

Lair of the Dread Witch

A DUNGEONS & DRAGONS® Delve For Characters of 1st Level

Written by Jonathan Rogers

In the deep forest, a place of dark power lies, its corruptive influence seeping into the lands beyond its borders. Can you contain the threat of the dread witch, and stop her rituals before all falls into darkness? A 1st-level D&D convention delve, where you can play as often as you like, earning tokens that can be redeemed for prizes!

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Adventure Summary

The Lair of the Dread Witch offers adventurers a chance for glory and priceless treasures. Unfortunately, most who delve into the enchanted depths will never share the tale...

Lair of the Dread Witch is a D&D Delve - a dungeon crawl pure and simple. Players at a D&D Delve have a 1 hour time limit on their play experience, but may play the D&D Delve as often as they like (subject to availability).

Running the D&D Delve is basically running a combat adventure with player characters (PCs) moving from room to room, encounter to encounter. Each scene is one room with a piece of setup text and a battle ready to go. The monsters are all hostile, the rooms are all fairly standard in design.

There are four maps that represent four areas to be explored. There are two encounters per map. Two encounters are more than enough to keep players busy for 60 minutes. Keep the action flowing and the narratives short. There is a time and a place for roleplaying, the 60 minutes each PC spends in the D&D Delve is neither.

Delve Encounter System

Encounter Prep and Info

When you DM the D&D Delve, you'll either be assigned an area or get to choose the area you set up. After you've sat down and prepared the play area by setting up the map (if necessary), roll a d4. The result is the encounter series that your first group of PCs will fight.

Each encounter series usually has two pages, one with all of the DM information and the other with Monster and trap or hazard stat blocks (if necessary). Each encounter has text and tactics that describes the scene. There is a short piece of text attached to each room; simply read it and adjudicate the combat that follows.

Always keep in mind that the PCs only have 60 minutes and they are struggling to get as many tokens as they can in that amount of time. The primary thing to keep in mind while running the D&D Delve is that players are going to be eager to get started and will move as quickly as they can to collect as many rewards as possible in the time allotted (60 minutes). Don't delay them any more

than necessary with descriptions or prose. Run each battle as swiftly as you can while maintaining a sense of style and control.

Delve Tokens (Glyphstones)

Players earn tokens (called "glyphstones") for advancing through encounters in the D&D Delve. They have value as currency that can be spent on various special prizes. See **Token Distribution** on the next page for more information.

Adventuring in the Delve

Players may only use the PCs supplied for the D&D Delve. No duplicates are allowed at the table. No changes are allowed to the PCs, although PCs may swap equipment amongst themselves once the game has started.

The D&D Delve was written with these characters in mind and this also ensures fairness and equality to all players.

Rules

The D&D Delve uses D&D 4th Edition core rules. Initiative is to be run as per the *Player's Handbook*. The D&D Delve is a D&D experience, and all rules should be played in accordance with core rules, except where otherwise noted.

- At the end of 60 minutes, all PCs escape from the D&D Delve. Resolve only the active player's action.
- There are no rewards cards allowed in the Delve, but players may bring Delve certificates earned throughout the weekend to augment their character's equipment.

Levels

This D&D Delve is divided into three levels of play - each level represents a tougher challenge, but a potential of a greater reward.

- **The Forest Entrance (1st Level)** is the easiest level of the D&D Delve, and is represented by encounters on Map 1.
- **The Ancient Dungeon (2nd Level)** is the area directly below the ruins, where the Dread Witch has placed numerous traps and made deals with nasty creatures to guard her lower lair. It is represented by encounters on Maps 2 and 3.

- **The Cavern Lair (3rd Level)** is the dangerous final area below the dungeon complex, the home of the Dread Witch. Treasure is found more frequently here. It is represented by encounters on Map 4.

Short Rest

A forced short rest is in play between encounters - this ensures maximum play experience.

Outside the Delve Area

The only area the PCs may traverse during their Delve is on the maps, unless noted otherwise. All other areas are blocked off and are beyond the scope of the Delve.

Equipment & Looting

It is perfectly acceptable for PCs to exchange equipment amongst themselves after entering the D&D Delve, as long as you are made aware of it. They may not select new equipment. PCs that die stay in the D&D Delve until time is up, as does their equipment. The monsters that die instantly disappear, along with their gear. All that is left is a Glyphstone.

Summary

The Delve is high energy, fast-paced fun. Be prepared and organized before starting. Use the core rules (for instance, use the standard initiative system) and above all else, give your players an exciting, challenging and fun 60 minutes of delving!

Adventure Introduction

Begin the D&D Delve with the following text. Paraphrase if desired but try not to use more time than the text below would normally require.

From deep within a haunted forest corruption has been growing. Now is the time to strike and slay the dread witch before her rituals blight the land forever. This is your chance to be a hero, you might even live to tell the tale.

When the players are ready, place their PC miniatures on the start area of the map. From here, immediately go to the read-aloud text for the 1st encounter.

The timer starts now!

Token Distribution

The maximum number of tokens a player can earn in one run through of a D&D Delve is four (4).

- A player earns one (1) token just for sitting at the table.
- A player can earn one (1) to three (3) more tokens based on how many encounters the PCs defeat during the 60 minutes.
- One (1) token is earned for the first encounter, and two (2) tokens for defeating the second encounter. However, if a team fails to defeat the last encounter but gets the monsters to around half hit points or less, they earn one (1) token.
- A player can possess no more than four (4) tokens at the end of each play instance of the D&D Delve (the initial one (1) and the three (3) earned for successfully defeating both encounters).
- The Delve is a team event. If a PC dies in the first encounter, the player still receives the same tokens the rest of the team does. For instance, if the party defeats both encounters, he/she will receive 4 tokens (1 for starting, 1 for 1st encounter, 2 for 2nd encounter). This rewards selfless play and encourages those with early PC deaths to stay interested in the outcome.
- Tokens can be exchanged for prizes from the Rewards Center.

Treasure and Gearing Up

Scattered throughout some of the encounters on the maps are opportunities for a character in the group to obtain a piece of treasure. When the adventure calls for a **Treasure Roll**, all players at the table roll a d20.

- Players must subtract 2 points from their roll for each treasure they currently possess, or 1 point for each *potion of healing*.
- After the rolls have been modified, the player with the highest roll gets to select an appropriate treasure certificate from the Rewards Center (the same place where the tokens are redeemed).
- **Any player rolling a natural 20** gets to select an appropriate treasure certificate from the Rewards Center, no matter how many other players also qualified for a piece of treasure.
- Players may also redeem tokens for pieces of treasure. The cost in tokens is listed on the treasure certificate.

Encounter 1

Setup

- 2 Lesser Fire Elemental (E)
- 2 Stirge (S)
- 1 Crocodile (C)

The fire elementals are dancing on the pool. The stirges are in the trees beyond the webbing which grants them cover.

When the players place their miniatures, read:

The forest in this region has given way to a humid bog. Small jets of flame gout out of a nearby pool. Giant old spiderwebs clutter this region while the trees are alive with buzzing. As you approach a crocodile bursts from the detritus of the bog floor.

Perception Check

DC 8: Giant mosquito-like creatures are moving in the trees on the other side of the webs

DC 12: Two of the flames on the pool appear to be persistent.

Tactics

The crocodile charges forward to engage the majority of the party while the stirges will team up against party members separated from the group. The fire elementals will attempt to concentrate their attacks on the targets of the stirges.

Features of the Area

Illumination: The area is well lit.

Trees: The trees are 10 feet tall, provide concealment, and rough terrain.

Spider Webs: These are challenging terrain. They take three squares of movement or a DC 12 Acrobatics check. If you fail the check you are grabbed by the web (DC 12 escape). Fire based burst and area attacks will cause the web to burn causing 1d6 damage to anyone in the web for the next 3 rounds. After that the web area is considered normal terrain.

