage in melee. While the minotaurs use their phasing ability to move through the statues at will, they prefer not to fly, only doing so to escape being surrounded by the heroes. The spectral minotaurs prefer to square off against a hero in single combat.

They are aware of the traps (being the spirits of former guardians of the shrine) and use *grave bellow* to maneuver heroes into trigger squares (a minotaur won't maneuver heroes into javelin statue squares if that trap has already sprung). If a spectral minotaur has a *grave bellow* remaining and is at 5 or fewer hp, it uses its ability.

If the heroes flee this encounter, the spectral minotaurs give chase all the way to area 3–6a if necessary, possibly making further encounters on this level dramatically more difficult.

**Spectral Minotaur (4) Level 2 Soldier
Medium shadow humanoid (undead) XP 125**

Initiative +4 **Senses** Perception +6; darkvision
HP 30; **Bloodied** 15

AC 18; **Fortitude** 14, **Reflex** 13, **Will** 14

Immune disease, poison; **Resist** insubstantial;
Vulnerable 5 radiant

Speed 6, fly 4 (hover); phasing

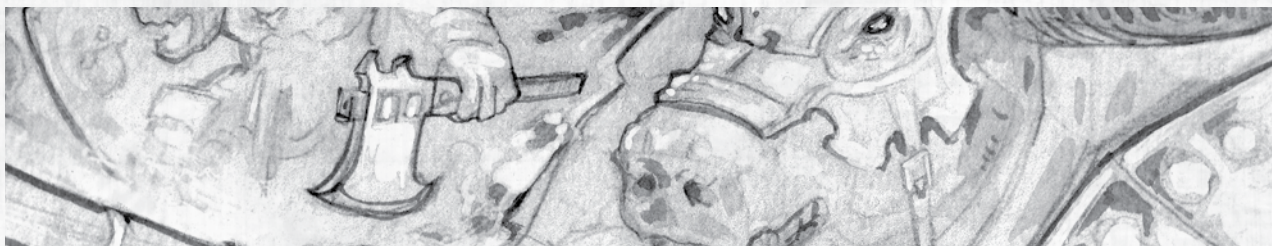
✦ **Axe of the Dead** (standard; at-will) ✦ **Necrotic**
+7 vs. Reflex; 1d8+2 [6] necrotic damage, and the target is marked until the end of the spectral minotaur's next turn.

↪ **Grave Bellow** (standard; recharges when first bloodied) ✦ **Necrotic**
Close burst 1; +7 vs. Fort; 3d6+3 [13] necrotic damage, and the target is pushed 2 squares.

Alignment Evil **Languages** Common

Str 14 (+3) **Dex** 12 (+2) **Wis** 11 (+1)

Con 12 (+2) **Int** 10 (+1) **Cha** 14 (+3)



Area 3-3

The Second Tableau: The Prisoners of War (EL 2, XP 600)

Read or paraphrase the following, depending on what the party can actually see:

You've entered a large, cavern-like area. Murals on the walls here depict horrid scenes of torture, enslavement, and slaughter. The grisly, realistic drawings illustrate scenes of executions, innocents thrown to wild beasts, prisoners left to starve in their shackles, and other atrocities.

A short distance ahead of you the floor drops away. You see it resume about sixty feet away. The gulf is crossed by a stone bridge of sorts, broken into different segments of varied heights supported by slender stone pillars. Two bridge sections are sunken below the other pieces, leaving gaps in the span.

When the party can see the cavern floor, read or paraphrase the following:

The sandy floor at the bottom of the chasm is littered with many scattered bones, all of which look chewed-upon. Two large masses of miniscule drakes cluster near large hunks of meat, feasting furiously.

When the party can see Mageva, read or paraphrase the following:

Your gaze is drawn to a stone ledge jutting from the northern wall some 20 feet above you. Sitting on the ledge is a horrid creature, seemingly half avian and half human crone, seated on a filth-encrusted minotaur skull. She stops preening her filthy feathers and stares at you with her mouth agape...

Development: This area was built to remind the followers of the Warbringer the perils of weakness before strength. It was severely damaged in the conflict between Kainos and Teuthras, and has been undergoing repairs.

The depression is currently home to two razorfang drake swarms that are regularly fed by Kainos or his minions.

Mageva is alert and on guard, looking for intruders.

Levers: Mageva was the wet nurse of Kainos in his infancy, and serves him still. When he passes through, she raises the bridge sections as needed.

Set into the wall behind the harpy (noticeable on a DC 15 Perception check) are two metal levers about 5 feet apart. The left-most lever raises the western lowered section encountered, and the right-most lever raises the eastern lowered section. Pulling a lever back the other way lowers that bridge section again.

Either lever may be struck by a ranged attack; the levers are both AC 15 due to their size. If struck, a lever is triggered. If either lever is struck for 10 points of damage, the lever is triggered but thereafter jammed in that position (as is the bridge section).

A Clue: Blended into the murals, but noticeable on a DC 15 Perception check, are the words, "The Prisoners of War." Once a hero has noticed the writing, he or she has a +4 on all checks to find them afterward.

Minotaur Skull: The harpy sits on the massive skull of a minotaur (identifiable through a DC 10 Nature check). If anyone who wishes Kainos harm touches the skull, a ghostly voice whispers, "Honor the fallen..."

If that skull is taken to the decapitated skeleton in area 3-6a, the ghost of the island's former inhabitant, Teuthras, addresses the party. The skull weighs 15 pounds and has a "horn-span" of four feet.

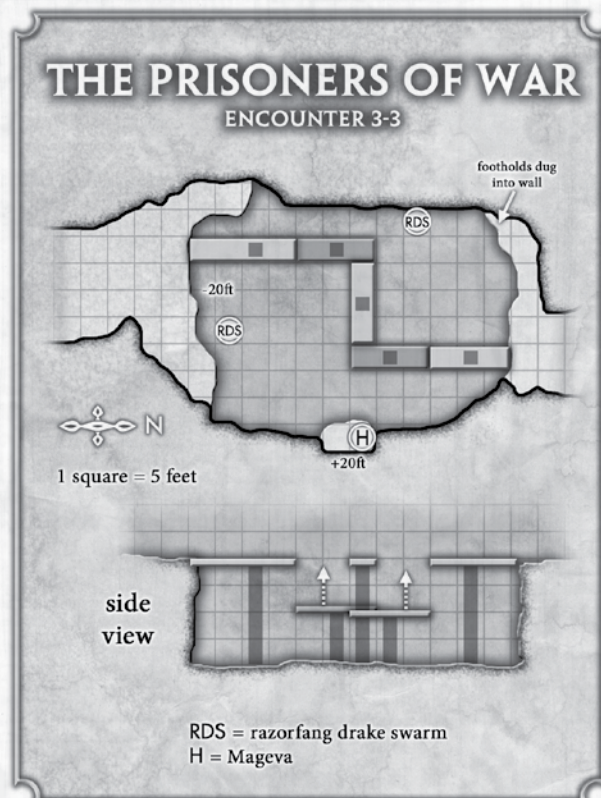
Against Kainos: Many boulders the size of a meaty fist are strewn about the floor of the pit. Each weighs about three pounds and could be used as ammunition for the catapult in area 3-4 [for the tournament, assume there are six suitable chunks of rock].

The minotaur's skull can be used as ammunition in the catapult; if used in this way, it emits a deep-throated battle cry and inflicts an extra 2d10 damage against Kainos. The skull is then destroyed.

Mageva's fascination with stones could serve the party well. The collection of "perfect" stones in her nest can be substituted for (iron) sling bullets (which won't harm Kainos) without penalty to attacks or damage.

The razorfang swarms attack any non-drake to enter the depression, even Kainos.

The sturdy bridge can support even Kainos' massive bulk, but PCs wishing to sabotage a bridge section need only do 30 hp of damage to any support column to weaken it (the column is AC 3). If weakened in this manner, the segment collapses if more than 200 pounds is placed upon it (Kainos weighs 450 pounds). If more than 50 points of damage is done to a single column, that bridge section immediately collapses (treat as a burst 1 attack at the column base, +7 vs. Reflex, doing 2d6+5 [12] damage).



Treasure: On the southern part of the ledge is a heap of torn cloaks and muddy blankets: the harpy's nest. Mixed in with the refuse are a *belt of vigor* (Arcana DC 21; no power source) and an obsessively polished collection of 12 river stones, worn smooth. These could easily be fired from a sling.

A gnawed wooden club lies forgotten in the northeastern corner of the depression, and Mageva uses a *+1 resounding sling* (Arcana DC 21, no power source).

Terrain: An Athletics (jump) check is required to safely leap from one section up or down to another. When the PCs enter, the main bridge sections are 20 feet above the floor and the two movable sections are lowered to a 10-foot elevation. If a PC standing on a bridge falls prone due to unconsciousness, they must immediately make a saving throw or fall into the depression.

Workmen's footholds (noticeable with a DC 14 Perception check) are carved in the northwestern chasm wall; scaling the wall at that point only requires a DC 12 Athletics (climb) check.

Remember that falling creatures take 1d10 [6] points of damage when falling, and land prone.

Tactics: If the swarms are targeted by attacks or powers, and they have no way to fight back, they seek shelter beneath the bridges. If they can attack targets, they work as a team to bring down prey, one pulling a victim prone and the other attacking. If given a choice of targets, they target the physically tallest, then heaviest targets. If a creature falls with 0 hit points, the closest swarm always moves so that the body is within its aura (the lizards feed on the body). They swarms ignore being marked.

If a melee close burst strikes a swarm, halve the damage, and then add the vulnerability.

Note that the location of the swarms prevents a hero from using Hunter's Quarry on Mageva. This is unintentional on the part of the swarm, which have no particular regard for the wizened harpy.

Once Mageva spots intruders, she uses *alluring song* in an attempt to pull the interlopers into the chasm.

Note that forced movement (like *alluring song*) allows the target a saving throw as it enters an unsafe square; with a success the target falls prone in the square it just exited. Also, forced movement affects even immobilized and prone creatures, and would also affect creatures scaling a vertical surface.

The swarm is immune to the *alluring song*; they've heard her perform it when she's bored plenty of times.

As long as she has heroes caught in her *alluring song* that haven't fallen in the chasm, Mageva maintains it unless a hero is trying to climb to get to her. Mageva can only have one *alluring song* active at a time.

The first time she is in melee, she uses *deadly screech*. She saves her sling's power to use against a hero down among the drakes. Mageva saves her action point to escape from a melee attacker.

Mageva does everything in her power to prevent intruders from passing through this area, and she follows them if they make it past her, potentially complicating future encounters. Note that Mageva can fire her sling while flying.

Mageva, darkfeather harpy
Level 4 Elite Controller
Medium fey humanoid **XP 350**

Initiative +4 **Senses Perception** +4

HP 110; **Bloodied** 55

AC 20; **Fortitude** 15, **Reflex** 17, **Will** 19

Resist 10 thunder

Saving Throws +2

Speed 6, fly 4 (clumsy)

Action Points 1

↓ **Claw** (standard; at-will)
 +9 vs.AC; 1d8+2 [6] damage.

↘ **Resounding Sling** (standard; at-will) ♦ **Weapon**
 Range 5/10; +7 vs.AC; 1d6+3 [6] damage (crit [9] + [3] thunder damage).

Resounding Strike (standard; encounter) ♦ **Weapon**
 Requires sling; Range 5/10; +7 vs.AC; 1d6+3 [6] damage, and the target is dazed until the end of Mageva's next turn.

↶ **Alluring Song** (standard; sustain minor; at-will) ♦ **Charm**
 Close burst 10; deafened creatures are immune; +10 vs.Will; the target is pulled 3 squares and immobilized (save ends). When Mageva sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).

↶ **Deadly Screech** (standard; recharges when first bloodied) ♦ **Thunder**
 Close burst 4; +10 vs.Fortitude; 1d6+3 [9] thunder damage, and the target is pushed 1 square.

Aged Eyes
 Mageva is old, and her eyes aren't what they used to be. The ranged increment for her sling is halved.

Aged Wings
 Mageva is old, and can't remain aloft long. Her flying speed is half what it should be, and she must be on solid ground at the end of each of her turns. If she isn't, she falls from her current height.

Alignment Evil **Languages** Common

Str 15 (+4) **Dex** 15 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 10 (+2) **Cha** 19 (+6)

Possessions +1 *resounding sling*, 40 sling bullets

Razorfang Drake Swarm (2) Level 2 Soldier
Medium natural beast (reptile, swarm) XP 125

Initiative +7 **Senses** Perception +7

Swarm Attack aura 1; the razorfang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 38; **Bloodied** 19

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 14

Immune fear; **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.

Speed 7

⚔ **Swarm of Teeth** (standard; at-will)
+8 vs. AC; 1d10 + 4 damage, or 2d10 + 4 damage against a prone target.

⊕ **Pull Down** (minor; at will)
+7 vs. Fortitude; the target is knocked prone.

Alignment Unaligned **Languages** —
Str 15 (+3) **Dex** 18 (+5) **Wis** 12 (+2)
Con 14 (+3) **Int** 2 (-3) **Cha** 10 (+1)

MEANWHILE, AT THE TOURNAMENT: SLOW AND STEADY WON THE RACE

This was the make-or-break area of Round Three. The party wasn't heavy on ranged attacks, Mageva was out of melee, plus she had the ability to draw heroes into range of the razorfangs.

One of the Round Three teams moved Clapperoth the wizard forward to drop some ruin on Mageva, but she ended up pulling him into the pit, where he became swarm kibble in very short order. This was about the worst possible outcome for that team, because Clapperoth was exactly the right hero to use against the swarms.

Another Round Three team had a dire fight here, and was a few hit points away from TPK more than once, but managed to keep enough people alive and just healthy enough to rally. They got as far as the bonepile swarm before their round ended.

The last Round Three team took things slowly and carefully. By not rushing, they made it as far as the loam spies before their round ended. When it was all said and done, the deliberate team took first place...

...not that that's guaranteed to be a winning strategy next year. Oh, no.

