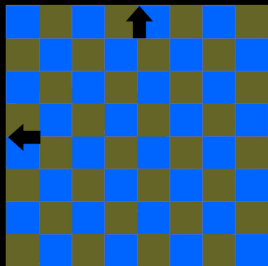
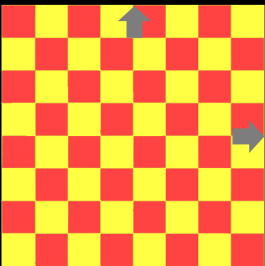
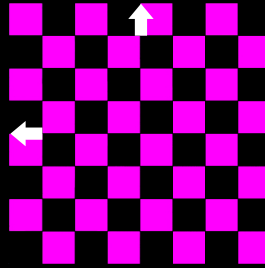
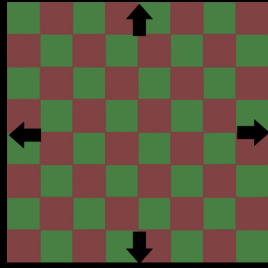
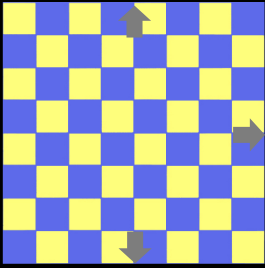
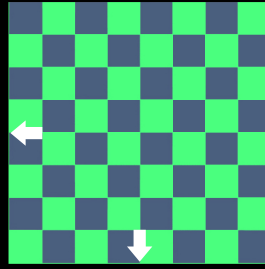
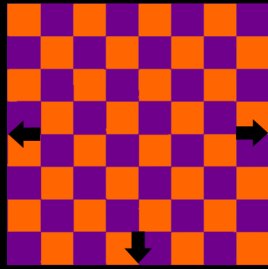
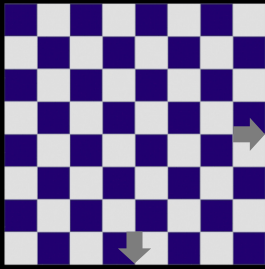


# Combat Duality



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Jon Picardi

beings are made for level 1 characters (adjust when necessary)

All beings have these stats (unless stated otherwise):

AC: 16 Hp: 45 (5d10+15) Speed: 35 stone claws (1d6+3)  
STR 18 DEX 17 CON 16 INT 14 WIS 15

## Virtuous Beings

**Chastity**- instead of fighting it tries to run away from the players. When a player hits Chastity they become poisoned and Chastity teleports to another part of the room. Speed: 60ft

**Temperance**- can only move or attack per turn, but it never misses or fails.

**Charity**- heals everyone, including itself, half of its current health  
Hp: 50

**Diligence**- attacks only one player at a time (DM chooses). When that player dies the battle is over and the party would have to return to fight it again.

**Patience**- always goes last. Upon its death, the player who dealt it the most damage dies. If two or more players dealt equal damage, no player dies. Hp:60

**Kindness**- instead of dealing damage it teleports the effected player to another room of their choosing. Once they leave the room they are out of the fight. If everyone is gone then the battle is over. Hp: 30

**Humility**- does not fight back. The player that kills it cannot fight in the next battle (unless they are the last person). Hp: 10

Your party awakes in a checker pattern room. None recall how they got here, but all agree that they must leave as soon as possible. Peeking through the small hallways, your party sees two monstrous statues in the middle of the rooms. Combat seems inevitable.

**SETUP:** The party begins in the top left corner room.

The Dungeon Master places one virtuous being and its opposite sinful being in each of the rooms. The party decides who goes first.

**RULES:** In order for the party to win they must exit a hallway that leads off the map with either seven virtuous keys or seven sinful keys. Keys are earned by defeating the associated beings.

In order for the dungeon master to win all party members must die.

At the end of the last party members turn, the DM must slide the tiles into a different order. Each tile can only move once and all must be moved until there is no possible way to move any more.

Each time a player enters a room with a being a D20 must be rolled (parties can enter at the same time).

The following effects occur based on the roll:

1: the party instantly begins combat with both beings of the room (unless there is only one left).

2-5: combat instantly begins with one being of the DM's choosing

6-10: party members can position themselves before combat of the DM's choosing

11-15: party members can position themselves before combat of the party's choosing

16-20: the party can move to a new room without combat (if they so choose).

After seven keys of a kind are obtained the party has one turn to prepare before combat begins with any two beings of the DM's choosing. The only requirement is the one must be virtuous and the other be sinful.

## Sinful Beings

**Lust**- Only one player can hurt it (DM chooses who) and they are immune to Lust's attacks. If they die then another person is chosen.

**Gluttony**- It restores health equal to the amount of damage it deals  
Hp: 25

**Greed**- attacks all players at the same time. STR: 15

**Sloth**- goes last unless Patience is present. Only attacks the player that dealt it the most damage that turn. The player that dealt the most damage cannot attack the next turn. Hp 60

**Wrath**- It takes its turn between each player's turn STR: 15 Hp: 35  
Speed 40 AC: 14

**Envy**- can move between rooms on the following turn after it is damaged. When players enter the other rooms, battles with other beings are initiated as normal.

**Pride**- Always goes first, only one player may fight it at a time (the party chooses who). A player may yield but then Pride's health is fully restored. If the player dies then another player will fight Pride, but Pride's health is not restored.