Pool: The pool is shallow and counts as difficult terrain. Fire based burst and area attacks will cause the pool to flash ignite causing 1d6 damage to anyone in the pool.



| Lesser Fire Elemental | Level 1 Skirmisher |
|--|---|
| Small elemental magical beast (fire) | XP 100 |
| HP 27; Bloodied 13 | Initiative +6 |
| AC 14, Fortitude 12, Reflex 14, Will 13 | Perception +1 |
| Speed 8, fly 4 (clumsy) | |
| TRAITS | |
| Frozen In Place | |
| Whenever the elemental takes cold damage, it cannot shift until the end of its next turn. | |
| Heart of Flame (fire) | |
| Whenever an enemy adjacent to the elemental misses it with a melee attack, that enemy takes 3 fire damage. | |
| STANDARD ACTIONS | |
| m Slam (fire) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +4 vs. Reflex | |
| <i>Hit:</i> Ongoing 5 fire damage (save ends). | |
| MINOR ACTIONS | |
| Flickering Flame F At-Will | |
| <i>Effect:</i> The elemental shifts 1 square. | |
| Str 10 (+0) | Dex 19 (+4) |
| Con 11 (+0) | Int 5 (-3) |
| Wis 13 (+1) | Cha 6 (-2) |
| Alignment unaligned | Languages understands Primordial |

| Crocodile | Level 3 Soldier |
|--|-------------------------|
| Medium natural beast (reptile) | XP 150 |
| HP 46; Bloodied 23 | Initiative +4 |
| AC 19, Fortitude 16, Reflex 14, Will 15 | Perception +3 |
| Speed 4, swim 8 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 1d10 + 6 damage, and the crocodile grabs the target (escape DC 13). | |
| Crushing Jaws F At-Will | |
| <i>Effect:</i> Melee 1 (one creature grabbed by the crocodile). The target takes 2d8 + 3 damage. | |
| Skills Stealth +7 | |
| Str 17 (+4) | Dex 12 (+2) |
| Con 14 (+3) | Int 1 (-4) |
| Wis 14 (+3) | Cha 7 (-1) |
| Alignment unaligned | Languages – |

| Stirge | Level 1 Lurker |
|---|-----------------------|
| Small natural beast | XP 100 |
| HP 22; Bloodied 11 | Initiative +7 |
| AC 15, Fortitude 12, Reflex 15, Will 12 | Perception +0 |
| Speed 2, fly 6 | Darkvision |
| TRAITS | |
| Nimble Bloodsucker | |
| While the stirge has a creature grabbed, it gains a +5 bonus to AC and Reflex | |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| <i>Attack:</i> The stirge must not be grabbing a creature. | |
| <i>Attack:</i> Melee 1 (one creature); +6 vs. AC. | |
| <i>Hit:</i> 1d4 + 5 damage, and the stirge grabs the target (escape DC 12). Until the grab ends, the target takes ongoing 5 damage. | |
| Skills Stealth +8 | |
| Str 8 (-1) | Dex 16 (+3) |
| Con 10 (+0) | Int 1 (-5) |
| Wis 10 (+0) | Cha 4 (-3) |
| Alignment unaligned | Languages – |

Encounter 2

Setup

2 Halfling Trickster (T)
 1 Halfling Water Witch (W)
 2 Dire Rat (R)

All of the of the monsters have been alerted to the parties presence and start the combat hidden. The Halfling Tricksters lay in wait behind the temple dais. The Witch watches from the corner to determine the direction of the fight.

As the PC's take a short rest and explore, read:

Ancient walls crumble before your eyes. Aside from the occasional clatter of stone on stone, the old temple is unnaturally quiet.

Dungeoneering Check

DC 12: *The walls appear to be extremely unstable and capable of tumbling down at any moment.*

Tactics

The halfling tricksters start the combat hidden and delay for the first party member to come into the temple. They will take shots when they can deal the extra damage and then hide for another round until they can deal the extra damage again. If the party advances to closely to the tricksters, they will retreat up the wall hoping the PCs will follow. The dire rats will attempt to bottle neck the party at the wall gaps. The halfling water witch will start furthest back choosing her time to strike judiciously. She uses her attacks to keep PCs out of advantageous positions on the dire rats.

Features of the Area

Ruins: The walls of the ruins are 10 feet tall and able to support a small creatures weight. Medium or larger creatures must make DC 12

Acrobatics check to avoid causing the wall to collapse. If failed the wall collapses trapping the PC. A trapped PC takes 1d10 falling damage and is immobilized until the end of their next turn.

Platform with Statues: The platform is 5 feet tall. The stairs take two squares to move up. The statues are also 5 feet tall.

Well: The well is treated like a pit 20 feet deep with water at the bottom. Falling causes 1d10 damage. The high wall around the well give a +2 to saves to avoid falling in.

Ladder: This ladder leads deeper into the dungeon.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| | |
|---|---------------------------------|
| Halfling Trickster Small natural humanoid | Level 3 Lurker XP 150 |
| HP 35; Bloodied 17 AC 17, Fortitude 15, Reflex 17, Will 17 Speed 6 | Initiative +9 Perception +6 |
| Traits | |
| Nimble Reaction The halfling gains a +2 bonus to AC against opportunity attacks. | |
| Bamboozle When the halfling ends a turn in which it did not attack and it has cover or concealment from a creature, it is hidden from that creature until the end of its next turn. | |
| Standard Actions | |
| m Short Sword (weapon) F At-Will Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d6 + 4 damage, or 4d6 + 8 if the halfling was hidden from the target when it attacked. | |
| Minor Actions | |
| A Smoke Pellet F At-Will Effect: Area burst 1 within 10. The area of the burst is lightly obscured until the end of the halfling's next turn. | |
| Skills Acrobatics +12, Athletics +8, Bluff +10, Thievery +12 Str 14 (+3) Dex 19 (+5) Wis 11 (+1) Con 11 (+1) Int 11 (+1) Cha 18 (+5) | |
| Alignment unaligned Languages Common | |
| Equipment leather armor, short sword, 4 smoke pellets | |

| | |
|--|--|
| Dire Rat Medium natural beast | Level 1 Brute XP 100 |
| HP 38; Bloodied 19 AC 13, Fortitude 13, Reflex 11, Will 9 Speed 6, climb 3 Immune filth fever | Initiative +2 Perception +5 Low-vision |
| STANDARD ACTIONS | |
| m Bite (disease) F At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d10 + 5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts filth fever (stage 1). | |
| Skills Stealth +7 Str 14 (+2) Dex 15 (+2) Wis 10 (+0) Con 18 (+4) Int 2 (-4) Cha 6 (-2) | |
| Alignment unaligned Languages – | |

| | |
|--|------------------------|
| Filth Fever | Level 1 Disease |
| Those infected by this disease waste away as they alternately suffer chills and hot flashes. | |

Stage 0: The target recovers from the disease.

Stage 1: The target loses a healing surge.

Stage 2: The target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Stage 3: The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

| | |
|---|---|
| Halfling Water Witch Small natural humanoid (water) | Level 3 Controller XP 150 |
| HP 43; Bloodied 21 AC 17, Fortitude 15, Reflex 16, Will 16 Speed 6 | Initiative +5 Perception +3 |
| Traits | |
| Threatening Reach The halfling can make opportunity attacks against enemies within the reach of its <i>water jab</i> (3 squares). | |
| Standard Actions | |
| m Water Jab F At-Will Attack: Melee 3 (one creature); +7 vs. Fortitude Hit: 1d6 + 4 damage, and the halfling slides the target up to 2 squares. | |
| A Drag to the Deep F At-Will Attack: Area burst 3 centered on a square of water within 10 (enemies in burst); +7 vs. Reflex Hit: 2d6 damage, and the halfling pulls the target up to 4 squares toward the burst's origin square. Miss: The halfling pulls the target 1 square toward the burst's origin square. | |
| Move Actions | |
| M Carried by a Wave F Recharge 5 6 Effect: The halfling flies up to its speed. This movement doesn't provoke opportunity attacks. If the halfling ends its turn in the air, it descends at the start of its next turn. This movement does not provoke opportunity attacks, and the halfling does not take falling damage. During the flight, the halfling can move through enemies' spaces, and it makes the following attack each time it moves through a creature's space or over it, but only once per creature. Attack: Melee 1 (one creature); +7 vs. Fortitude Hit: The target falls prone, and it is dazed until the start of the halfling's next turn. | |
| Str 14 (+3) Dex 18 (+5) Wis 14 (+3) | Con 11 (+1) Int 11 (+1) Cha 16 (+4) |
| Alignment unaligned Languages Common | |

Encounter 1

Setup

- 1 Dryad Recluse (D)
- 2 Elf Archer (A)
- 1 Elf Noble Guard (G)

The elf noble guard starts visible near the pond, while the dryad recluse and elf archers are hidden in the forest.