Area 3-4

The Third Tableau: The Machines of War (EL 3, XP 750)

Read or paraphrase the following:

Murals on the walls here depict warfare with an emphasis on siege machines. Huge illustrations of battering rams sundering enemy gates, great catapults in action, juggernauts crushing enemy soldiers, enormous trebuchets being wheeled into position, cruel ballistae firing upon pegasi and silver dragons, and yet more decorate the walls.

The each corner of the room sits an ancient, well-used war machine: a small catapult to the south, a sagging battering ram to the southeast, a dilapidated dart-thrower to the northwest, and a crumbling, two-story war tower to the north. An old ballista, looking somewhat worse for wear, sits on a high ledge above the exit.

The central part of the long area has a floor of polished and fitted granite slabs, with curved walls, carved in a pleasing manner, that ascend on either side to twenty-foot high ledges. Perched on the high ledges are mule-sized stone effigies of war beasts. The stylized beasts represented are an elephant and a manticore to the south, and a griffon and a behemoth to the north. The fierce animal idols appear to have been sculpted from solid blocks of stone, and their squared-off faces almost seem to snarl with rage.

When the heroes can see a loam spy, read or paraphrase the following:

A small figurine of a humanoid figure rests atop the ledge. Sculpted from tightly packed, sandy soil, it resembles a hunchbacked halfling with unnaturally oversize eyes and a small mouth with two protruding soil-fangs. The grotesque little statue, almost a gargoyle, has bowed legs, splayed toes, and loam wings folded behind its back.

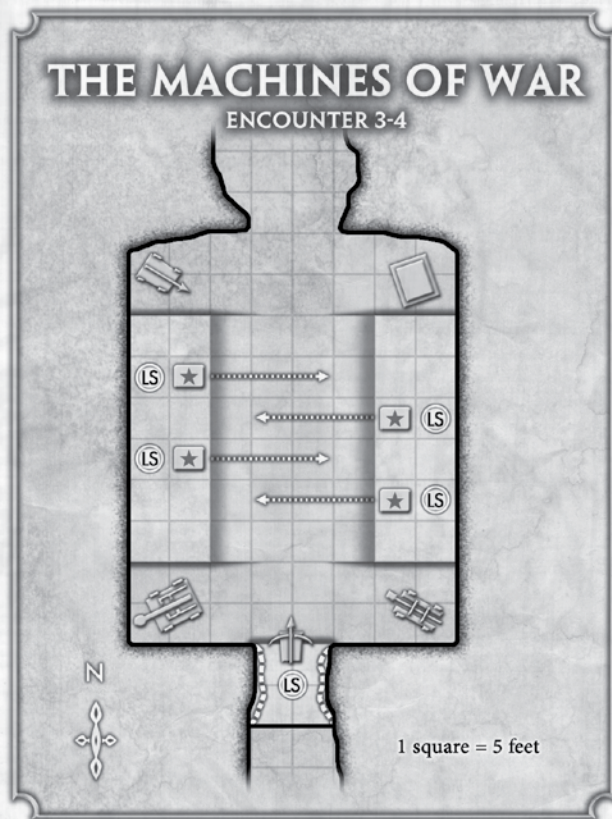
Development: This tableau reminds the faithful of Xeleuth that victory comes not only from strong arms, but strength of armaments.

The dart-thrower (also called a scorpio), tower, and ram are in very poor repair and effectively useless. Any attempt to push, pull, or drag them and they collapse into rubble. The small catapult, however, is functional. The war tower is worm-eaten but could be used as a ladder to reach the upper platforms if desired (see Terrain).

The "two-story" tower is 20 feet tall.

A Clue: Blended into the murals, but noticeable on a DC 15 Perception check, are the words, "The Machines of War." Once a hero has noticed the writing, he or she has a +4 on all checks to find them afterward.

The Watchers: Once the PCs begin walking through the central, curved area, hidden loam spies pull blocks away from small wheels on the bottom of each effigy, sending the stone figures rolling down the banked incline toward the central walkway. PCs may avoid a statue, but any statue missing a target slides partway up the far embankment and rolls toward the center again, so if a hero remains



in the target squares they are subject to the loam spies' secondary attack.

Observation from floor level requires a DC 20 Perception check to notice the wheels on a statue, but if a PC climbs up to any platform for a better look, he or she notices the wheels automatically.

A PC may roll a stone idol out of this area if desired. Each normally weighs 2,000 lbs, requiring Strength 40 to push/drag, but on the smooth central passage it effectively weighs half that, requiring half that Strength to move.

Against Kainos: The scion of war walks blindly into the central passage, forgetting about the statues, so the heroes could “reset” those against him.

There is no ammo here for the catapult, but boulders or the minotaur skull from area 3–3 could be used. The catapult weighs 980 pounds, which requires a 20 Strength to push/drag (although up to four heroes could combine their efforts).

Loading and winding the device requires two standard actions, and firing requires a third standard action. To fire the catapult, designate its facing (yes, this has facing); the catapult fires in a straight line along its facing. Changing its facing requires moving the device (note its weight, above); it's not designed to strike moving targets.

Fired rocks that strike a target are pulverized and cannot be fired again.

Small Catapult: Ranged; Load: two standard actions; Range: 40/80; Damage: 5d8+5 (crit: 45+5d8). No proficiency bonus on attack roll.

Treasure: The griffon statue has a hollow space in its belly — detectable by a DC 20 Thievery or DC 23 Perception check — holding a 200-gp moonstone and a *potion of healing* (DC 20; none).

Terrain: Climbing the smooth, curved walls (indicated on the map by bowed arrows) require a DC 25 Athletics (climb) check. Climbing the flat side of the platforms requires a DC 20 Athletics (climb) check.

A hero may think to use the siege tower to climb to the platform. It requires four squares of movement to enter the siege tower and pass to the top. It does not require a skill check to climb the tower or to get from the tower to a platform. Creatures inside the tower have total cover from creatures outside the tower.

However, the tower is fragile; after the hero exits, it collapses (if any heroes remain inside, they take 2d6 [7] damage).

The smooth floor of the central passage effectively reduces the weight of pushed/drag objects by half.

Tactics: When the DM rolls initiative, roll once for the four loam spies with the stone idols and once for the loam spy with the ballista.

All loam spies begin combat hiding from creatures on the central walkway, using the ledge angles as cover [Stealth result: 18]. Even if spotted, they appear to be small, strange statues. They can be properly identified with a monster knowledge roll (DC 15 Nature), or a hero can roll Insight opposed by the Bluff of the loam spies [Bluff result: 19], who are attempting to be perfectly still.

If a hero sees a loam spy but fails the Insight check, but nonetheless attacks the strange gargoyle to test it, do not roll initiative; instead, have PC make an Insight check against the loam spy's Bluff check again, with a –5 penalty to Bluff [Bluff result: 14]. If the heroes attack the same loam spy more than once, the constructs give up the ruse and combat begins with the target construct using *redirect*.

If any character climbs up to a platform, combat begins.

If undetected, or if their Bluff is successful, the loam spies wait until the lead hero reaches the behemoth statue, and then trigger any statues that have heroes in their path (gaining surprise).

Alternately, if initiative has been rolled, the loam spy at the behemoth statue readies an action to use *roll stone idol* as soon as a hero is in the statue's path.

Finally, if a party member moves past the third statue target area and combat has not started, the fifth loam spy fires the decrepit ballista (snapping the central cross-member and destroying it).

Once the fight begins, the loam spy on either side closest to the party uses *mind shred* on the hero furthest away but within range. The other two platform spies use *roll stone idol* (if there is a target) or move to the idols closest to the party and ready an action to do the same. Then the ones who



THE WARRINGER'S SON

had previously readied actions move forward and attack the party with their *mind shreds*, while the other constructs either trigger idols or ready an action to do the same.

The loam spies repeat this process of readying, recharging, and attacking as long as the party remains at range. If pushed into melee, each fights until it is bloodied before taking flight. They try to make targets of themselves to set up their *redirect* power. Note that a loam spy's *redirect* power can redirect to any valid target, not merely one adjacent to the loam spy.

After firing all one-use item attacks, the loam spies takes flight.

While flying, the spies harry the party, staying out of melee until they can use *mind shred*. They won't ascend to higher than 30 feet, however, to avoid attracting the attention of the crag spiders.

The spies follow parties leaving this area, potentially making further encounters problematic.



LOAM SPY RECHARGE

The *mind shred* power of the loam spies recharges on round +2 and round +10.

Loam Spy (5)

Level 3 Lurker,

Small natural animate (construct, homunculus)

XP 150

Initiative +7 **Senses** Perception +6; darkvision

HP 37; **Bloodied** 18

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

Immune disease, poison

Speed 6, fly 3 (clumsy)

⚔ **Bite** (standard; at-will) ♦ **Poison**
+4 vs.AC; 1d6 [3] damage, and the loam spy makes a secondary attack against the same target. *Secondary Attack*: +3 vs. Fortitude; the target is slowed (save ends).

☞ **Mind Shred** (standard; recharge ☞,☞) ♦ **Psychic**
Ranged 10; +6 vs. Will; 2d6+3 [10] psychic damage.

☞ **Roll Stone Idol** (standard; encounter)
Ranged 4; +2 vs. Reflex; 3d6 [12] damage and target is knocked prone. If the target avoids attack, but remains in the path of the rolling idol, the loam spy gets a secondary attack against the same target. *Secondary Attack*: +1 vs. Reflex; 2d6 [8] damage. Usable by the 4 loam spies on idol ledges only.

☞ **Ballista** (standard; encounter) ♦ **Weapon**
Ranged 15/30; +4 vs.AC; 3d8 + 3 [15] damage. This attack can only target creatures in squares along the centerline of this area (refer to the arrowhead as depicted on the map). The ballista is usable only by a loam spy on exit ledge.

Redirect (immediate interrupt, when targeted by a melee or a ranged attack; at-will)
The loam spy makes an attack against the attacker; +4 vs. Will; the triggering attack targets a different creature (chosen by the loam spy) that is also a valid target for the attack.

Alignment Unaligned

Languages —

Skills Bluff +9; Stealth +8

Str 10 (+1)

Dex 15 (+3)

Wis 10 (+1)

Con 13 (+2)

Int 10 (+1)

Cha 16 (+4)

Area 3-5

The Fourth Tableau: The Spoils of War (EL 1+, XP 525+)

Read or paraphrase the following:

Murals on the walls here depict rapine and pillaging of villages, towns set aflame, sundered wizards' towers, and similar illustrations.

The walls here are festooned with standards and flags from many good-aligned nations. The banners are all either bloodstained or smeared with dirt or excrement. Various trunks, boxes, barrels, and coffers have been thrown against the walls, and a handful of gold pieces and small gems are carelessly tossed about on the floor.

A huge heap of jumbled bones, about five feet high, dominates the central portion of this room. Some bones still glisten wetly, as if their meat were freshly ripped from them.

Development: This area reminds the faithful of the glories and rewards of conquest. It is common practice for victorious priest-generals to pilgrimage here to deposit the banners of their conquered foes.

Similarly, the bones are the former remains of those who opposed the same priest-generals. Some time ago, a cleric of Xeleuth with a wicked sense of humor decided to animate the bones into a bonepile swarm, which guards this area. The “wetly glistening” bones are the swarm (this is how you differentiate it from the mundane bones).

A Clue: Blended into the murals, but noticeable on a DC 15 Perception check, are the words, “The Spoils of War.” Once a hero has noticed the writing, he or she has a +4 on all checks to find them afterward.

Treasure: The containers are empty or looted save one (marked X on the map), which is locked (Thievery DC 20) and contains a +1 *lifedrinker club* (Arcana DC 21; no power source).

There are 48 quartz gems of various colors worth 5 gp each and a total of 34 gold pieces; collecting this dross requires about 10 minutes of effort.

Beneath the mundane pile of bones is a +2 *quarterstaff* (Arcana DC 23; arcane) (marked Y on the map), which can be detected through the osseous matter.

Terrain: The area taken up by the bone pile (and the bonepile swarm, for that matter) is difficult terrain. Entering squares containing barrels and chests costs 1 extra square of movement, and they provide cover.

Tactics: The bonepile swarm begins combat hiding among the mundane bones [Stealth result: 30]. It will not attack anyone chanting prayers to Xeleuth.

The bonepile swarm strikes (possibly gaining surprise) when it is attacked or when a hero gets within reach of its *jagged hand* attack. In combat, it uses *jagged hand* to keep heroes within its aura.

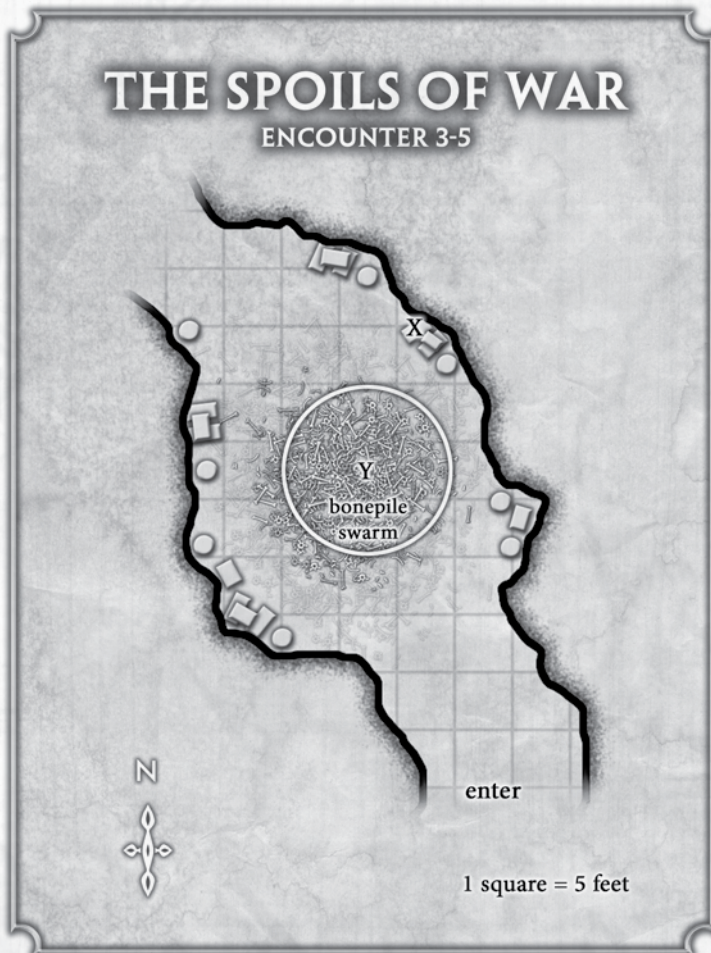
After its initial attack, the bonepile swarm uses *spawn undead*, and again at every opportunity.

It uses its first *osseous burst* when it can target two or more heroes, and saves the second for one of three conditions: when it has fewer than 20 hp, if it looks like the heroes are going to flee, or if it can catch three or more heroes.

The swarm only moves if it has to, and only leaves the pile of bones under the direst circumstances (like repeatedly being pelted from afar). It prefers to allow its spawned skeletons to deal with ranged attackers. Remember that — as a swarm — it is immune to forced movement not derived from area or close attacks.

The skeletons it spawns are mindless, and attack the nearest hero (randomizing if there is more than one target) unless a ranged attacker presents a clear threat to the swarm.

The swarm won't chase heroes, but it sends two waves of spawned skeletons after them, potentially complicating further encounters. If the party eludes the skeletons, they return to the bone pile after 5 minutes and collapse.



Bonepile Swarm Level 5 Elite Controller

Huge natural animate (blind, swarm, undead) XP 400

Initiative +4 **Senses** Perception +4; tremorsense 5, see also *shared senses*

Swarm Attack aura 2; the bonepile swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 126; **Bloodied** 63

AC 21; **Fortitude** 18, **Reflex** 17, **Will** 17

Immune disease, poison; **Resist** 10 necrotic, half damage from melee and ranged attacks;

Vulnerable 5 radiant, 10 close and area attacks

Saving Throws +2

Speed 4

Action Points 1

⚔ **Multiple Bites** (standard; at-will)
+10 vs.AC; 1d6+4 [7] damage.

⊕ **Jagged Hand** (standard; at-will)
Reach 2; +10 vs.AC; 1d10+4 [9] damage, and the target is pulled 1 square. An enormous “hand” forms from bones and slaps a single target, drawing it into to the swarm.

BONEPILE SWARM RECHARGE

This creature's *spawn undead* power recharges on round +3, round +4, and round +7.

✦ **Osseous Burst** (standard; recharges when bloodied)

Area burst 1 within 10; +9 vs. Reflex; 3d6+4 [14] damage. *Miss*: Half damage.

Blood Healing (immediate reaction; when the bonepile swarm bloodies an enemy; encounter)

◆ **Healing**

The bonepile swarm regains 31 hit points.

Shared Senses

A bonepile swarm can use all of its normal senses through its pile skeletons.

Spawn Undead (standard; recharge ☹☹)

The bonepile swarm generates 1 pile skeleton for each of its levels [5] in empty adjacent squares (one skeleton per square).

Alignment Evil **Languages** —

Skills Stealth +10 (+20 in a pile of bones)

Str 18 (+6)

Dex 15 (+4)

Wis 14 (+4)

Con 15 (+4)

Int 10 (+2)

Cha 8 (+1)



Pile Skeleton

Level 1 Minion

Medium natural animate (blind, undead)

XP 25

Initiative +3 **Senses** Perception +2;
tremorsense 5, see also *shared senses***HP** 1, a missed attack never damages a minion**AC** 14; **Fortitude** 13, **Reflex** 14, **Will** 13**Immune** disease, poison**Speed** 6↓ **Claw** (standard; at-will)

+6 vs.AC; 2 damage.

Shared SensesA pile skeleton shares its senses with its parent
bonepile swarm.**Alignment** Evil **Languages** –**Str** 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)**Con** 13 (+1) **Int** 3 (–4) **Cha** 3 (–4)

BEFORE THE PLAYTEST: ON INFORMATION

As has been stated before, the tournament modules are supposed to be fun while you get TPKed...but there's more to it. We aim to write these so that — with luck, great tactics, a healthy sense of caution, and an inquisitive nature — you should be able to make it through a module. We offer a slim chance of victory, which makes it all the sweeter.

Kainos should be able to mop the floor with a 2nd level party. In order for a party to have a chance against him, two key points have to be communicated to the heroes.

First, he's immune to metal weapons. Second, he'll pursue the party wherever they go, even into traps.

Adrasticus' play in Round One refers to the inefficacy of metal weapons. The Bloodstained Oracle does the same in Round Two. For some parties, the presence of non-metal weapons in Round Three should be a subtle clue that they are necessary.

Apparently unrelated to the flow of information, an area was cut from Round One that had a mantichore stripling chained to the floor. Instead, the mantichore was moved to the tent city encounter, and Teuthras the minotaur — who at the time was very much alive — was relocated from the tent city to here, where he became a pile of bones.

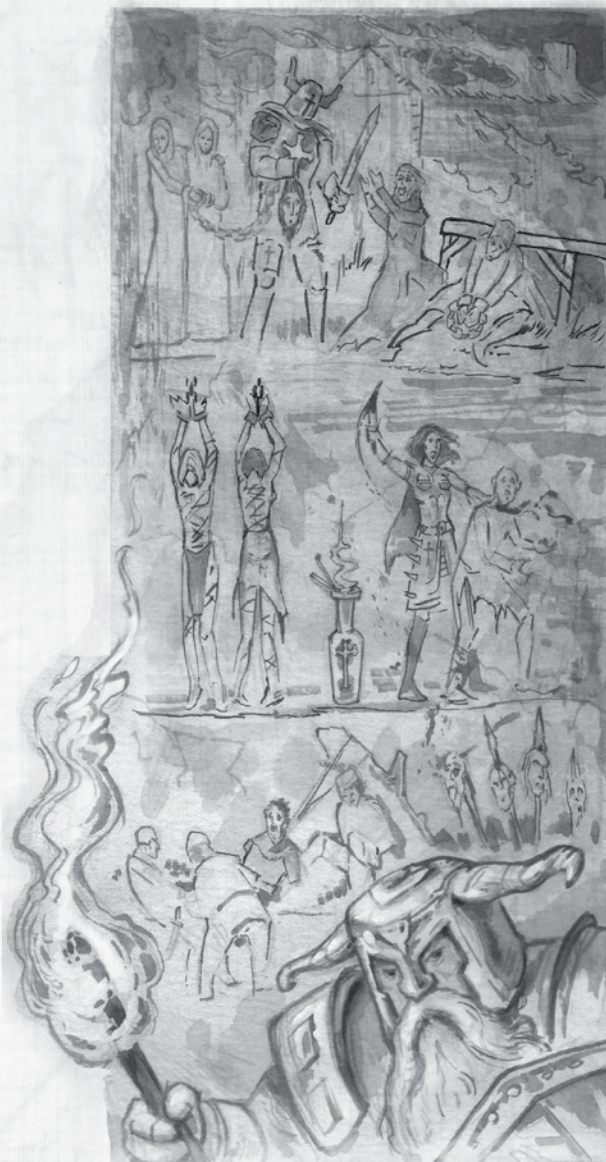
That led to filling out the backstory of the labyrinth as the responsibility of a tribe of minotaurs (the ghosts in area 3–2 were originally human, for example).

Best of all, by introducing the severed head of Teuthras as Mageva's chair, we added a side-quest to Round Three, one whose reward would be the last opportunity the party would have to learn the two key points necessary to defeating Kainos...and the only place they really learn the second point without an Insight check and some inference.

Area 3–6a**The Scion's Portal
(EL 1, XP 500)**

Read or paraphrase the following:

A pool of tarry oil burns at the mouth of an alcove to the northwest. Through its smoke, you see what might be the skeletal remains of a minotaur: broad shoulders, barrel ribcage, and hooved feet...but no horned skull. A steel shield lies under the body, and its fleshless hand still rests on the haft of a battleaxe.



When the party can see the alcove, read or paraphrase the following:

Near the alcove, to the south, you see a huge iron doorway ringed by round stones and human skulls set at regular intervals. Four enormous bands of iron crisscross the door.

Development: This is where Teuthras fell in combat against Kainos, at the very door of the shrine. It was designed to feature a pit trap and the four talking skulls, but Teuthras has ideas of his own, and may provide the heroes with a vital clue to defeating Kainos.

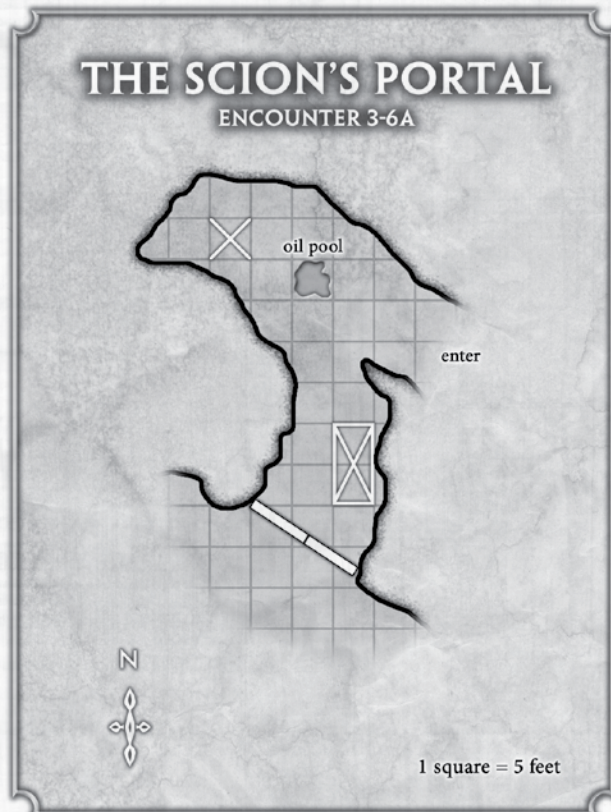
Fallen Champion: If the heroes bring the skull found in area 3-2 to this area, it addresses them a second time, repeating, "Honor the fallen..."

If they place the skull with or near the minotaur skeleton (marked X on the map), a whispering wind addresses them, as follows:

"I was Teuthras, guardian of mighty Xeleuth's shrine until his son defeated me. Rather than place my bones to rest with those of my kin inside the shrine, Kainos leaves my body to be picked at by crows, as if I had surrendered. Worse, he gives my horns to his pet. This insult I do not forgive.

"For you who honor the fallen, hear what I learned too late: the scion of war is prey to his battle lust...intent on murder, he forgets what he should remember. His pursuit is tireless, but heedless."

The Skulls: The skulls are designed to test the faithful, to ensure they have learned the lessons of the labyrinth.



Four Talking Skulls **Level 5 Elite Warder**
Trap **XP 400**

Trap: Each skull is programmed to ask a question and then reward or punish the answer.

Perception

No check is necessary to notice the skulls.

Additional Skills: Arcana

DC 20: The character notices that the skulls are magical and have an arcane power source.

Trigger

If the door is attacked, or a hero attempts to disarm the trap (not unlock the door) using Thievery, all four skulls attack the closest hero. Otherwise, the skulls address any living creature that approaches within 10 feet: "Demonstrate the knowledge ye have gained, or go no further."

After a very brief pause, and regardless of any replies, a skull asks its question, starting with #1. A question must be answered correctly before the next question is asked:

- #1 (electricity): "Who are to be exalted?" Proper answer: *The paragons of war.*
- #2 (fire): "Who are to be shown no mercy?" Proper answer: *The prisoners of war.*
- #3 (cold): "What are our tools?" Proper answer: *The machines of war.*
- #4 (force): "What is our right?" Proper answer: *The spoils of war.*

If an incorrect answer is given, or if more than 12 (game) seconds pass with no answer, the skull attacks while the others say, "Too bad, too bad!" If nothing triggers a question or response for 10 minutes, or if there ceases to be a living creature within 10 feet of the door, all unlocked bands close and the questions reset.

Attack

Immediate Reaction **Ranged 10**

Target: The closest hero.

Attack: +5 vs. Reflex

Hit: 1d6+5 [8] thunder, fire, cold, or force (each skull does a different damage type) damage.

Effect: any unlocked bars slide back into place.

Countermeasures

- For each question answered correctly, a band of iron slides away from the door. The DM should allow a *slight* bit of latitude regarding the answers; the exact wording used is less important than the main thrust of the answer. When the fourth band slides away, a gong sounds from inside the shrine.
- A *knock* ritual bypasses one skull; or put differently, bypasses one iron band.
- Thievery can be used to open the door. The DC is 10+5 for each iron band still in place. As the door is being picked, the skulls yell, "Cheaters! Answer the questions!" This racket alarms Kainos.
- The door can be battered down (AC 4, Reflex 4, Fort 12; 120 hp; Break DC 25). This racket alarms Kainos.

SHOVING THRUST RECHARGE

The *shoving thrust* recharges on round +4 and round +6.

Against Kainos: The cyclops may be lured into either the pit trap or the burning pool.

Treasure: The shield beneath the bones of Teuthras is a *shield of protection* (heroic tier) (Arcana DC 22; no power source). The battleaxe is mundane.

Terrain: Any creature that begins its turn in an oil pool takes 2d10 +3 [12] fire damage. After a creature has exited an oil pool, it takes 1d6 [3] ongoing fire damage (save ends).

The pit is marked on the map.

Fake-Floor Pit Trap

Level 1 Warbler
XP 100

Trap: A 1-foot-by-2-foot section of the floor hides a 10-foot-deep pit; wooden slats covered with grey canvas, rigged to fall when a creature walks on it, dropping the creature in.

Perception

DC 20: The character notices the false floor.

Trigger

The trap, two adjoining squares, attacks when a creature enters either of the trigger squares or starts its turn on a trigger square.

Attack

Immediate Reaction Melee

Targets: All creatures on trigger squares when the trap activates.

Attack: +5 vs. Reflex

Hit: The target falls into the pit, takes 1d10 [6] damage, and falls prone.

Miss: The target returns to the last square it occupied and its move action ends immediately.

Effect: The false floor opens and the pit is no longer hidden.

Countermeasures

- An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.
- A character who makes an Athletics (jump) check (DC 11, or DC 21 without a running start) can jump over the pit.
- A character can climb out with a DC 15 Athletics (climb) check. Kainos, being so tall, gains a +4 bonus to his Athletics check to climb out.