When the players place their miniatures, read:

Searching the forest for the witch's dungeon you've stumbled into a small glade filled with spider webs. The morning dew still clings to them, but your adventurer sense are sharp. Looking for danger all you see is an elf standing by a small pond.

Perception Check

DC 12: *Through the foliage you swear you saw a woman, but she's gone now.*

DC 19: *You hear twigs snapping underfoot. Someone is waiting for you.*

Tactics

The dryad recluse uses sylvan charm to pull a PC to her, then teleports away with treestride. Most of the map is a valid target for treestride. The elf noble guard tries to keep the party from the elf archers. They take advantage of archer's mobility and pepper the PC's with arrows.

Features of the Area

Illumination: The area is well lit.

Trees: The trees are 10 feet tall, provide concealment, and rough terrain.

Spider Webs: These are challenging terrain. They take three squares of movement or a DC 12 Acrobatics check. If you fail the check you are grabbed by the web (DC 12 escape).

Pond: The pond is 10 feet deep, and takes swim checks to move through.



| Elf Archer | Level 2 Artillery | |
|---|-------------------|-------------|
| Medium fey humanoid | XP 125 | |
| HP 32; Bloodied 16 | Initiative +5 | |
| AC 16, Fortitude 12, Reflex 16, Will 14 | Perception +9 | |
| Speed 7 | Low-light vision | |
| TRAITS | | |
| Archer's Mobility | | |
| If the elf moves at least 4 squares from the square where it started its move, it gains a +2 bonus to ranged attack rolls until the start of its next turn. | | |
| Wild Step | | |
| The elf ignores difficult terrain whenever it shifts. | | |
| STANDARD ACTIONS | | |
| m Short Sword (weapon) F At-Will | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | |
| Hit: 1d6 + 4 damage. | | |
| r Longbow (weapon) F At-Will | | |
| Attack: Ranged 30 (one creature); +9 vs. AC | | |
| Hit: 1d10 + 4 damage. | | |
| TRIGGERED ACTIONS | | |
| Elven Accuracy F Encounter | | |
| Trigger: The elf makes an attack roll. | | |
| Effect (Free Action): The elf rerolls the triggering attack roll and uses the second result. | | |
| M Not So Close F Encounter | | |
| Trigger: An enemy makes a melee attack against the elf. | | |
| Effect (Immediate Reaction): The elf shifts 1 square and uses <i>longbow</i> against the triggering enemy. | | |
| Skills Nature +9, Stealth +10 | | |
| Str 13 (+2) | Dex 18 (+5) | Wis 16 (+4) |
| Con 14 (+3) | Int 12 (+2) | Cha 11 (+1) |
| Alignment unaligned Languages Common, Elven | | |
| Equipment leather armor, short sword, longbow, 20 arrows | | |

| Dryad Recluse | Level 5 Lurker | |
|--|----------------|-------------|
| Medium fey humanoid (plant) | XP 200 | |
| HP 50; Bloodied 25 | Initiative +10 | |
| AC 19, Fortitude 16, Reflex 18, Will 17 | Perception +10 | |
| Speed 8 (forest walk) | | |
| STANDARD ACTIONS | | |
| m Claw F At-Will | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | |
| Hit: 2d6 + 6 damage. | | |
| R Sylvan Charm (charm) F At-Will | | |
| Attack: Ranged 5 (one creature); +8 vs. Will | | |
| Hit: The dryad pulls the target up to 5 squares to a square adjacent to it. The target is charmed until it is no longer adjacent to the dryad or until the dryad uses this power again. A charmed creature is immobilized and can't attack the dryad. When an enemy's melee or ranged attack hits the dryad, it deals half damage to the dryad and half damage to the charmed creature. If the attacker is adjacent to the charmed creature, the charmed creature must make a melee basic attack (of the dryad's choice) against the enemy as a free action. | | |
| MOVE ACTIONS | | |
| Treestride (teleportation) F At-Will | | |
| Requirement: The dryad must be adjacent to a tree or a Large plant. | | |
| Effect: The dryad teleports up to 8 squares to a square adjacent to a tree or a Large plant. Any creature charmed by the dryad teleports with the dryad to a square adjacent to it. | | |
| MINOR ACTIONS | | |
| Deceptive Veil (illusion) F At-Will | | |
| Effect: The dryad disguises itself to appear as a Medium humanoid (usually a beautiful elf or eladrin) until it uses <i>deceptive veil</i> again or until it drops to 0 hit points. Other creatures can make a DC 27 Insight check to discern that the form is an illusion. | | |
| Str 12 (+3) | Dex 19 (+6) | Wis 16 (+5) |
| Con 14 (+4) | Int 12 (+3) | Cha 13 (+3) |
| Alignment unaligned Languages Elven | | |

| Elf Noble Guard | Level 3 Soldier | |
|---|------------------|-------------|
| Medium fey humanoid | XP 150 | |
| HP 46; Bloodied 23 | Initiative +6 | |
| AC 19, Fortitude 15, Reflex 17, Will 13 | Perception +3 | |
| Speed 7 | Low-light vision | |
| TRAITS | | |
| Wild Step | | |
| The elf ignores difficult terrain whenever it shifts. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) F At-Will | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | |
| Hit: 1d8 + 7 damage. | | |
| Effect: The swordsman marks the target until the end of the swordsman's next turn. | | |
| m Hobbling Strike (weapon) F Recharges 5 6 | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | |
| Hit: 2d8 + 7 damage, and the target is immobilized until the end of the elf's next turn. | | |
| Miss: Half damage, and the target is slowed until the end of the elf's next turn. | | |
| TRIGGERED ACTIONS | | |
| Elven Accuracy F Encounter | | |
| Trigger: The elf makes an attack roll. | | |
| Effect (Free Action): The elf rerolls the triggering attack roll and uses the second result. | | |
| M Engaging Strike (weapon) F At-Will | | |
| Trigger: An enemy adjacent to the elf makes an attack that does not include the elf as a target or else shifts to a square that is not adjacent to the elf. | | |
| Attack (Immediate Interrupt): Melee 1 (triggering enemy); +8 vs. AC | | |
| Hit: 1d8 + 7 damage, and the target is immobilized until the end of its turn. | | |
| Skills Athletics +6, Acrobatics +9 | | |
| Str 11 (+1) | Dex 16 (+4) | Wis 14 (+3) |
| Con 14 (+3) | Int 11 (+1) | Cha 10 (+1) |
| Alignment unaligned Languages Common, Elven | | |
| Equipment chainmail, longsword | | |

Encounter 2

Setup

4 Lesser Earth Elemental (E)
1 Carrion Crawler Scuttler (C)

None of the monsters should start visible. The carrion crawler scuttler is hiding in the back corner and all of the lesser earth elementals are underground when the PC's arrive

As the PC's take a short rest and explore, read:

The ruins around you reek with rotten carrion. The air is stagnant and uninviting, but the entrance to the witch's lair is certainly nearby.

Perception Check

DC 12: *You can hear mandibles eagerly tearing at flesh, but cannot see where it is coming from.*

Tactics

The lesser earth elementals hide underground until at least two of the party move past them or the carrion crawler scuttler is engaged in melee. They use their ability to burrow and phase through rock, but do not burrow back into the ground to stay. The carrion crawler scuttler waits to ambush then uses its tentacles on a prone hero, then carries them away to have his way with them.

Features of the Area

Illumination: The area is well lit.

Ruins: The walls of the ruins are ten feet tall and able to support a PC's weight or the carrion crawler. However it requires a DC 12 Acrobatics check to avoid falling. Creatures with a climb speed ignore this. The ruins can be climbed with a DC 15 Athletics check.

Platform with Statues: The platform is 5 feet tall. The stairs take two squares to move up. The statues are also 5 feet tall.

Well: The well is treated like a pit 20 feet deep. The high wall around the well give a +2 to saves to avoid falling in.