KILLING THE SCION OF WAR

As the ghost of Teuthras may reveal in area 3–6a, once engaged, the Warbringer's son is wholly consumed by bloodlust and can easily be lured into traps, even those he would otherwise avoid.

- Battle-mad, Kainos tries to follow the heroes through the narrow tunnels and ends up having to squeeze.
- The two stone javelins from area 3–2 are effective against Kainos.
- Weakening the supports of one or more bridge sections in area 3–3 and luring Kainos onto them causes him to take falling damage and subjects him to attacks by the razorfang drake swarms.
- The catapult in area 3–4 may be used against him. Treat this as a ranged attack versus Kainos' AC.
- Pit construction. The cloaks in area 3–3 may be used to cover a pit the PCs dig, or to re-cover the pit in area 3–6a. Kainos is aware of the pit in area 3–6a, but if he pursues the characters out of 3–6b, his bloodlust is too great for him to remember the pit if it hasn't been already exposed or is covered anew. Improvised pits attack at +5 vs. Kainos' Reflex. If Kainos falls into a pit, he takes 1d10 [6] damage per ten feet fallen, but he is too tall to fall prone in most pits. In addition, if bones from area 3–5 are used to add "spikes" to such a pit, they deal an extra 1d8 [4] damage. Kainos gets a +4 bonus to his Athletics (climb) check to climb out of pits for being so tall.
- Sliding an animal statue from area 3–4 down the ramp in 3–6b. The ramp is approximately 40 feet long. A rolling idol inflicts 1d8 +4 [8] damage for every 10 feet it rolls before striking the target. Treat this as a PC ranged attack versus Kainos' Reflex defense. Alternately, the heroes could use them against Kainos in area 3–4.
- Forced movement can leave Kainos in a hot oil pool. If forced into the hot oil, or sprayed with the oil in some fashion, Kainos takes 2d10 +3 [12] damage and 1d6 [3] ongoing damage (save ends) [Kainos saves on the third try].
- If the party knows that metal weapons won't work on Kainos, they may think to pick up unusual items. Refer to the rules on improvised weapons in this case. If, however, the party picks up common stones (of which there is a countless supply on hand) for use in a sling, treat these as sling bullets with a –1 to penalty to attack and damage rolls. The "perfect" stones in Mageva's nest function exactly as sling bullets.

Area 3-6b

The Scion of War
(EL 6, XP 1,250)

Read or paraphrase the following:

A long ramp descends into a large grotto of some sort. Streaks of a blood-red mineral mar the basalt, and the wafts of death and a deeper, cloying scent of decay assail your nostrils.

At the far end of the area a massive idol of Xeleuth dominates the area, flanked on either side by large pools of flaming oil and small pyramids constructed of stacked minotaur skulls. Offerings are piled up against this grim altar, and a small brass gong nearby reflects the red glow of the flaming pools. Small trinkets and items associated with war are also scattered about: arrowheads, finger bones, a dagger blade, a jawbone, a bestial claw, and other horrid trophies.

Standing before the altar is a huge figure girded in black plate armor bristling with spikes. Its single red-rimmed eye burns with hatred as the cyclops speaks, gesturing with a hafted weapon that combines elements of a spear and a flail:

“So you are the ones the Oracle spoke of...the ones I have dreamt of. You stand between me and my birthright... for what? To save a single village? No, none shall be saved, and none shall be spared. My slaughter will be — must be — perfect.

“I am KAINOS, fools! I am WAR! My godly flesh will turn aside your weapons! My spear will pierce your hearts! AND YOUR HOMES WILL BURN!”

The monster froths at the mouth as he roars his challenge!

Development: The cyclops is Kainos, the scion of Xeluth. He wastes little time in engaging the heroes.

If the heroes interrupt Kainos’ monologue, he continues it as free actions during the fight.



**TELLING IT LIKE IT WAS:
A PLAN COMES TOGETHER**

The ending of this module has the party apparently turned into monsters. In truth, they merely appear to be monsters...they are the same heroes they always were, but anyone who looks at them perceives monstrous forms. In addition, the heroes (and only the heroes) see black swords above their heads, representations of the Warbringer’s curse.

This was the set-up for *Test of the Gods*, which dealt with the heroes breaking the curse. That project is merely shelved. In fact, it may be coming to a game store near you...in one form or another, just like the heroes...

Treasure: None that the party can use, but the *Spear of Donar* (a Large +1 magic spear) is a relic of the faith of Xeleuth, a sign of the Warbringer’s favor. If the DM is willing, it could be worth a great deal to a collector.

Terrain: Any creature that begins its turn in an oil pools takes 2d10 +3 [12] fire damage. After a creature has exited an oil pool, it takes 1d6 [3] ongoing fire damage (save ends).

Tactics: Kainos fights in a fairly straightforward manner. He initially targets opponents at range with his javelins, using his *evil eye* ability to respond to ranged attacks coming his way. He then closes as quickly as possible, running down and killing each intruder in turn.

[He targets, in order: Rojan Redjack > Tordoc Esrin > Cmdr. Norris Backbreaker > Kizzy Zendra > Bloodsongs of the Dark > Clapperoth.]

The cyclops ignores being marked to target his chosen foe. If a hero thinks to try it, he or she can make a DC 13 Insight check as a minor action to figure out Kainos is fixated on what he perceives as the greatest fighter.

Kainos prefers to deal the most damage possible, so he favors the *Spear of Donar* or *shoving thrust* (when its available) over his *flail sweep*, but he uses the latter if he’s in melee with more than one foe, but never twice in a row. If he manages to knock intruders into the pools of hot oil, pits, or other hazards, then all the better.

The cyclops uses his first action point to hit *dazed* foes with the *Spear of Donar*, claiming extra damage from his combat advantage. He uses his second action point to *transfix* a foe that lunges in and out of combat; if there are no such heroes, he uses it to *transfix* whomever he most wants to kill at that time.

Kainos gives no quarter and relentlessly pursues his prophesied foes until they or he lies slain.

Kainos, Lesser Cyclops Scion of Xeluth

Level 6 Solo Brute

Large fey humanoid

XP 1,250

Initiative +6 **Senses** Perception +11;
truesight 6

HP 292; **Bloodied** 146

AC 20; **Fortitude** 22, **Reflex** 17, **Will** 19

Immune metal weapons

Saving Throws +5

Speed 8

Action Points 2

⚔ **Spear of Donar** (standard; at-will) ♦ **Weapon**
Reach 2; +9 vs.AC; 2d8+4 [13] damage (crit 20
+ 1d6 [3]).

⊕ **Shoving Thrust** (standard; recharge ☞,☞) ♦ **Weapon**
Reach 2; +7 vs. Fortitude; 3d8+4 [17] damage
(crit 28 + 1d6 [3]), and the target is pushed 3
squares and dazed (save ends).

⊕ **Transfix** (standard; encounter) ♦ **Weapon**
Reach 2; +9 vs.AC; 3d10+4 [20] damage (crit 34
+ 1d6 [3]), and the target is immobilized (save
ends) by a ghostly after-image of the *Spear of
Donar*.

↪ **Flail Sweep** (standard; at-will) ♦ **Weapon**
Close burst 2; +7 vs. Reflex; 1d10+4 [9] damage
(crit 14 + 1d6 [3]), the target is pushed 2
squares and knocked prone.

↪ **War Javelin** (standard; at-will) ♦ **Weapon**
Ranged 5; +9 vs.AC; 1d10 + 4 [9] damage

Fury of Xeluth (standard; recharges when
bloodied) Kainos may make a basic melee attack
and deal an extra 2d6 [7] damage if he hits.

Evil Eye (immediate reaction; when a ranged attack
misses Kainos; at-will)
Kainos makes a ranged attack against his
attacker. He can designate only one target with
his *evil eye* per melee round.

Spiked Plate Armor (immediate interrupt, when
Kainos is the subject of a bull rush or grab
attempt; at-will)
+7 vs. Ref; 1d6+4 [7] damage.

Combat Advantage

Kainos deals an extra 1d6 [3] damage on melee
attacks against dazed targets.

Blessing of Xeluth

Metal weapons cannot harm Kainos; they simply
cannot cut or damage his flesh. Weapons made
of wood, stone, bone, or other materials affect
him normally. Weapons with wooden haft but
metal heads (axes, hammer, spears, arrows, bolts,
etc.) only do 1 point of damage to Kainos, or 2
on a critical hit.

Alignment Chaotic evil

Languages Common, Orc

Skills Athletics +10

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 17 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Equipment spiked plate armor, 4 javelins, *Spear of
Donar*

WRAPPING UP

If the heroes defeat Kainos, read or paraphrase the following, substituting the appropriate text for whichever pregenerated characters the players chose (if a given hero is dead, the corpse still changes form). For what it's worth, the black swords at the end can only be seen by the heroes:

The body of the cyclops shudders. He screams, "FAAAAATHERRRR!" and falls with a resounding crash. As his heart's blood pools beneath him, it strikes you... you've done it! You've saved your village! You've slain the Warbringer's son!

Your celebration, however, is short-lived. From the pool of half-godly blood, a barbed, black greatsword rises, floating a few feet over the body of Kainos.

It addresses you in a pitiless voice:

"Kainos was weak, but he was blood of my blood. For your valor I applaud you; for your insolence I curse you. Your village will be spared, but you will not."

Horrific pain wracks your brain, and you swoon. When you recover your senses, you feel...different.

"You who dared to make war on my son shall know it unceasing in your new forms. Family will reject you, friends betray you, and strangers hunt you. No peace...no peace...no peace..."

The black sword sinks slowly back into the pool of blood. Looking around, you see that your battles are not over!

[Bloodsong of the Dark] *"A bugbear stands nearby, looking warily around, as if unsure who to attack next. She has a shuriken poised to throw at you!"*

[Clapperoth] *"A robed drow male — clearly a wizard — clutches its orb as it readies a spell!"*

[Cmdr. Norris Backbreaker] *"A chainmail-clad hobgoblin general looks about for its allies, clutching a bloodstained maul."*

[Kizzy Zendra] *"A kobold scout adjusts her stance, realizing she's been spotted. Her twin scimitars flash dangerously to and fro!"*

[Rojan Redjack] *"A powerful red-furred minotaur in scale armor raises its bastard sword to strike!"*

[Tordoc Esrin] *"A gnoll interposes its glaive between you and itself, murmuring a quick prayer."*

"Hanging in midair above each monster is a black, barbed sword. Your battles are not over, if they ever will be."

APPENDIX A: NEW MONSTERS

The Bloodstained Oracle does not appear here because there are very few of them. See Bloodstained Oracle Lore, above, for information about them.

BONEPILE SWARM

When the bones of creatures with a powerful connective thread are mingled into a common repository, sometimes the echoes of their shared misery, devotion, or deviancy congeal, forming a bonepile swarm. Likely circumstances to bring about a bonepile swarm could include the slaughter of a village where the bodies were stacked and left, or perhaps the bottom of a sacrificial pit, or perhaps an ossuary where the bones of martyrs are placed.

These swarms are usually content to haunt where they form, serving as de facto guardians. If spurred to explore beyond their lair, they assemble makeshift skeletons — called pile skeletons — from whatever bones are handy and use them to investigate. They also use pile skeletons to gather random bits of bone to add to their mass.

Bonepile Swarm Level 5 Elite Controller

Huge natural animate (blind, swarm, undead) XP 400

Initiative +4 **Senses** Perception +4; tremorsense 5, see also *shared senses*

Swarm Attack aura 2; the bonepile swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 126; **Bloodied** 63

AC 21; **Fortitude** 18, **Reflex** 17, **Will** 17

Immune disease, poison; **Resist** 10 necrotic, half damage from melee and ranged attacks; **Vulnerable** 5 radiant, 10 close and area attacks

Saving Throws +2

Speed 4

Action Points 1

↓ **Multiple Bites** (standard; at-will)
+10 vs.AC; 1d6+4 [7] damage.

⊕ **Jagged Hand** (standard; at-will)
Reach 2; +10 vs.AC; 1d10+4 [9] damage, and the target is pulled 1 square. An enormous “hand” forms from bones and slaps a single target, drawing it into to the swarm.

* **Osseous Burst** (standard; recharges when bloodied)
Area burst 1 within 10; +9 vs. Reflex; 3d6+4 [14] damage. *Miss*: Half damage.

Blood Healing (immediate reaction; when the bonepile swarm bloodies an enemy; encounter)

◆ **Healing**

The bonepile swarm regains 31 hit points.

Shared Senses

A bonepile swarm can use all of its normal senses through its pile skeletons.

Spawn Undead (standard; recharge ☹☹)

The bonepile swarm generates 1 pile skeleton for each of its levels [5] in empty adjacent squares (one skeleton per square).

Alignment Evil **Languages** —

Skills Stealth +10 (+20 in a pile of bones)

Str 18 (+6) **Dex** 15 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 10 (+2) **Cha** 8 (+1)

Description *Before your eyes, the five-foot high heap of jumbled bones begins to shake and jostle, as if something were trapped under them. Suddenly, several assemble into a vaguely humanoid shape, with a ribcage facing the wrong direction, an orc skull for a foot, and a pelvis for a head. The strange skeleton lunges at you, as the jostling of the pile grows more violent.*

Bonepile Swarm Tactics

A bonepile swarm usually begins combat by sending out pile skeletons to investigate the source of trouble, relying on *shared senses* to target its *osseous burst*. It typically readies a *jagged hand* attack to prevent victims from escaping its *swarm attack*.

Bonepile Swarm Lore

A character knows the following information with a successful Religion check.

DC 15: Bonepile swarms sometimes form when the bones of creatures slaughtered at once or who shared an unusual bond are collected in one place. They use their own mass to assemble mismatched skeletal defenders.

DC 20: A bonepile swarm can “see” through its skeletal defenders.

Pile Skeleton

Level 1 Minion

Medium natural animate (blind, undead)

XP 25

Initiative +3 **Senses** Perception +2; tremorsense 5, see also *shared senses*

HP 1, a missed attack never damages a minion

AC 14; **Fortitude** 13, **Reflex** 14, **Will** 13

Immune disease, poison

Speed 6

↓ **Claw** (standard; at-will)

+6 vs.AC; 2 damage.

Shared Senses

A pile skeleton shares its senses with its parent bonepile swarm.

Alignment Evil **Languages** —

Str 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+1) **Int** 3 (−4) **Cha** 3 (−4)

DARK FIN

These beings lurk in the shadow seas of other planes, and in the darker depths of more terrestrial oceans.

Dark Fin (5) **Level 1 Minion**
Small shadow humanoid (aquatic) **XP 25**

Initiative +3 **Senses** Perception +2; darkvision

HP 1; a missed attack never damages a minion.

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

Speed 6, swim 6

↓ **Javelin** (standard; at-will) ♦ **Weapon**
+5 vs. AC; 3 damage (4 damage with combat advantage).

⌚ **Javelin** (standard; at-will) ♦ **Weapon**
Ranged 10/20; +5 vs. AC; 4 damage (5 damage with combat advantage).

↶ **Killing Dark** (when reduced to 0 hit points)
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark fin explodes in a spout of darkness.

Alignment Unaligned **Languages** Common

Skills Stealth +3

Str 10 (+0) **Dex** 16 (+3) **Wis** 14 (+2)

Con 12 (+1) **Int** 6 (-2) **Cha** 10 (+0)

Equipment carapace armor, 4 javelins

Dark Fin Tactics

Dark fins use swarming tactics, often attempting to surround a foe (in three dimensions if the target is swimming) in hopes of blinding them. They fight with little regard for personal safety.

Dark Fin Lore

A character knows the following information with a successful Arcana check.

DC 10: Dark fins are individually weak, but in sufficient numbers they are a threat to smaller vessels.

DC 15: Dark fins are simpleton, aquatic cousins to other dark ones. Their more intelligent kin and other aquatic races use them as henchmen.

CARNIVORSE FOAL

These creatures are bred on other planes dedicated to strife. A carnivorse will not submit to a rider, but they are often used to pull war machines and chariots.

The foal represented here is among the youngest and weakest of its kind.

Carnivorse Foal **Level 2 Brute**
Large immortal beast **XP 125**

Initiative +5 **Senses** Perception +8; low-light vision

HP 48; **Bloodied** 24

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

Immune fear

Speed 8 (6 while pulling chariot)

↓ **Dines on Manflesh** (standard; at-will)
+5 vs. AC; 1d10+5 damage. Against natural humanoid targets this attack inflict an extra 1d6 damage.

⊕ **Trample** (standard; at-will)
The carnivorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the beast must end its move in an unoccupied space. When it enters an enemy's space, the beast makes a trample attack: +3 vs. Reflex; 1d6+5 damage, and the target is knocked prone.

Alignment Chaotic evil **Languages** –

Str 21 (+6) **Dex** 14 (+3) **Wis** 14 (+3)

Con 18 (+5) **Int** 2 (-3) **Cha** 10 (+1)

Description A horse-like beast gallops into view. It snorts and rears, exposing a full, fanged mouth and a whip of a tail. The creature's scales are various hues and splotches of crimson, like a moving mural of bloodstains.

Carnivorse Tactics

A carnivorse typically tries to trample clusters of enemies, hoping to scatter them. If its trample knocks a humanoid target prone, the carnivorse usually targets that foe with *dines on manflesh*.

Carnivorse Lore

A character knows the following information with a successful Arcana check.

DC 10: Carnivorse are bred to devour humanoids. They are fearless.

DC 15: Carnivorse foals are the size of a normal horse. They can grow much larger.

DC 20: These creatures are native to outer realms dedicated to strife, and are often seen in the armies of war deities.

APPENDIX B: NEW ITEMS

Dawn Crystal

Level 3

This small shard of milky mineral is about four inches long. It burns with an inner fire and is slightly warm to the touch.

Wondrous Item 680 gp

Power (Radiant): Standard Action. You can throw a dawn crystal as a ranged attack. If it hits, it releases a burst (close burst 10) centered on the initial target; close burst 10; +4 vs. Fortitude; 1d8 radiant damage, and the target is blinded. Insubstantial creatures with the shadow origin or undead keyword suffer 3d8+3 radiant damage instead.

APPENDIX C: SCORING FOR THE WARBRINGER'S SON

ROUND ONE: THE BANDIT LORD

Part I: Goals

Area: Any

GOAL	POINTS	POSITIVE	NEGATIVE
Heroes perform a successful Insight check to determine Diplomacy attempts will fail on the bandits	50	<input type="checkbox"/>	
Per piece of information the heroes gain from a successful Intimidate check on the bandits	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
The heroes get Player's Handout A	50	<input type="checkbox"/>	
The heroes make a successful History check to gain information regarding the lighthouse	50	<input type="checkbox"/>	
The heroes make a successful Religion check to gain information regarding the Bloodstained Oracle	50	<input type="checkbox"/>	
Per hero that takes damage from touching an iron-pot torch, or being attacked by an iron-pot torch attack	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Using an iron-pot torch to attack an enemy (can be gained only once)	100	<input type="checkbox"/>	

Area I-1

GOAL	POINTS	POSITIVE	NEGATIVE
Using Arcana to identify the guardian of faith	50	<input type="checkbox"/>	
Using Religion to determine the guardian is a representation of Xeleuth	50	<input type="checkbox"/>	
Heroes waste resources (powers) or more than one round of basic attacks on the guardian of faith	-50		<input type="checkbox"/>
Using Religion to determine the bodies are zombies before they attack	50	<input type="checkbox"/>	
Using Perception to determine the right and left rows are safe to travel	50	<input type="checkbox"/>	
Heroes don't bother using Stealth to mask their approach	-50		<input type="checkbox"/>
Recover the <i>symbol of battle +1</i>	100	<input type="checkbox"/>	
Using some method (such as mage hand) to put a light near the ledge where the guards are stationed	100	<input type="checkbox"/>	
Per zombie grapestomper defeated	10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per human ruffian defeated	100	<input type="checkbox"/> <input type="checkbox"/>	
Marta is defeated here	300	<input type="checkbox"/>	

Area I-2

GOAL	POINTS	POSITIVE	NEGATIVE
Locate the hidden silver platter	50	<input type="checkbox"/>	
Find graffiti scribbled on the wall	50	<input type="checkbox"/>	
Disable the barrel trap	100	<input type="checkbox"/>	
Barrel trap is triggered (any method)	-50		<input type="checkbox"/>
Recover Marta's hidden stash			
AND the trap wasn't triggered	50	<input type="checkbox"/>	
Per slave killed	-50		<input type="checkbox"/> <input type="checkbox"/>
Per grapesorter zombie defeated	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Marta is defeated here	150	<input type="checkbox"/>	

Area 1-6

GOAL	POINTS	POSITIVE	NEGATIVE
Rescue lokrasus	100	<input type="checkbox"/>	
Per piece of information gained from lokrasus	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Succeed on the clockwork box skill challenge	100	<input type="checkbox"/>	
Using History to gain a success during the skill challenge	50	<input type="checkbox"/>	
Failing the clockwork box skill challenge	-100		<input type="checkbox"/>
Recover the "blood of smoke"	50	<input type="checkbox"/>	

Part 2: Exploration

The team is awarded points depending on how many encounter areas are completed. Consult the chart below to determine how many points the team has earned.

Note: these awards are not cumulative.

AREAS COMPLETED	POINTS AWARDED
1-2	0
3-4	200
5	400
6	700

Part 3: Inefficiency

DEDUCTION	PENALTY	TRACKING	TOTAL
Per healing surge used	-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per potion or ritual scroll used	-25	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per action point unspent at end of round	-50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Per daily power unspent at end of round	-100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Per hero reduced to dying status	-100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per hero killed	-400	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Final Score Tabulation

Goals Total	Exploration Total	Inefficiency Penalty	Final Score
	+	-	=

ROUND TWO: CONSULTING THE ORACLE

Part I: Goals



Area: Any

GOAL	POINTS	POSITIVE	NEGATIVE
Per successful Religion check to gain information on Bloodstained Oracle	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Heroes take a short rest after the Red-Masted Ship sets sail	-300		<input type="checkbox"/>

Area 2-1

GOAL	POINTS	POSITIVE	NEGATIVE
Using Religion to identify eye motif	50	<input type="checkbox"/>	
Using Perception to hear the blazing skeleton	50	<input type="checkbox"/>	
Discovering the secret door before it opens	50	<input type="checkbox"/>	
Discovering that the giant skull has grooves to allow movement before it moves	100	<input type="checkbox"/>	
Using Arcana to determine that heat inside cylinder originates from an elemental	50	<input type="checkbox"/>	
Using Arcana to identify wall of force effect	50	<input type="checkbox"/>	
Per hero that teleports inside the cylinder	-100		<input type="checkbox"/>
Locating the small hatch	50	<input type="checkbox"/>	
Using lever to open giant skull	100	<input type="checkbox"/>	
Finding Handout 2A	50	<input type="checkbox"/>	
Deciphering Handout 2A with Religion or Comprehend Languages ritual	100	<input type="checkbox"/>	
Identifying the pact blade or the potion of healing	50	<input type="checkbox"/> <input type="checkbox"/>	
Finding vials of "blood of fire"	100	<input type="checkbox"/>	
Per hero that falls off wooden steps	-25		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wight gains surprise on heroes	-50		<input type="checkbox"/>
Per decrepit skeleton defeated	10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Defeat blazing skeleton	100	<input type="checkbox"/>	
Defeat deathlock wight	200	<input type="checkbox"/>	

Area 2-2

GOAL	POINTS	POSITIVE	NEGATIVE
Use mage hand to retrieve burlap pouch	100	<input type="checkbox"/>	
Accidentally triggering floor trap	-100		<input type="checkbox"/>
Noticing floor trap before it's triggered	50	<input type="checkbox"/>	
Disabling floor trap	100	<input type="checkbox"/>	
Recover scroll case and dawn crystal	100	<input type="checkbox"/>	
Identify the dawn crystal	50	<input type="checkbox"/>	
Notice the gelatinous protocube before it attacks	50	<input type="checkbox"/>	
Defeat the gelatinous protocube	300	<input type="checkbox"/>	
Force gelatinous protocube to retreat	100	<input type="checkbox"/>	
Per hero engulfed by gelatinous protocube	-25		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

THE WARRINGER'S SON

Area 2-3

GOAL	POINTS	POSITIVE	NEGATIVE
Notice either the dark caver or a shadowhunter bat before they attack	50	<input type="checkbox"/>	
Per bit of information learned about Cauldron of Spilled Life	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Using Arcana to learn something must be poured into cauldron to activate it	50	<input type="checkbox"/>	
Pour vial of "blood of fire" into cauldron (one-time award)	100	<input type="checkbox"/>	
Using Arcana to attempt to gain a vision from the cauldron after blood of fire is added	50	<input type="checkbox"/>	
Receiving Vision One or Vision Two	100	<input type="checkbox"/> <input type="checkbox"/>	
Receiving Vision Three	200	<input type="checkbox"/>	
Receiving Vision Four	400	<input type="checkbox"/>	
Collecting a vial of "blood of shadow" from the cauldron (one-time award)	100	<input type="checkbox"/>	
Using light to gain an advantage on the dark caver	50	<input type="checkbox"/>	
Per shadowhunter bat defeated	100	<input type="checkbox"/> <input type="checkbox"/>	
Defeat dark caver	200	<input type="checkbox"/>	
Recover potion of healing and "blood of fire" vial	100	<input type="checkbox"/>	

Area 2-4

GOAL	POINTS	POSITIVE	NEGATIVE
Using Heal to learn about the corpse	50	<input type="checkbox"/>	
Locate parchment hidden in skull	50	<input type="checkbox"/>	
Deciphering Handout 2D with Religion or Comprehend Languages ritual	100	<input type="checkbox"/>	
Recover magic armor	100	<input type="checkbox"/>	
Using Arcana to identify magic armor	50	<input type="checkbox"/>	
Per hero that falls off bridge (any method)	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Area 2-5

GOAL	POINTS	POSITIVE	NEGATIVE
Pour "blood of shadow" into goblet to affect Bloodstained Oracle	300	<input type="checkbox"/>	
Use "blood of shadow" as improvised weapon (not cumulative with above)	150	<input type="checkbox"/>	
Leaving Oracle in iron maiden and exploring next encounter area	-100		<input type="checkbox"/>
Reduce Bloodstained Oracle to 0 hp	200	<input type="checkbox"/>	
A hero is reduced to 0 hp by Bloodstained Oracle (offsets the penalty)	100	<input type="checkbox"/>	
Permanently killing Bloodstained Oracle	400	<input type="checkbox"/>	
Using Insight to determine Bloodstained Oracle fixates on a target	50	<input type="checkbox"/>	
Recover treasure and warhammer	100	<input type="checkbox"/>	
Identifying +1 ironwood warhammer	50	<input type="checkbox"/>	



Area 2-6 (Combat)

GOAL	POINTS	POSITIVE	NEGATIVE
Per teleport trap triggered	-50		□□□□□□□
Per magic crossbow turret trap triggered	-100		□□
Per magic crossbow trap disabled	100	□□	
Per dark creeper defeated	100	□□	

Area 2-6 (Challenge)

GOAL	POINTS	POSITIVE	NEGATIVE
Party triggers the skill challenge	200	□	
Fail with fewer than 6 successes	100	□	
Fail with 6 or more successes	300	□	
Succeed at the skill challenge	600	□	

Area 2-7 (Challenge)

GOAL	POINTS	POSITIVE	NEGATIVE
Per hero that makes it onto the Red-Masted Ship	250	□□□□	
No hero makes it aboard	-300		□
Defeat the dark stalker	150	□	
Defeat the dark creeper	50	□	
Per dark fin defeated	10	□□□□□	

Part 2: Exploration

The team is awarded points depending on how many encounter areas are completed. Consult the chart below to determine how many points the team has earned.
Note: these awards are not cumulative.