Ladder: This ladder leads deeper into the dungeon.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Lesser Earth Elemental | | Level 2 Soldier | |
|--|-------------------|---|--|
| Small elemental magical beast (earth) | | XP 125 | |
| HP 42; Bloodied 21 | | Initiative +1 | |
| AC 17, Fortitude 15, Reflex 12, Will 13 | | Perception +1 | |
| Speed 5, burrow 5 | | Tremorsense 5 | |
| TRAITS | | | |
| Earth Glide | | | |
| The elemental can pass through earth and rock as if it were phasing. | | | |
| Brittle Skin | | | |
| Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | | | |
| STANDARD ACTIONS | | | |
| m Slam F At-Will | | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | | |
| Hit: 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn. | | | |
| TRIGGERED ACTIONS | | | |
| Overwhelming Stone F Recharge when first bloodied | | | |
| Trigger: An enemy hits one of the elemental's allies with a melee attack. | | | |
| Effect (Immediate Reaction): Melee 1 (triggering enemy). The target falls prone. | | | |
| Str 17 (+4) | Dex 6 (-1) | Wis 11 (+1) | |
| Con 18 (+5) | Int 5 (-2) | Cha 6 (-1) | |
| Alignment unaligned | | Languages understands Primordial | |

| Carrion Crawler Scuttler | | Level 5 Skirmisher | |
|---|--------------------|---------------------------|--|
| Medium aberrant beast | | XP 200 | |
| HP 63; Bloodied 31 | | Initiative +5 | |
| AC 19, Fortitude 18, Reflex 16, Will 17 | | Perception +3 | |
| Speed 8, climb 8 (spider climb) | | Darkvision | |
| STANDARD ACTIONS | | | |
| m Bite F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 2d8 + 4 damage, or 3d8 + 4 damage against a stunned target. | | | |
| M Tentacles F At-Will | | | |
| Attack: Melee 2 (one creature); +8 vs. Fortitude, or +10 vs. Fortitude against a prone target | | | |
| Hit: The target is stunned (save ends). The carrion crawler shifts up to its speed, pulling the target with it. | | | |
| MOVE ACTIONS | | | |
| M Unsettling Scuttle F At-Will | | | |
| Effect: The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy. | | | |
| Attack: Melee 0; +8 vs. Reflex | | | |
| Hit: The target falls prone. | | | |
| Str 18 (+6) | Dex 13 (+3) | Wis 12 (+3) | |
| Con 15 (+4) | Int 2 (-2) | Cha 14 (+4) | |
| Alignment unaligned | | Languages – | |

Encounter 1

Setup

2 Goblin Beast Rider (R)

2 Horse (H)

4 Goblin Sniper (S)

The goblin beast riders start next to their horses tending them. The snipers start out of sight up 10 feet in the trees.

When the players place their miniatures, read:

After traveling through the forest for several days you come across a strange sight, two goblins tending horses. Before you even process the sight the goblins spot you. "DEATH TO OUTLANDERS! The bloody claw goblins will trample you!"

Perception Check

DC 19: *You can hear several more goblins sneaking through the forest.*

Tactics

The beast riders mount on the first round of combat and throw javelins using perfect position. Once the PC's have moved closer to them they charge. The horses go on the same initiative as the their riders and attack whatever target the goblin engages in melee. The snipers ready action to fill the first PC to cross the map full of holes.

Features of the Area

Illumination: The area is well lit.

Trees: The trees are 10 feet tall, provide concealment, and rough terrain. They are climbable (DC 15 Athletics check).

Spider Webs: These are challenging terrain. They take three squares of movement or a DC 13 acrobatics check. If you fail the check you are grabbed by the web (DC 13 escape).

Pond: The pond is 10 feet deep, and takes swim checks to move through.



Map 1, Result 3

| | |
|--|--|
| Goblin Beast Rider Small natural humanoid | Level 1 Skirmisher XP 100 |
| HP 29; Bloodied 14 AC 15, Fortitude 13, Reflex 15, Will 13 Speed 6 | Initiative +5 Perception +1 Low-light vision |
| Traits | |
| Perfect Position If the goblin is mounted and its mount ends its turn at least 4 squares from where it started, the mounted goblin's attacks deal 1d6 extra damage until the start of the mount's next turn. | |
| Standard Actions | |
| m Javelin (weapon) F At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d6 + 6 damage. | |
| R Javelin (weapon) F At-Will Attack: Ranged 10 (one creature); +6 vs. AC Hit: 1d6 + 5 damage. | |
| Triggered Actions | |
| Mounted Goblin Tactics F At-Will Requirement: The goblin must be mounted. Trigger: The goblin or its mount is missed by a melee attack. Effect (Immediate Reaction): The goblin's mount shifts 1 square. | |
| Skills Stealth +8, Thievery +8 Str 13 (+1) Dex 17 (+3) Wis 12 (+1) Con 13 (+1) Int 8 (-1) Cha 8 (-1) | |
| Alignment evil Languages Common, Goblin Equipment leather armor, 6 javelins | |

Lair of the Dread Witch

| | |
|---|--|
| Goblin Sniper Small natural humanoid | Level 1 Minion Artillery XP 25 |
| HP 1; a missed attack never damages a minion. AC 13, Fortitude 12, Reflex 14, Will 12 Speed 6 | Initiative +3 Perception +1 Low-light vision |
| TRAITS | |
| Sniper If the goblin misses with a ranged attack while hidden, it remains hidden. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) □ At-Will Attack: Melee 1 (one creature); +8 vs. AC Hit: 4 damage. | |
| r Shortbow (weapon) □ At-Will Attack: Ranged 20 (one creature); +8 vs. AC Hit: 4 damage. | |
| TRIGGERED ACTIONS | |
| Goblin Tactics □ At-Will Trigger: The goblin is missed by a melee attack. Effect (Immediate Reaction): The goblin shifts 1 square. | |
| Skills Stealth +8, Thievery +8 Str 13 (+1) Dex 17 (+3) Wis 12 (+1) Con 13 (+1) Int 8 (-1) Cha 8 (-1) | |
| Alignment evil Languages Common, Goblin Equipment leather armor, short sword, shortbow, 20 arrows | |

| | |
|---|--|
| Horse Large natural beast (mount) | Level 1 Brute XP 100 |
| HP 36; Bloodied 18 AC 13, Fortitude 15, Reflex 13, Will 10 Speed 10 | Initiative +1 Perception +5 Low-light vision |
| TRAITS | |
| Charger (mount) The horse's rider gains a +3 bonus to damage rolls on charge attacks. | |
| STANDARD ACTIONS | |
| m Kick F At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 2d6 + 4 damage. | |
| M Trample F At-Will Effect: The horse moves up to its speed and can move through enemies' spaces during the move. Each time the horse enters an enemy's space for the first time during the move, it makes the following attack against that enemy. Attack: Melee 0; +4 vs. Reflex Hit: 2d8 + 4 damage, and the enemy falls prone. | |
| Str 19 (+4) Dex 13 (+1) Wis 11 (+0) Con 16 (+3) Int 2 (-4) Cha 9 (-1) | |
| Alignment unaligned Languages – | |

Encounter 2

Setup

- 1 Goblin Hex Hurler (H)
- 1 Bugbear Thug (T)
- 2 Goblin Cutthroat (C)
- 1 Guard Drake (D)

As the PC's rest and explore the area, read:

Searching the ruins for the witch's lair's entrance you stumble onto a goblin leaning on a staff. He jumps several feet, then waves his staff at you and shouts, "DEATH to the intruders! KILL THEM! Blood claw goblins take revenge!" Then he scurries around one of the stone walls.

Perception Check

DC 19: You notice large footprints leading behind one of the walls

Nature Check

DC 12: Those belong to one of the larger goblin cousins, probably a bugbear.

DC 19: In addition to the staff bearing goblin you can hear several others scurrying behind the walls.

Tactics

The goblin hex hurler runs behind a wall and puts his vexing cloud in the middle of combat. The bugbear thug and goblin cutthroats hide until they can ambush a star party member or are spotted. The guard drake follows the hex hurler's commands and attacks whoever he's instructed to.

Features of the Area

Illumination: This area is well lit.

Ruins: The walls of the ruins are ten feet tall and able to support a PC's weight or the carrion crawler. However it requires a DC 12 Acrobatics check to avoid falling. Creatures with a climb speed ignore this.

Platform with Statues: The platform is 5 feet tall. The stairs take two squares to move up. The statues are also 5 feet tall.

Well: The well is treated like a pit 20 feet deep. The high wall around the well give a +2 to saves to avoid falling in.