AREAS COMPLETED	POINTS AWARDED
1-2	0
3-4	100
5	400
6	700
7	1000

Part 3: Inefficiency

DEDUCTION	PENALTY	TRACKING	TOTAL
Per healing surge used	-10	□□□□□ □□□□□	
		□□□□□ □□□□□	
		□□□□□ □□□□□	
		□□□□□ □□□□□	
Per potion or ritual scroll used	-25	□□□□□ □□□□□	
		□□□□□ □□□□□	
Per action point unspent at end of round	-50	□□□□□ □□□□□	
Per daily power unspent at end of round	-100	□□□□□ □□□□□	
Per hero reduced to dying status	-100	□□□□□ □□□□□	
		□□□□□ □□□□□	
Per hero killed	-400	□□□□□	

Final Score Tabulation

Goals Total	Exploration Total	Inefficiency Penalty	Final Score
	+	-	=



ROUND THREE: THE ISLAND SHRINE

Part I: Goals

Area: Any

GOAL	POINTS	POSITIVE	NEGATIVE
Using History or Religion to learn first paragraph of background	100	<input type="checkbox"/>	
Defeat a crag spider (one-time award)	50	<input type="checkbox"/>	
Heroes try to tunnel through the walls	-100		<input type="checkbox"/>
Tunneling through walls causes spectral minotaur attack	-200		<input type="checkbox"/>

Area 3-1

GOAL	POINTS	POSITIVE	NEGATIVE
Heroes examine the writing	50	<input type="checkbox"/>	
Heroes waste time trekking around the labyrinth	-100		<input type="checkbox"/>

Area 3-2

GOAL	POINTS	POSITIVE	NEGATIVE
Heroes locate phrase hidden in murals	100	<input type="checkbox"/>	
Notice spectral minotaurs before they attack	100	<input type="checkbox"/>	
Per javelin trap triggered	-50		<input type="checkbox"/>
Per shield trap triggered	-50		<input type="checkbox"/>
Discovering either type of trap before it triggers	50	<input type="checkbox"/> <input type="checkbox"/>	
Disable floor square trigger of a trap	50	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Disable statue of either trap	100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Recover stone javelins	100	<input type="checkbox"/>	
Recover orb of inevitable continuance +1	100	<input type="checkbox"/>	
Identify the orb	50	<input type="checkbox"/>	
Per spectral minotaur defeated	100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Heroes flee minotaurs, combining more than one encounter	-100		<input type="checkbox"/>

Area 3-3

GOAL	POINTS	POSITIVE	NEGATIVE
Discover levers on the wall	50	<input type="checkbox"/>	
Using ranged weapons to trigger either lever	200	<input type="checkbox"/>	
Per lever destroyed	-50		<input type="checkbox"/> <input type="checkbox"/>
Notice the phrase hidden in the murals	100	<input type="checkbox"/>	
Using Heal to identify the skull	50	<input type="checkbox"/>	
Hero hears ghostly whisper	50	<input type="checkbox"/>	
Collect boulders as catapult ammunition	100	<input type="checkbox"/>	
Collect river stones as sling stones	100	<input type="checkbox"/>	
Use cloaks as pit covers	100	<input type="checkbox"/>	
Recover belt of vigor	50	<input type="checkbox"/>	
Identify belt of vigor	50	<input type="checkbox"/>	
Recover +1 resounding sling	50	<input type="checkbox"/>	
Identify the sling	50	<input type="checkbox"/>	
Per hero that falls into depression (any means)	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Notice footholds on walls	50	<input type="checkbox"/>	
Defeat Mageva	200	<input type="checkbox"/>	
Per razorfang drake swarm defeated	100	<input type="checkbox"/> <input type="checkbox"/>	



Area 3-4

GOAL	POINTS	POSITIVE	NEGATIVE
Notice phrase hidden in murals	100	<input type="checkbox"/>	
Notice wheels on statues	50	<input type="checkbox"/>	
Heroes roll at least one stone idol out of the area	50	<input type="checkbox"/>	
Recover treasure in griffon statue	100	<input type="checkbox"/>	
Identifying potion from griffon statue	50	<input type="checkbox"/>	
Using siege tower to climb up to platform	100	<input type="checkbox"/>	
Hero identifies loam spy before it moves	50	<input type="checkbox"/>	
Loam spies attack with surprise	-100		<input type="checkbox"/>
Per loam spy defeated	100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per hero struck by stone idol attack	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heroes flee this encounter, bleeding it into another	-100		<input type="checkbox"/>

Area 3-5

GOAL	POINTS	POSITIVE	NEGATIVE
Notice phrase hidden in murals	100	<input type="checkbox"/>	
Recover +1 lifedrinker club, then identify it	50	<input type="checkbox"/> <input type="checkbox"/>	
Recover +2 quarterstaff, then identify it	50	<input type="checkbox"/> <input type="checkbox"/>	
Notice bonepile swarm before it attacks	100	<input type="checkbox"/>	
Defeat bonepile swarm	300	<input type="checkbox"/>	
Per pile skeleton defeated (max 10)	10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Heroes flee this encounter, causing it to bleed into another	-100		<input type="checkbox"/>

Area 3-6a

GOAL	POINTS	POSITIVE	NEGATIVE
Hero places skull near skeleton and hears whispering clue	300	<input type="checkbox"/>	
Deducing skulls are magical	50	<input type="checkbox"/>	
Heroes attack door or try to disable a trap on door (but not simply unlock it)	-100		<input type="checkbox"/>
Per correct answer	100	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Per incorrect answer	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Allowing 12 or more seconds to pass before giving a skull an answer	-25	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Using Knock ritual	100	<input type="checkbox"/>	
Attempting to use Thievery to unlock door	-50		<input type="checkbox"/>
Recover, then identify bashing shield	50	<input type="checkbox"/> <input type="checkbox"/>	
Per hero that takes damage from oil pool	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Per hero that falls in pit trap	-50		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Notice pit trap before triggered	50	<input type="checkbox"/>	
Disable pit trap	100	<input type="checkbox"/>	



THE WARBRINGER'S SON

Area 3-6b

GOAL	POINTS	POSITIVE	NEGATIVE
Per hero that takes damage from oil pool	-50		□□□□
Using Insight to determine Kainos is fixated	50	□	
Per hero that attempts to bull rush or grab Kainos	-50		□□□□
Continuing to use metal weapons after they visibly cause Kainos no harm	-100		□
Use narrow tunnels to gain advantage on Kainos	200	□	
Use stone javelins against Kainos	100	□	
Use any non-metal weapon from round 1 or 2 against Kainos	200	□	
Lure Kainos over weakened bridge	200	□	
Use catapult against Kainos	100	□	
Use minotaur's skull as catapult ammunition	200	□	
Lure Kainos into pit trap	100	□	
Use stone idols against Kainos	100	□	
Use forced movement to push Kainos into oil pool	100	□	
Defeat Kainos	750	□	
Reduce Kainos to bloodied	300	□	
Recover the Spear of Donar	50	□	

Part 2: Exploration

The team is awarded points depending on how many encounter areas are completed. Consult the chart below to determine how many points the team has earned.

Note: these awards are not cumulative.

AREAS COMPLETED	POINTS AWARDED
1-2	0
3-4	100
5	400
6	700
7	1000

Part 3: Inefficiency

DEDUCTION	PENALTY	TRACKING	TOTAL
Per healing surge used	-10	□□□□□ □□□□□	
		□□□□□ □□□□□	
		□□□□□ □□□□□	
		□□□□□ □□□□□	
Per potion or ritual scroll used	-25	□□□□□ □□□□□	
		□□□□□ □□□□□	
Per action point unspent at end of round	-50	□□□□□ □□□□□	
Per daily power unspent at end of round	-100	□□□□□ □□□□□	
Per hero reduced to dying status	-100	□□□□□ □□□□□	
		□□□□□ □□□□□	
Per hero killed	-400	□□□□□	

Final Score Tabulation

Goals Total	Exploration Total	Inefficiency Penalty	Final Score
	+	-	=

BLOODSONG OF THE DARK

ELADRIN ROGUE (ARTFUL DODGER) 1

UNALIGNED FEMALE

HIT POINTS 26

Bloodied: 13
Healing Surge: 6
Surges Per Day: 8

DEFENSES

Armor Class 16 (20 vs. OA)
Fortitude 12
Reflex 16
Will 13

ABILITIES

12 Strength (+1)	INITIATIVE +4
14 Constitution (+2)	
18 Dexterity (+4)	SPEED 6 squares
10 Intelligence (+0)	
11 Wisdom (+0)	LANGUAGES
14 Charisma (+2)	Common, Elven
	VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +4 (short sword) Damage: 1d6+1
Ranged basic attack: +7 (shuriken) Damage: 1d6+4

RACIAL ABILITIES

Eladrin Will: Gain +5 to saves vs. charm.
Fey Origin: You are considered fey.
Fey Step: You can use the *fey step* encounter power.

FEATS

Defensive Mobility: Gain +2 to AC vs. opportunity attacks.

CLASS FEATURES

First Strike: You have combat advantage vs. any foe who hasn't yet acted.
Rogue Tactics: Gain +2 to AC vs. opportunity attacks.
Sneak Attack: Once per round, if you have combat advantage vs. foe and are wielding a light blade, crossbow, or sling, you deal an extra +2d6 damage.

POWERS

At-Will Powers
Deft Strike, Sly Flourish

Encounter Powers
Fey Step, King's Castle

Daily Powers
Easy Target

EQUIPMENT

leather armor
short sword, club, 20 shuriken
trail rations (10 days), waterskin (full)
thieves' tools, climber's kit
backpack, bedroll, belt pouch,
bottle of wine
50-feet of hemp rope, flint and steel
empty flask
potion of healing
8 gp

SKILLS

Acrobatics +9
Arcana +2
Athletics +6 (+8 climb)
Bluff +2
Diplomacy +2
Dungeoneering +5
Endurance +2
Heal +0
History +2
Insight +5
Intimidate +2
Nature +0
Perception +5
Religion +0
Stealth +9
Streetwise +2
Thievery +9
(+11 vs. locks/traps)

HIT POINTS 23

Bloodied: 11
 Healing Surge: 5
 Surges Per Day: 7

DEFENSES

Armor Class 14
 Fortitude 11
 Reflex 14
 Will 14

ABILITIES

10 Strength (+0)
 13 Constitution (+1)
 14 Dexterity (+2)
 18 Intelligence (+4)
 14 Wisdom (+2)
 10 Charisma (+0)

INITIATIVE +2
 SPEED 6 squares
 LANGUAGES
 Common, Giant
 VISION Low-light

ACTION POINTS 1**BASIC ATTACKS**

Melee basic attack: +2 (quarterstaff) Damage: 1d8
 Ranged basic attack: n/a

RACIAL ABILITIES

Bloodhunt: Gain +1 racial bonus to attack bloodied foes.
 Resist: Gain fire resistance 5.
 Infernal Wrath: You can use the infernal wrath encounter power.

FEATS

Jack of All Trades: Gain +2 to untrained skill checks.
 Ritual Caster: You may master and perform rituals.

CLASS FEATURES

Orb of Imposition: Once per encounter, you may impose a -2 penalty to saves one foe makes vs. your spells, or you can extend by 1 turn the duration of an at-will that otherwise ends at the end of your current turn.
 Cantrips: You know ghost sound, light, mage hand, and prestidigitation.

POWERS

At-Will Powers
 Cloud of Daggers, Ray of Frost

Encounter Powers
 Icy Terrain, Infernal Wrath

Daily Powers (choose one per day)
 Acid Arrow, Flaming Sphere

EQUIPMENT

cloth armor
 quarterstaff, orb
 trail rations (10 days), waterskin (full)
 spellbook
 backpack, bedroll, belt pouch
 50-feet of hemp rope, flint and steel
potion of healing
 2 gp, 10 gp of alchemical reagents

SKILLS

Acrobatics +4
 Arcana +9
 Athletics +2
 Bluff +4
 Diplomacy +2
 Dungeoneering +4
 Endurance +3
 Heal +4
 History +6
 Insight +7
 Intimidate +2
 Nature +7
 Perception +4
 Religion +9
 Stealth +6
 Streetwise +2
 Thievery +4

NORRIS BACKBREAKER

DWARF WARLORD (INSPIRING PRESENCE) 1

LAWFUL GOOD MALE

HIT POINTS 26

Bloodied: 13
Healing Surge: 6
Surges Per Day: 9

DEFENSES

Armor Class 16
Fortitude 14
Reflex 11
Will 13

ABILITIES

16 Strength (+3)
14 Constitution (+2)
12 Dexterity (+1)
10 Intelligence (+0)
12 Wisdom (+1)
15 Charisma (+2)

INITIATIVE +3

SPEED 5 squares

LANGUAGES

Common, Dwarven
VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +5 (maul) Damage: 2d6+3
Ranged basic attack: +3 (sling) Damage: 1d6+1

RACIAL ABILITIES

Cast-Iron Stomach: Gain +5 to saves vs. poison.

Dwarven Resilience: You can use your second wind as a minor action.

Encumbered Speed: You move your normal speed even when armor or a heavy load would reduce your speed.

Stand Your Ground: You move 1 less square due to forced movement. In addition, when at attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

FEATS

Pact Initiative: Gain training in Arcana, use at-will associated with Infernal pact as encounter power.

CLASS FEATURES

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative (on your sheet, not on theirs).

Commanding Presence: When an ally who can see you spends an action point to gain an extra action, they gain 2 hp.

Inspiring Word: You can use the inspiring word power.

POWERS

At-Will Powers

Viper's Strike, Wolf Pack Tactics

Encounter Powers

Guarding Attack, Hellish Rebuke,
Inspiring Word

Daily Powers

Bastion of Defense

SKILLS

Acrobatics +0
Arcana +5
Athletics +7
Bluff +2
Diplomacy +7
Dungeoneering +3
Endurance +8
Heal +1
History +5
Insight +1
Intimidate +2
Nature +1
Perception +1
Religion +0
Stealth +0
Streetwise +2
Thievery +0

KIZZY ZENDRA**HALFLING RANGER (TWO-BLADED) 1****GOOD FEMALE****HIT POINTS 30**

Bloodied: 15
 Healing Surge: 7
 Surges Per Day: 7

DEFENSES

Armor Class 15 (17 vs. OA)
 Fortitude 14
 Reflex 13
 Will 12

ABILITIES

13 Strength (+1)
 13 Constitution (+1)
 15 Dexterity (+2)
 10 Intelligence (+0)
 12 Wisdom (+1)
 15 Charisma (+2)

INITIATIVE +2
 SPEED 6 squares

LANGUAGES
 Common, Draconic
 VISION Normal

ACTION POINTS 1**BASIC ATTACKS**

Melee basic attack: +5 (scimitar) Damage: 1d8+3
 Ranged basic attack: +4 (shortbow) Damage: 1d8+2

RACIAL ABILITIES

Bold: Gain +5 to saves vs. fear.
 Nimble Reaction: Gain +2 racial bonus to AC vs. opportunity attacks.
 Second Chance: You may use second chance as an encounter power.

FEATS

Skill Training: Gain training in one skill (Thievery).
 Toughness: Gain 5 hp.

CLASS FEATURES

Fighting Style: You may wield a one-handed weapon in your off hand as if it were an off-hand weapon.
 Hunter's Quarry: Once per turn as a minor action, you designate the enemy nearest you as your quarry. Once per round, when you hit your quarry, you deal +1d6 damage with the attack.
 Prime Shot: You gain +1 to attack foes if none of your allies are nearer to it than you.

POWERS

At-Will Powers
 Hit and Run, Twin Strike

Encounter Powers
 Dire Wolverine Strike, Second Chance

Daily Powers
 Jaws of the Wolf

EQUIPMENT

hide armor
 2 scimitars, shortbow, 60 arrows
 trail rations (10 days), waterskin (full)
 climber's kit
 backpack, bedroll, belt pouch, flint and steel
 50-feet of hemp rope, empty flask
potion of healing

SKILLS

Acrobatics +8
 Arcana +0
 Athletics +7
 (+9 to climb)
 Bluff +2
 Diplomacy +2
 Dungeoneering +1
 Endurance +5
 Heal +1
 History +0
 Insight +1
 Intimidate +2
 Nature +6
 Perception +6
 Religion +0
 Stealth +1
 Streetwise +2
 Thievery +8

ROJAN REDJACK

HALF-ELF FIGHTER (ONE-HAND WEAPONS) 1

LAWFUL GOOD MALE

HIT POINTS 32

Bloodied: 16
Healing Surge: 8
Surges Per Day: 12

DEFENSES

Armor Class 19
Fortitude 15
Reflex 13
Will 11

ABILITIES

16 Strength (+3)
17 Constitution (+3)
8 Dexterity (-1)
13 Intelligence (+1)
13 Wisdom (+1)
12 Charisma (+1)

INITIATIVE -1

SPEED 5 squares

LANGUAGES
Common, Elven, Deep Speech

VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +7 (bastard sword) Damage: 1d10+3
Ranged basic attack: +6 (javelin) Damage: 1d6+3

RACIAL ABILITIES

Dilettante: You may use careful attack as an encounter power.
Dual Heritage: You may take Elf and/or Human feats.
Group Diplomacy: You grant allies +1 racial bonus to Diplomacy.

FEATS

Weapon Proficiency: Gain proficiency with the bastard sword.

CLASS FEATURES

Combat Challenge: You can mark targets and make a melee basic attack vs. a foe that is adjacent to you and shifts.
Fighter Weapon Talent: Gain +1 to attack with one-handed weapons.
Combat Superiority: Gain +1 to opportunity attacks; if a foe is struck by an opportunity attack from you, it stops moving if movement provoked the attack.

POWERS

At-Will Powers
Cleave, Tide of Iron

Encounter Powers
Careful Attack, Spinning Sweep

Daily Powers
Villain's Menace

EQUIPMENT

scale armor, heavy shield
bastard sword, 3 javelins
potion of healing

SKILLS

Acrobatics -3
Arcana +1
Athletics +6
Bluff +1
Diplomacy +3
Dungeoneering +1
Endurance +6
Heal +6
History +1
Insight +3
Intimidate +1
Nature +1
Perception +1
Religion +1
Stealth -3
Streetwise +1
Thievery -3

THE WARRINGER'S SON

HIT POINTS 29

Bloodied: 14
 Healing Surge: 7
 Surges Per Day: 12

DEFENSES

Armor Class 18
 Fortitude 14
 Reflex 12
 Will 15

ABILITIES

14 Strength (+2)
 14 Constitution (+2)
 10 Dexterity (+0)
 9 Intelligence (-1)
 16 Wisdom (+3)
 16 Charisma (+3)

INITIATIVE +0
 SPEED 5 squares
 LANGUAGES
 Common, Giant
 VISION Normal

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +4 (glaive) Damage: 2d4+2
 Ranged basic attack: +4 (handaxe) Damage: 1d6+2

RACIAL ABILITIES

Bonus At-Will Power: You gain valiant strike power.
 Bonus Skill and Feat: You gain training in Religion and the Action Surge feat.
 Human Defense Bonuses: You gain +1 to all defenses (already factored).

FEATS

Action Surge: Gain a +3 bonus to attack rolls made during an action granted by an action point.
 Healing Hands: Add +3 to damage healed by lay on hands.

CLASS FEATURES

Channel Divinity: You can channel divinity for two powers: divine mettle and divine strength.
 Divine Challenge: You can use the divine challenge power.
 Lay on Hands: You can use the lay on hands power.

POWERS

At-Will Powers
 Bolstering Strike, Holy Strike, Valiant Strike,
 Divine Challenge, Lay on Hands

Encounter Powers
 Channel Divinity, Radiant Smite

Daily Powers
 Paladin's Judgment

EQUIPMENT

plate armor
 glaive, two handaxes
 holy symbol
 climber's kit
 belt pouch, 50-feet of hemp rope
potion of healing

SKILLS

Acrobatics -2
 Arcana -1
 Athletics +0
 (+2 to climb)
 Bluff +3
 Diplomacy +3
 Dungeoneering +3
 Endurance +5
 Heal +8
 History +4
 Insight +3
 Intimidate +8
 Nature +3
 Perception +3
 Religion +4
 Stealth -2
 Streetwise +3
 Thievery -2

BLOODSONG OF THE DARK

ELADRIN ROGUE (ARTFUL DODGER) 2

UNALIGNED FEMALE

HIT POINTS 31

Bloodied: 15
Healing Surge: 7
Surges Per Day: 8

DEFENSES

Armor Class 17 (21 vs. OA)
Fortitude 13
Reflex 17
Will 14

ABILITIES

12 Strength (+2)	INITIATIVE +5
14 Constitution (+3)	
18 Dexterity (+5)	SPEED 6 squares
10 Intelligence (+1)	
11 Wisdom (+1)	LANGUAGES
14 Charisma (+3)	Common, Elven
	VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +5 (short sword) Damage: 1d6+1
Ranged basic attack: +8 (shuriken) Damage: 1d6+4

RACIAL ABILITIES

Eladrin Will: Gain +5 to saves vs. charm.
Fey Origin: You are considered fey.
Fey Step: You can use the *fey step* encounter power.

FEATS

Backstabber: Damage dice on sneak attack increased to d8s.
Defensive Mobility: Gain +2 to AC vs. opportunity attacks.

CLASS FEATURES

First Strike: You have combat advantage vs. any foe who hasn't yet acted.
Rogue Tactics: Gain +2 to AC vs. opportunity attacks.
Sneak Attack: Once per round, if you have combat advantage vs. foe and are wielding a light blade, crossbow, or sling, you deal an extra +2d8 damage.

POWERS

At-Will Powers
Deft Strike, Sly Flourish

Encounter Powers
Fey Step, King's Castle, Tumble

Daily Powers
Easy Target

EQUIPMENT

leather armor
short sword, club, 20 shuriken
trail rations (10 days), waterskin (full)
thieves' tools, climber's kit
backpack, bedroll, belt pouch,
bottle of wine
50-feet of hemp rope, flint and steel
empty flask
potion of healing
8 gp

SKILLS

Acrobatics +10
Arcana +3
Athletics +7 (+9 climb)
Bluff +3
Diplomacy +3
Dungeoneering +6
Endurance +3
Heal +1
History +3
Insight +6
Intimidate +3
Nature +1
Perception +6
Religion +1
Stealth +10
Streetwise +3
Thievery +10
(+12 vs. locks/traps)

HIT POINTS 27

Bloodied: 13
 Healing Surge: 6
 Surges Per Day: 7

DEFENSES

Armor Class 15
 Fortitude 12
 Reflex 15
 Will 15

ABILITIES

10 Strength (+1)
 13 Constitution (+2)
 14 Dexterity (+3)
 18 Intelligence (+5)
 14 Wisdom (+3)
 10 Charisma (+1)

INITIATIVE +3

SPEED 6 squares

LANGUAGES

Common, Giant
 VISION Low-light

ACTION POINTS 1**BASIC ATTACKS**

Melee basic attack: +3 (quarterstaff) Damage: 1d8
 Ranged basic attack: n/a

RACIAL ABILITIES

Bloodhunt: Gain +1 racial bonus to attack bloodied foes.
 Resist: Gain fire resistance 6.
 Infernal Wrath: You can use the *infernal wrath* encounter power.

FEATS

Ferocious Rebuke: When you use *infernal wrath* and hit, you may push the target 1 square in addition to damage.
 Jack of All Trades: Gain +2 to untrained skill checks.
 Ritual Caster: You may master and perform rituals.

CLASS FEATURES

Orb of Imposition: Once per encounter, you may impose a -2 penalty to saves one foe makes vs. your spells, or you can extend by 1 turn the duration of an at-will that otherwise ends at the end of your current turn.
 Cantrips: You know *ghost sound*, *light*, *mage hand*, and *prestidigitation*.

POWERS

At-Will Powers
 Cloud of Daggers, Ray of Frost

Encounter Powers
 Icy Terrain, Infernal Wrath, Shield

Daily Powers (choose one per day)
 Acid Arrow, Flaming Sphere

EQUIPMENT

cloth armor
 quarterstaff, orb
 trail rations (10 days), waterskin (full)
 spellbook
 backpack, bedroll, belt pouch
 50-feet of hemp rope, flint and steel
potion of healing
 2 gp, 10 gp of alchemical reagents

SKILLS

Acrobatics +5
 Arcana +10
 Athletics +3
 Bluff +5
 Diplomacy +3
 Dungeoneering +5
 Endurance +4
 Heal +5
 History +7
 Insight +8
 Intimidate +3
 Nature +8
 Perception +5
 Religion +10
 Stealth +7
 Streetwise +3
 Thievery +5

NORRIS BACKBREAKER

DWARF WARLORD (INSPIRING PRESENCE) 2

LAWFUL GOOD MALE

HIT POINTS 31

Bloodied: 15
Healing Surge: 7
Surges Per Day: 9

DEFENSES

Armor Class 17
Fortitude 15
Reflex 12
Will 14

ABILITIES

16 Strength (+4) INITIATIVE +4
14 Constitution (+3)
12 Dexterity (+2) SPEED 5 squares
10 Intelligence (+1)
12 Wisdom (+2) LANGUAGES
15 Charisma (+3) Common, Dwarven
VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +6 (maul) Damage: 2d6+5
Ranged basic attack: +4 (sling) Damage: 1d6+1

RACIAL ABILITIES

Cast-Iron Stomach: Gain +5 to saves vs. poison.
Dwarven Resilience: You can use your second wind as a minor action.
Encumbered Speed: You move your normal speed even when armor or a heavy load would reduce your speed.
Stand Your Ground: You move 1 less square due to forced movement. In addition, when at attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

FEATS

Dwarven Weapon Training: You gain proficiency with axes and hammers, and deal +2 damage with them.
Pact Initiate: Gain training in Arcana, use at-will associated with Infernal pact as encounter power.

CLASS FEATURES

Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative (on your sheet, not on theirs).
Commanding Presence: When an ally who can see you spends an action point to gain an extra action, they gain 2 hp.
Inspiring Word: You can use the inspiring word power.

POWERS

At-Will Powers
Viper's Strike, Wolf Pack Tactics

Encounter Powers
Guarding Attack, Hellish Rebuke,
Inspiring Word, Knight's Move

Daily Powers
Bastion of Defense

SKILLS

Acrobatics +1
Arcana +6
Athletics +8
Bluff +3
Diplomacy +8
Dungeoneering +4
Endurance +9
Heal +2
History +6
Insight +2
Intimidate +3
Nature +2
Perception +2
Religion +1
Stealth +1
Streetwise +3
Thievery +1

KIZZY ZENDRA**HALFLING RANGER (TWO-BLADED) 2****GOOD FEMALE****HIT POINTS 35**

Bloodied: 17
 Healing Surge: 8
 Surges Per Day: 7

DEFENSES

Armor Class 16 (18 vs. OA)
 Fortitude 15
 Reflex 14
 Will 13

ABILITIES

13 Strength (+2)
 13 Constitution (+2)
 15 Dexterity (+3)
 10 Intelligence (+1)
 12 Wisdom (+2)
 15 Charisma (+3)

INITIATIVE +3
 SPEED 6 squares

LANGUAGES
 Common, Draconic
 VISION Normal

ACTION POINTS 1**BASIC ATTACKS**

Melee basic attack: +6 (scimitar) Damage: 1d8+3
 Ranged basic attack: +5 (shortbow) Damage: 1d8+2

RACIAL ABILITIES

Bold: Gain +5 to saves vs. fear.
 Nimble Reaction: Gain +2 racial bonus to AC vs. opportunity attacks.
 Second Chance: You may use second chance as an encounter power.

FEATS

Skill Training: Gain training in one skill (Thievery).
 Lethal Hunter: Damage dice for Hunter's Quarry increases to d8's.
 Toughness: Gain 5 hp.

CLASS FEATURES

Fighting Style: You may wield a one-handed weapon in your off hand as if it were an off-hand weapon.
 Hunter's Quarry: Once per turn as a minor action, you designate the enemy nearest you as your quarry. Once per round, when you hit your quarry, you deal +1d8 damage with the attack.
 Prime Shot: You gain +1 to attack foes if none of your allies are nearer to it than you.