Ladder: This ladder leads deeper into the dungeon.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



Map 1, Result 3

| Goblin Hex Hurler | | Level 3 Controller (Leader) | |
|---|-------------|------------------------------------|--|
| Small natural humanoid | | XP 150 | |
| HP 46; Bloodied 23 | | Initiative +3 | |
| AC 17, Fortitude 14, Reflex 15, Will 16 | | Perception +2 | |
| Speed 6 | | Low-light vision | |
| Standard Actions | | | |
| m Staff (weapon) <input type="checkbox"/> At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d6 + 7 damage, and the goblin slides the target 1 square. | | | |
| R Blinding Hex <input type="checkbox"/> At-Will | | | |
| Attack: Ranged 10 (one creature); +6 vs. Fortitude | | | |
| Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn. | | | |
| R Stinging Hex <input type="checkbox"/> Recharge 5 6 | | | |
| Attack: Ranged 10 (one creature); +6 vs. Will | | | |
| Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends). | | | |
| A Vexing Cloud (zone) <input type="checkbox"/> Encounter | | | |
| Effect: Area burst 3 within 10. The burst creates a zone that lasts until the end of the goblin's next turn. Enemies take a -2 penalty to attack rolls while within the zone. | | | |
| Sustain Minor: The zone persists until the end of the goblin's next turn, and the goblin can move it up to 5 squares. | | | |
| Triggered Actions | | | |
| Goblin Tactics <input type="checkbox"/> At-Will | | | |
| Trigger: The goblin is missed by a melee attack. | | | |
| Effect (Immediate Reaction): The goblin shifts 1 square. | | | |
| Lead from the Rear <input type="checkbox"/> At-Will | | | |
| Trigger: An enemy hits the goblin with a ranged attack. | | | |
| Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of level 3 or lower. | | | |
| Skills Stealth +10, Thievery +10 | | | |
| Str 10 (+1) | Dex 15 (+3) | Wis 13 (+2) | |
| Con 14 (+3) | Int 9 (+0) | Cha 18 (+5) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather robes, staff | | | |

| Guard Drake | | Level 2 Brute | |
|--|-------------|----------------------|--|
| Small natural beast (reptile) | | XP 125 | |
| HP 48; Bloodied 24 | | Initiative +3 | |
| AC 15, Fortitude 15, Reflex 13, Will 12 | | Perception +7 | |
| Speed 6 | | | |
| STANDARD ACTIONS | | | |
| m Bite F At-Will | | | |
| Attack: Melee 1 (one creature); +6 vs. AC | | | |
| Hit: 1d10 + 3 damage, or 1d10 + 9 damage while the drake is within 2 squares of an ally. | | | |
| Str 16 (+4) | Dex 15 (+3) | Wis 12 (+2) | |
| Con 18 (+5) | Int 3 (-3) | Cha 12 (+2) | |
| Alignment unaligned | | Languages – | |

Lair of the Dread Witch

| Goblin Cutthroat | | Level 1 Skirmisher | |
|--|-------------|---------------------------|--|
| Small natural humanoid | | XP 100 | |
| HP 30; Bloodied 15 | | Initiative +5 | |
| AC 15, Fortitude 13, Reflex 14, Will 13 | | Perception +2 | |
| Speed 6 | | Low-light vision | |
| STANDARD ACTIONS | | | |
| m Short Sword <input type="checkbox"/> At-Will | | | |
| Attack: Melee 1 (one creature); +6 vs. AC | | | |
| Hit: 1d6 + 5 damage, or 2d6 + 5 damage if the goblin has combat advantage against the target. In addition, the goblin shifts 1 square. | | | |
| R Dagger <input type="checkbox"/> At-Will | | | |
| Attack: Ranged 10 (one creature); +6 vs. AC | | | |
| Hit: 1d4 + 5 damage. | | | |
| MOVE ACTIONS | | | |
| Deft Scurry <input type="checkbox"/> At-Will | | | |
| Effect: The goblin shifts up to 3 squares. | | | |
| TRIGGERED ACTIONS | | | |
| Goblin Tactics <input type="checkbox"/> At-Will | | | |
| Trigger: The goblin is missed by a melee attack. | | | |
| Effect (Immediate Reaction): The goblin shifts 1 square. | | | |
| Skills Stealth +8, Thievery +8 | | | |
| Str 13 (+1) | Dex 17 (+3) | Wis 14 (+2) | |
| Con 14 (+2) | Int 8 (-1) | Cha 8 (-1) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather armor, light shield, short sword, 2 daggers | | | |

| Bugbear Thug | | Level 4 Brute | |
|--|-------------|--------------------------|--|
| Medium natural humanoid | | XP 175 | |
| HP 65; Bloodied 32 | | Initiative +7 | |
| AC 16, Fortitude 15, Reflex 15, Will 11 | | Perception +8 | |
| Speed 6 | | Low-light vision | |
| TRAITS | | | |
| Bushwhack | | | |
| The bugbear gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it. | | | |
| STANDARD ACTIONS | | | |
| m Greatclub (weapon) <input type="checkbox"/> At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 2d8 + 6 damage, or 3d8 + 6 damage if the bugbear has combat advantage against the target. | | | |
| R Handaxe (weapon) <input type="checkbox"/> At-Will | | | |
| Attack: Ranged 10 (one creature); +9 vs. AC | | | |
| Hit: 1d6 + 6 damage. | | | |
| Skills Stealth +12 | | | |
| Str 20 (+7) | Dex 20 (+7) | Wis 13 (+3) | |
| Con 15 (+4) | Int 8 (+1) | Cha 10 (+2) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather armor, greatclub, 2 handaxes | | | |

Encounter 1

Setup

- 4 Spitting Cobra (S)
- 2 Hobgoblin Beast Master (B)
- 1 Scurrying Rat Swarm (R)

The hobgoblin beast masters and their pets begin in the open. The PC's should have little trouble seeing them at the start of the encounter.

When the players place their miniatures, read:

Snakes, why'd it have to be snakes? As you look across the small clearing you see four great cobras and a pair of hobgoblins driving them along with whips. Scurrying beside them you see a swarm of rats. You think goblinoids keep foul company as the strange menagerie surges toward you.

Tactics

The hobgoblin beast masters stay back and use attack command to force the spitting cobras to use their ranged attack. The spitting cobras try to take advantage of beast master's exhortation, while trying to keep the PC's blind. The scurrying rat swarm moves to engage the blind PC's.

Features of the Area

Illumination: The area is well lit.

Trees: The trees are 10 feet tall, provide concealment, and rough terrain.

Spider Webs: These are challenging terrain. They take three squares of movement or a DC 12 Acrobatics check. If you fail the check you are grabbed by the web (DC 12 escape).

Pond: The pond is 10 feet deep, and takes swim checks to move through.



| | | | |
|--|-------------|-------------------------------|--|
| Spitting Cobra | | Level 5 Minion Soldier | |
| Small natural beast (reptile) | | XP 50 | |
| HP 1; a missed attack never damages a minion. | | Initiative +8 | |
| AC 21, Fortitude 17, Reflex 18, Will 17 | | Perception +4 | |
| Speed 6, climb 6 | | Low-light vision | |
| STANDARD ACTIONS | | | |
| m Bite (poison) F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 6 poison damage, and the target is marked until the end of the cobra's next turn. | | | |
| r Blinding Spittle (poison) F Recharge 4 5 6 | | | |
| Attack: Ranged 5 (one creature); +8 vs. Reflex | | | |
| Hit: 6 poison damage, and the target is blinded (save ends). | | | |
| Str 7 (+0) | Dex 18 (+6) | Wis 15 (+4) | |
| Con 15 (+4) | Int 1 (-3) | Cha 10 (+2) | |
| Alignment unaligned | | Languages – | |

| | | | |
|--|-------------|---------------------------|--|
| Scurrying Rat Swarm | | Level 1 Skirmisher | |
| Medium natural beast (swarm) | | XP 100 | |
| HP 27; Bloodied 13 | | Initiative +5 | |
| AC 15, Fortitude 13, Reflex 15, Will 11 | | Perception +4 | |
| Speed 6, climb 2 | | Low-light vision | |
| Resist Half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks | | | |
| TRAITS | | | |
| O Swarm Attack F Aura 1 | | | |
| Any enemy that starts its turn within the aura takes 4 damage, and swarm slides it 1 square. | | | |
| Swarm | | | |
| The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | | | |
| STANDARD ACTIONS | | | |
| m Swarm of Teeth F At-Will | | | |
| Attack: Melee 1 (one creature); +6 vs. AC | | | |
| Hit: 1d10 + 3 damage, or 1d10 + 8 damage if the swarm moved at least 2 squares during this turn. | | | |
| Effect: The swarm shifts 1 square. | | | |
| Str 12 (+1) | Dex 16 (+3) | Wis 9 (-1) | |
| Con 11 (+0) | Int 1 (-5) | Cha 7 (-2) | |
| Alignment unaligned | | Languages – | |