POWERS

At-Will Powers
 Hit and Run, Twin Strike

Encounter Powers
 Dire Wolverine Strike, Second Chance, Unbalancing Parry

Daily Powers
 Jaws of the Wolf

SKILLS

Acrobatics +9
 Arcana +1
 Athletics +8
 (+10 to climb)
 Bluff +3
 Diplomacy +3
 Dungeoneering +2
 Endurance +6
 Heal +2
 History +1
 Insight +2
 Intimidate +3
 Nature +7
 Perception +7
 Religion +1
 Stealth +2
 Streetwise +3
 Thievery +9

ROJAN REDJACK

HALF-ELF FIGHTER (ONE-HAND WEAPONS) 2

LAWFUL GOOD MALE

HIT POINTS 38

Bloodied: 16
Healing Surge: 9
Surges Per Day: 12

DEFENSES

Armor Class 20
Fortitude 16
Reflex 13
Will 12

ABILITIES

16 Strength (+4)
17 Constitution (+4)
8 Dexterity (0)
13 Intelligence (+2)
13 Wisdom (+2)
12 Charisma (+2)

INITIATIVE -1

SPEED 5 squares

LANGUAGES
Common, Elven, Deep Speech

VISION Low-light

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +8 (bastard sword) Damage: 1d10+4
Ranged basic attack: +7 (javelin) Damage: 1d6+3

RACIAL ABILITIES

Dilettante: You may use careful attack as an encounter power.
Dual Heritage: You may take Elf and/or Human feats.
Group Diplomacy: You grant allies +1 racial bonus to Diplomacy.

FEATS

Weapon Proficiency: Gain proficiency with the bastard sword.
Weapon Focus (Heavy Blade): Gain a +1 feat bonus to damage rolls with heavy blades.

CLASS FEATURES

Combat Challenge: You can mark targets and make a melee basic attack vs. a foe that is adjacent to you and shifts.
Fighter Weapon Talent: Gain +1 to attack with one-handed weapons.
Combat Superiority: Gain +1 to opportunity attacks; if a foe is struck by an opportunity attack from you, it stops moving if movement provoked the attack.

POWERS

At-Will Powers
Cleave, Tide of Iron

Encounter Powers
Careful Attack, Spinning Sweep

Daily Powers
Unstoppable, Villain's Menace

SKILLS

Acrobatics -2
Arcana +2
Athletics +7
Bluff +2
Diplomacy +4
Dungeoneering +2
Endurance +7
Heal +7
History +2
Insight +4
Intimidate +2
Nature +2
Perception +2
Religion +2
Stealth -2
Streetwise +2
Thievery -2

THE WARRINGER'S SON

HIT POINTS 35

Bloodied: 17
 Healing Surge: 8
 Surges Per Day: 14

DEFENSES

Armor Class 19
 Fortitude 15
 Reflex 13
 Will 16

ABILITIES

14 Strength (+3) INITIATIVE +1
 14 Constitution (+3)
 10 Dexterity (+1) SPEED 5 squares
 9 Intelligence (0)
 16 Wisdom (+4) LANGUAGES
 16 Charisma (+4) Common, Giant
 VISION Normal

ACTION POINTS 1

BASIC ATTACKS

Melee basic attack: +5 (glaive) Damage: 2d4+2
 Ranged basic attack: +5 (handaxe) Damage: 1d6+2

RACIAL ABILITIES

Bonus At-Will Power: You gain valiant strike power.
 Bonus Skill and Feat: You gain training in Religion and the Action Surge feat.
 Human Defense Bonuses: You gain +1 to all defenses (already factored).

FEATS

Action Surge: Gain a +3 bonus to attack rolls made during an action granted by an action point.
 Durable: You gain two extra healing surges per day.
 Healing Hands: Add +3 to damage healed by lay on hands.

CLASS FEATURES

Channel Divinity: You can channel divinity for two powers: divine mettle and divine strength.
 Divine Challenge: You can use the divine challenge power.
 Lay on Hands: You can use the lay on hands power.

POWERS

At-Will Powers
 Bolstering Strike, Holy Strike, Valiant Strike,
 Divine Challenge, Lay on Hands

Encounter Powers
 Channel Divinity, Radiant Smite

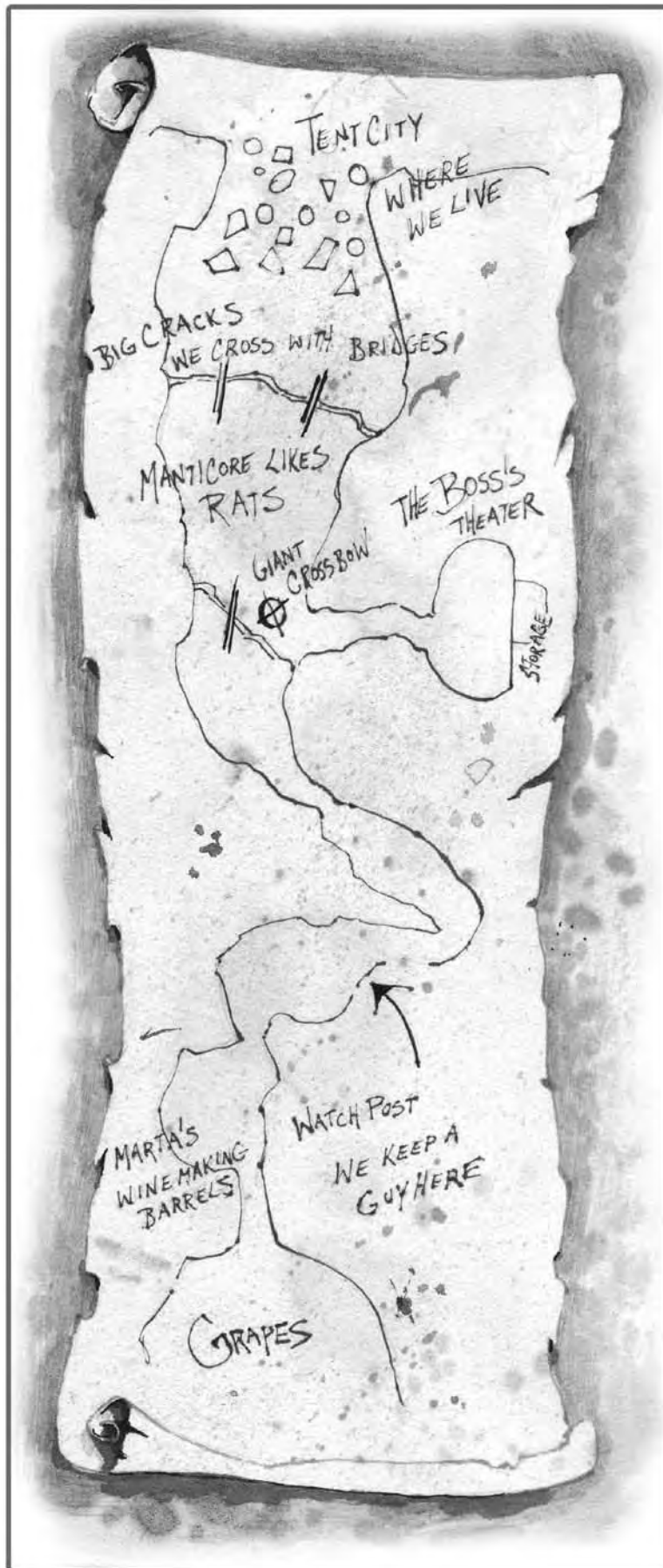
Daily Powers
 Paladin's Judgment, Sacred Circle

EQUIPMENT

plate armor
 glaive, two handaxes
 holy symbol
 climber's kit
 belt pouch, 50-feet of hemp rope
potion of healing

SKILLS

Acrobatics -1
 Arcana +0
 Athletics +1
 (+3 to climb)
 Bluff +4
 Diplomacy +4
 Dungeoneering +4
 Endurance +6
 Heal +9
 History +5
 Insight +4
 Intimidate +9
 Nature +4
 Perception +4
 Religion +5
 Stealth -1
 Streetwise +4
 Thievery -1



HANDOUT 1-A

Adrasticus Unbound

or "The Death of the Cyclops"

by Jokrassus, under duress

Act I, Scene IV

THE BANDIT LORD'S TENT, AT NIGHT

Characters: the BANDIT LORD, two HENCHMEN

HENCHMAN ONE: The witch draws near, Lord.

HENCHMAN TWO: Flee, great Adrasticus! She will not stay dead!

BANDIT LORD: Fools! I will flee no foe, and especially not this crone.

Enter the BLOODSTAINED ORACLE

ORACLE: True words, Adrasticus. You will never flee, even when you should.

BANDIT LORD: Too late for flattery, hag! Taste my sword!

ORACLE: No need for more violence, bandit lord, you have paid my price. I am here to offer you a vision of the future.

BANDIT LORD: Go on, witch.

ORACLE: One greater than even you draws close, bandit lord. Sired by the Warbringer, grown to manhood in the Far Garden was Kaios the Cyclops. He seeks to claim his birthright, which is war for its own sake. The slaughter to come will visit your doorstep first, Adrasticus.

BANDIT LORD: Then he will die!

ORACLE: No, though you are a mighty man, he is born of a god. He will break your back and carry your skull as a trophy unless

BANDIT LORD: Unless what?

ORACLE: Unless you offer him tribute, just as you claim from the nearby villages. Offer Kaios your loyalty, and he will gift you with your life. He will want allies in this land, and you can be first among them.

BANDIT LORD: Why do you tell me this, crone? Why aid me?

ORACLE: Because by aiding you I aid my master, Xeluth the Warbringer. I serve not His son, but I know how to serve Him.

BANDIT LORD: When will this 'Kaios' come?

ORACLE: Not for a time, and only after you come to see me in the abandoned lighthouse. Be warned, Adrasticus, I will demand you meet my price again.

CURTAIN

A reminder to the sentinels manning
the lighthouse, and who wish to faithfully serve —
“Once shall lead to certain doom,
while twice opens the door to the warrior’s gloom.”

To Those Who Would Seek to Control the Oracle...

or Perhaps Control Her... Know This -

"Blood Begets Blood Begets Blood...

The Blood of Fire Vanquishes the Blood of Shadow,

And the Blood of Shadow Vanquishes the Blood of the Oracle."

TAKE HEED!

first fear to

make no track

avoid the plight

then watch the

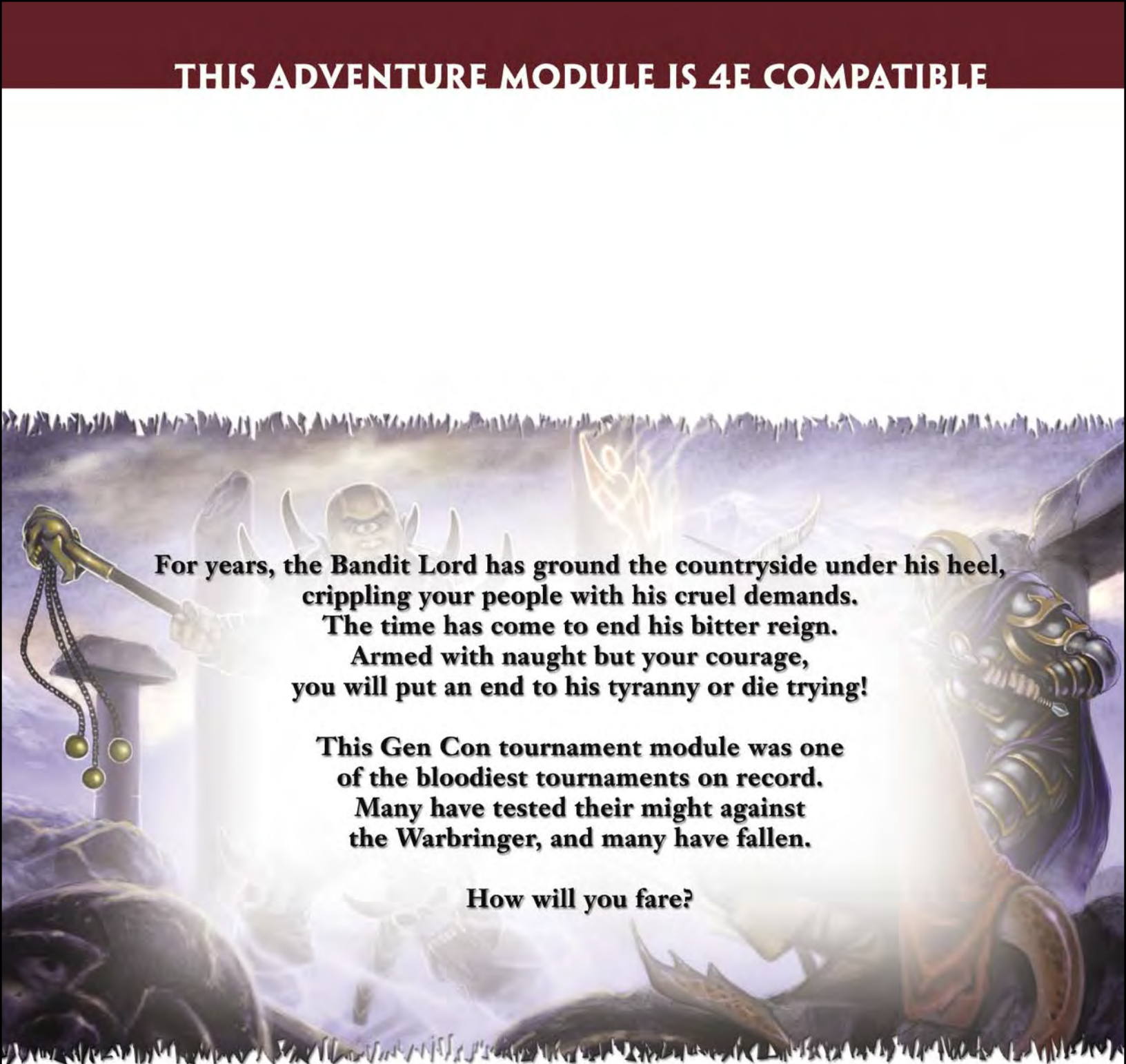
tread next to red

next to black

of spots of night

veiled of crimson scales

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