| | | | |
|--|-------------|------------------------------------|--|
| Hobgoblin Beast Master | | Level 3 Controller (Leader) | |
| Medium natural humanoid | | XP 150 | |
| HP 47; Bloodied 23 | | Initiative +3 | |
| AC 17, Fortitude 17, Reflex 15, Will 15 | | Perception +1 | |
| Speed 6 | | Low-light vision | |
| Traits | | | |
| Beast Master's Exhortation | | | |
| When an allied beast or magical beast that is adjacent to the hobgoblin hits with an attack, that beast gains 5 temporary hit points. | | | |
| Standard Actions | | | |
| m Goad (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d8 + 6 damage. | | | |
| M War Whip (weapon) F At-Will | | | |
| Attack: Melee 3 (one creature); +8 vs. AC | | | |
| Hit: 2d4 + 5 damage, and the target falls prone. | | | |
| Effect: The hobgoblin slides the target 1 square. | | | |
| Attack Command F At-Will | | | |
| Effect: Melee 1 (one beast or magical beast ally). The target can make a basic attack as a free action. | | | |
| Move Actions | | | |
| Phalanx Movement F At-Will | | | |
| Effect: Close burst 1 (allies in burst). The hobgoblin and each target can shift 1 square as a free action. The target must shift to a square adjacent to the hobgoblin. | | | |
| Str 19 (+5) | Dex 14 (+3) | Wis 10 (+1) | |
| Con 15 (+3) | Int 10 (+1) | Cha 15 (+3) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather armor, goad (war pick), whip | | | |

Encounter 2

Setup

- 1 Hobgoblin Warmonger (W)
- 2 Hobgoblin Spear Soldier (S)
- 1 Hobgoblin Battle Guard (B)

The hobgoblins are in the ruins waiting for the PC's but not hiding.

As the PC's rest and explore the area read:

As you survey the ruins you hear strange commands coming from inside it. There you find three hobgoblins going through military drills, their warlord on a raised platform shouting commands. You marvel at their regimented discipline, right until the warlord yells, "Slay all invaders!"

Tactics

The warmonger stays away from combat providing combat advantage with his longbow. He uses battle cry as soon as he can hit several party members and his hobgoblins. The spear soldiers throw javelins whenever possible but they take advantage of their threatening reach before triggering tactical withdrawal. The battle guard tries to keep the heat off his party.

Features of the Area

Illumination: The area is well lit.

Ruins: The walls of the ruins are ten feet tall and able to support a PC's weight or the carrion crawler. However it requires a DC 12 Acrobatics check to avoid falling. Creatures with a climb speed ignore this.

Platform with Statues: The platform is 5 feet tall. The stairs take two squares to move up. The statues are also 5 feet tall.

Well: The well is treated like a pit 20 feet deep. The high wall around the well give a +2 to saves to avoid falling in.

Ladder: This ladder leads deeper into the dungeon.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



Map 1, Result 4

| | |
|---|-----------------------------------|
| Hobgoblin Warmonger | Level 4 Artillery (Leader) |
| Medium natural humanoid | XP 175 |
| HP 46; Bloodied 23 | Initiative +6 |
| AC 18, Fortitude 15, Reflex 17, Will 16 | Perception +4 |
| Speed 6 | Low-light vision |
| Standard Actions | |
| m Mace (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +9 vs. AC | |
| Hit: 1d8 + 6 damage. | |
| R Longbow (weapon) F At-Will | |
| Attack: Ranged 30 (one creature); +11 vs. AC | |
| Hit: 1d10 + 7 damage, and the target grants combat advantage until the start of the hobgoblin's next turn. | |
| A Battle Cry (charm) F Recharge when first bloodied | |
| Target: Area burst 2 within 10 (enemies in burst); +9 vs. Will | |
| Hit: The target makes a basic attack as a free action against a creature of the hobgoblin's choice. | |
| Effect: Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points. | |
| Move Actions | |
| Phalanx Movement F At-Will | |
| Effect: The hobgoblin and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the hobgoblin. | |
| Str 15 (+4) | Dex 19 (+6) |
| Con 16 (+5) | Int 11 (+2) |
| | Wis 14 (+4) |
| | Cha 17 (+5) |
| Alignment evil | |
| Languages Common, Goblin | |
| Equipment chainmail, mace, longbow, 20 arrows | |

| | |
|--|-------------------------|
| Hobgoblin Battle Guard | Level 3 Soldier |
| Medium natural humanoid | XP 150 |
| HP 49; Bloodied 24 | Initiative +5 |
| AC 19, Fortitude 17, Reflex 15, Will 15 | Perception +8 |
| Speed 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Flail (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 1d10 + 5 damage, and the target is marked until the start of the hobgoblin's next turn. | |
| MOVE ACTIONS | |
| Phalanx Movement F At-Will | |
| Effect: Close burst 1 (allies in burst). The hobgoblin and each target can shift 1 square as a free action. The target must shift to a square adjacent to the hobgoblin. | |
| TRIGGERED ACTIONS | |
| Share Shield □ At-Will | |
| Trigger: An adjacent ally is hit by an attack against AC or Reflex. | |
| Effect (Immediate Interrupt): The ally gains a +2 bonus to AC and Reflex against the triggering attack. | |
| Str 19 (+5) | Dex 14 (+3) |
| Con 17 (+4) | Int 10 (+1) |
| | Wis 15 (+3) |
| | Cha 10 (+1) |
| Alignment evil | |
| Languages Common, Goblin | |
| Equipment chainmail, heavy shield, flail | |

Lair of the Dread Witch

| | |
|--|---------------------------|
| Hobgoblin Spear Soldier | Level 3 Skirmisher |
| Medium natural humanoid | XP 150 |
| HP 48; Bloodied 24 | Initiative +5 |
| AC 17, Fortitude 17, Reflex 15, Will 15 | Perception +3 |
| Speed 6 | Low-light vision |
| Traits | |
| Threatening Reach | |
| The hobgoblin can make opportunity attacks against enemies within its weapon's reach (2 squares). | |
| Standard Actions | |
| m Longspear (weapon) F At-Will | |
| Attack: Melee 2 (one creature); +8 vs. AC | |
| Hit: 1d10 + 6 damage. | |
| R Javelin (weapon) F At-Will | |
| Attack: Ranged 20 (one creature); +8 vs. AC | |
| Hit: 2d6 + 4 damage. | |
| Move Actions | |
| Phalanx Movement F At-Will | |
| Effect: The hobgoblin and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the hobgoblin. | |
| Triggered Actions | |
| Tactical Withdrawal F At-Will | |
| Trigger: An enemy enters a square adjacent to the hobgoblin. | |
| Effect (Immediate Reaction): The hobgoblin shifts up to 3 squares. | |
| Str 19 (+5) | Dex 15 (+3) |
| Con 16 (+4) | Int 11 (+1) |
| | Wis 14 (+3) |
| | Cha 10 (+1) |
| Alignment evil | |
| Languages Common, Goblin | |
| Equipment chainmail, longspear, 6 javelins | |

Encounter 1

Setup

- 2 Skeleton (S)
- 8 Decrepit Skeleton (D)
- 1 Blazing Skeleton (B)

The monsters start the encounter as piles of bone scattered about the area.

When the players place their miniatures, read:

Coming down the stairs, the dessicated air leaves you feeling parched. In the darkness beyond you hear the faint flow of air. The ground that you can see is littered in cobweb and bone.

Perception Check

DC 13: *The bones scattered about the room appear to have been left in piles.*

Tactics

The skeletons are waiting for more than half the party to pass the large statue. Once crossed they will activate rising out of the bone piles and attacking. They will focus attacks on the PCs in the front line. The blazing skeleton will attempt to give ongoing damage to as many targets as possible. All skeletons make liberal use of shifting before their attacks.

Features of the Area

Illumination: There is no outside light. Once you are more than two squares from the stairs it becomes pitch black.

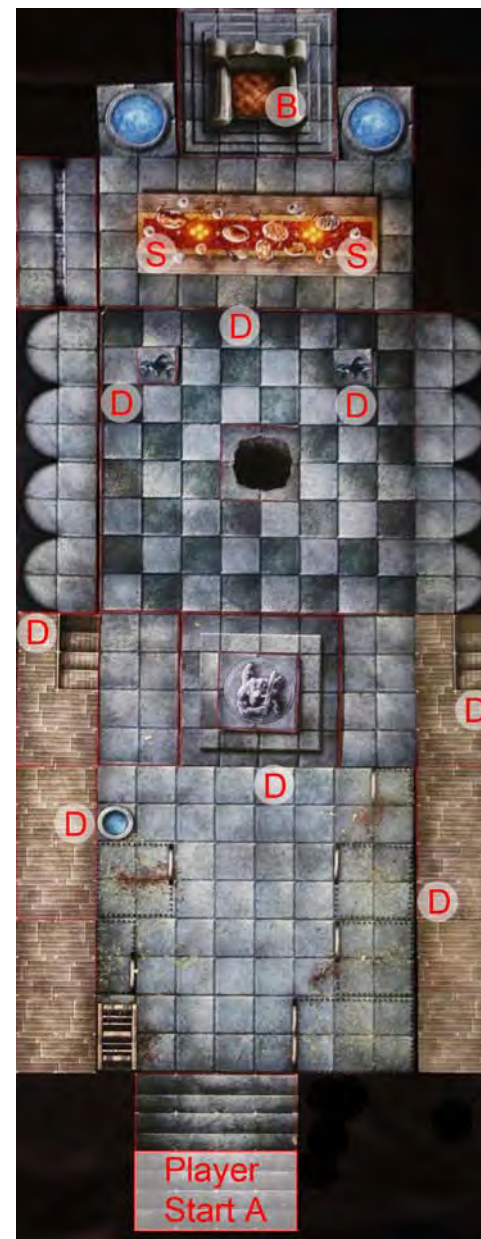
Statues: The statues provides cover.

Pit: The pit in the center of the room is 20 feet deep.

Scaffolding: The scaffolding is 10 feet high, and secure with no railing.

Water Pools: The pools look stagnant and carry a fetid odor. Any sipping from them results in the loss of a healing surge.

Dining Table: The table has been set, but it is covered in decades of dust. The table is 5 feet tall and provides cover.



Map 2, Result 1

Lair of the Dread Witch

| Skeleton | | Level 3 Soldier | |
|---|-------------|------------------------|--|
| Medium natural animate (undead) | | XP 150 | |
| HP 45; Bloodied 22 | | Initiative +6 | |
| AC 19, Fortitude 15, Reflex 16, Will 15 | | Perception +3 | |
| Speed 6 | | Darkvision | |
| Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant | | | |
| TRAITS | | | |
| Speed of the Dead | | | |
| The skeleton gains a +2 bonus to attack rolls and deals 1d6 extra damage on opportunity attacks | | | |
| STANDARD ACTIONS | | | |
| m Longsword (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d8 + 5 damage, and the target is marked until the end of the skeleton's next turn. | | | |
| Str 15 (+3) | Dex 17 (+4) | Wis 14 (+3) | |
| Con 13 (+2) | Int 3 (-3) | Cha 3 (-3) | |
| Alignment unaligned | | Languages – | |
| Equipment longsword | | | |

| Decrepit Skeleton | | Level 1 Minion Skirmisher | |
|---|-------------|----------------------------------|--|
| Medium natural animate (undead) | | XP 25 | |
| HP 1; a missed attack never damages a minion. | | Initiative +5 | |
| AC 16, Fortitude 13, Reflex 14, Will 13 | | Perception +2 | |
| Speed 6 | | Darkvision | |
| Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant | | | |
| STANDARD ACTIONS | | | |
| m Longsword (weapon) F At-Will | | | |
| Effect: The skeleton can shift 1 square before the attack. | | | |
| Attack: Melee 1 (one creature); +6 vs. AC | | | |
| Hit: 4 damage. | | | |
| r Shortbow (weapon) F At-Will | | | |
| Effect: The skeleton can shift 1 square before the attack. | | | |
| Attack: Ranged 20 (one creature); +6 vs. AC | | | |
| Hit: 3 damage. | | | |
| Str 15 (+2) | Dex 17 (+3) | Wis 14 (+2) | |
| Con 13 (+1) | Int 3 (-4) | Cha 3 (-4) | |
| Alignment unaligned | | Languages – | |
| Equipment longsword, shortbow, 20 arrows | | | |

| Blazing Skeleton | | Level 5 Artillery | |
|--|-------------|--------------------------|--|
| Medium natural animate (undead) | | XP 200 | |
| HP 53; Bloodied 26 | | Initiative +6 | |
| AC 19, Fortitude 15, Reflex 18, Will 16 | | Perception +4 | |
| Speed 6 | | Darkvision | |
| Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant | | | |
| TRAITS | | | |
| O Fiery Aura (fire) F Aura 1 | | | |
| Any creature that ends its turn within the aura takes 5 fire damage. | | | |
| STANDARD ACTIONS | | | |
| m Blazing Claw (fire) F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends). | | | |
| r Flame Orb (fire) F At-Will | | | |
| Attack: Ranged 10 (one creature); +10 vs. Reflex | | | |
| Hit: 2d4 + 4 damage, and ongoing 5 fire damage (save ends). | | | |
| Str 13 (+3) | Dex 18 (+6) | Wis 15 (+4) | |
| Con 17 (+5) | Int 4 (-1) | Cha 6 (+0) | |
| Alignment unaligned | | Languages – | |

Encounter 2

Setup

- 2 Spider Swarm (S)
- 2 Deathjump Spider (D)
- 1 Wraith (W)

The wraith beckons mockingly from across the web bridge.

As the PC's rest and explore the area, read:

Ancient tombs containing kings of the past lie strewn open before you. Soft bubbling noises erupt from a large putrid pool nearby. A dreadful moaning directs your eyes to a ghostly figure beckoning you mockingly.

Perception Check

- DC 13: *The web bridge across the chasm appears to be shifting in the light.*
- DC 20: *The shifting is actually tens of thousands of tiny spiders.*

Dungeoneering Check

DC 13: *That spider web looks strong enough to support your weight, though it's surely still sticky.*

Tactics

The wraith maintains its position on the far side of the chasm. If the party attacks it will turn invisible with *shadow glide* and remain so until the party attempts to cross the bridge. The spiders lie in wait for the party to approach the bridge. The deathjump spiders are clinging to the side of the chasm 10 feet down. Once a PC enters the bridge, all of the spiders will strike attempting to keep the advantage. The deathjump spiders and the wraith will attempt to use their superior movement while PCs are bound up in the web.

Features of the Area

Illumination: The braziers by the staircase provide light to the first set of caskets, the rest is dark.

Tombs: The caskets provide cover and count as difficult terrain.

Pool: The pool is shallow only five feet deep. It does not require a swim check.

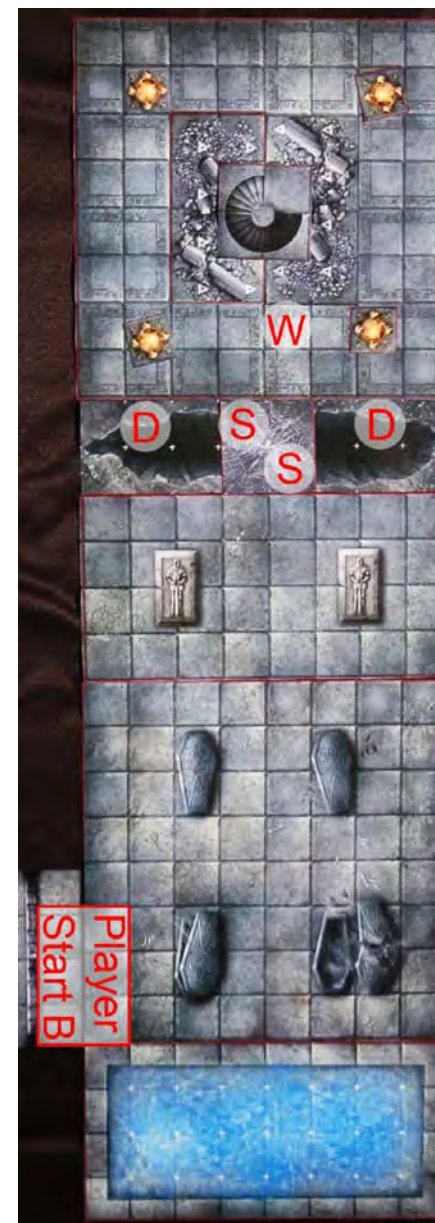
Chasm: The chasm is 20 feet deep, and its walls are difficult to climb (DC 15 Athletics check).

Rubble: The rubble is difficult terrain.

Web Bridge: The web bridge is challenging terrain. Taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



Map 2, Result 1

| Spider Swarm | | Level 3 Soldier | |
|---|-------------|-----------------|--|
| Medium natural beast (spider, swarm) | | XP 150 | |
| HP 44; Bloodied 22 | | Initiative +6 | |
| AC 19, Fortitude 13, Reflex 16, Will 15 | | Perception +3 | |
| Speed 6, climb 6 (spider climb) | | Tremorsense 5 | |
| Resist half damage from melee and ranged attacks Vulnerable 5 to close and area attacks | | | |
| TRAITS | | | |
| O Swarm Attack F Aura 1 | | | |
| Any enemy that starts its turn within the aura is slowed until the start of its next turn. | | | |
| Swarm | | | |
| The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or range attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | | | |
| Web Walk | | | |
| The spider ignores difficult terrain composed of webs. | | | |
| STANDARD ACTIONS | | | |
| M Swarm of Fangs (poison) F At-Will | | | |
| Attack: Melee 1 (one creature); +6 vs. Reflex | | | |
| Hit: 1d6 + 3 damage, and 5 ongoing poison damage (save ends). | | | |
| Skills Athletics +6, Stealth +9 | | | |
| Str 11 (+1) | Dex 17 (+4) | Wis 14 (+3) | |
| Con 12 (+2) | Int 1 (-4) | Cha 7 (-1) | |
| Alignment unaligned | | Languages – | |

| Deathjump Spider | | Level 4 Skirmisher | |
|--|-------------|--------------------|--|
| Medium natural beast (spider) | | XP 175 | |
| HP 52; Bloodied 26 | | Initiative +5 | |
| AC 18, Fortitude 17, Reflex 16, Will 15 | | Perception +7 | |
| Speed 6, climb 6 (spider climb) | | Tremorsense 5 | |
| Resist 5 poison | | | |
| TRAITS | | | |
| Soft Fall | | | |
| The spider ignores the first 6 squares of falling when determining falling damage. | | | |
| Web Walk | | | |
| The spider ignores difficult terrain composed of webs. | | | |
| STANDARD ACTIONS | | | |
| M Bite (poison) F At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 1d6 + 3 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both). | | | |
| M Death from Above F Recharge 4 5 6 | | | |
| Effect: The spider jumps up to 6 squares and does not provoke opportunity attacks for the movement. After the jump, the spider uses <i>bite</i> , dealing 1d6 extra damage and knocking the target prone on a hit. | | | |
| MOVE ACTIONS | | | |
| Prodigious Leap F Encounter | | | |
| Effect: The spider jumps up to 10 squares and does not provoke opportunity attacks for the movement. | | | |
| Skills Athletics +9, Stealth +8 | | | |
| Str 14 (+4) | Dex 12 (+3) | Wis 10 (+2) | |
| Con 12 (+3) | Int 1 (-3) | Cha 8 (-1) | |
| Alignment unaligned | | Languages – | |

Lair of the Dread Witch

| Wraith | | Level 5 Lurker | |
|---|-------------|------------------|--|
| Medium shadow humanoid (undead) | | XP 200 | |
| HP 53; Bloodied 26 | | Initiative +10 | |
| AC 19, Fortitude 17, Reflex 18, Will 15 | | Perception +2 | |
| Speed 0, fly 6 (hover); phasing | | Darkvision | |
| Immune disease, poison; Resist 10 necrotic, insubstantial | | | |
| Traits | | | |
| Insubstantial | | | |
| The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, insubstantial does not function until the start of its next turn. | | | |
| Spawn Wraith | | | |
| When the wraith kills a humanoid, that humanoid becomes a wraith at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control. | | | |
| Standard Actions | | | |
| M Shadow Touch (necrotic) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. Reflex | | | |
| Hit: 2d6 + 6 necrotic damage, or 4d6 + 14 damage if the wraith was invisible to the target when it attacked. | | | |
| Triggered Actions | | | |
| Shadow Glide (teleportation) F At-Will | | | |
| Trigger: An attack that does not deal force or radiant damage hits the wraith. | | | |
| Effect (Free Action): The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn. | | | |
| Skills Stealth +11 | | | |
| Str 4 (-1) | Dex 18 (+6) | Wis 10 (+2) | |
| Con 17 (+5) | Int 6 (+0) | Cha 15 (+4) | |
| Alignment chaotic evil | | Languages Common | |

Encounter 1

Setup

- 3 Kobold Slinger (S)
- 2 Kobold Quickblade (Q)
- 2 Kobold Tunneler (T)
- 1 Magic Crossbow Turret (C)

The kobolds are hiding; waiting for the PC's to trigger the trap.

When the players place their miniatures, read:

Entering the dungeon you find yourself in a grand hallway. A giant chair sits across the room. Upon seeing the cages near the entrance you realize this was made for someone's perverse entertainment.

Perception Check

- DC 13:** *You hear the skittering of a small reptilian.*
- DC 20:** *That scaffolding creaks unnaturally. Something is on top of it.*
- DC 20:** *Past the statue you're sure you hear more reptilian skittering. Where there is one, there are seven.*

Perception Check (This cannot be attempted if the PC's have no way of seeing in the darkness.)

- DC 13:** *You notice some unusual plates in the floor. They could trigger something.*
- DC 20:** *There are two spots in the ceiling that have been tampered with.*
- DC 20:** *You've found what you think is a control panel for a trap.*

Tactics

The kobolds try to wait for the trap to trigger. From there they try to pick on the same PC. The slingers stay on top of the scaffolding and keep the PC's at range. They fall prone after attacking until a PC climbs the scaffolding. The quickblades try to maximize their shifting.

Features of the Area

Illumination: There is no outside light. Once you are more than two squares from the stairs it becomes pitch black.

Statues: The statues provide cover.

Pit: The pit in the center of the room is 20 feet deep.

Scaffolding: The scaffolding is 10 feet high, and rickety. A medium or larger creature standing on it must make a DC 13 Acrobatics check at the beginning of each of its turns on the scaffolding or fall prone.



| | |
|---|---|
| Kobold Tunneler Small natural humanoid (reptile) | Level 1 Minion Skirmisher XP 25 |
| HP 1 ; a missed attack never damages a minion. AC 15, Fortitude 12, Reflex 14, Will 12 Speed 6 | Initiative +5 Perception +1 Darkvision |
| STANDARD ACTIONS | |
| m Javelin (weapon) □ At-Will <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 4 damage. | |
| r Javelin (weapon) □ At-Will <i>Attack:</i> Ranged 10 (one creature); +6 vs. AC <i>Hit:</i> 4 damage. | |
| MINOR ACTIONS | |
| Shifty □ At-Will <i>Effect:</i> The kobold shifts 1 square. | |
| TRIGGERED ACTIONS | |
| Narrow Escape □ At-Will <i>Trigger:</i> A close or an area attack hits or misses the kobold. <i>Effect (Immediate Interrupt):</i> The kobold rolls a saving throw. If it succeeds, it shifts up to 3 squares. | |
| Str 8 (-1) Con 12 (+1) | Dex 16 (+3) Int 9 (-1) Wis 12 (+1) Cha 10 (+0) |
| Alignment evil Equipment leather armor, 3 javelins Languages Common, Draconic | |

| | |
|---|---|
| Kobold Slinger Small natural humanoid (reptile) | Level 1 Artillery XP 100 |
| HP 24; Bloodied 12 AC 13, Fortitude 12, Reflex 14, Will 12 Speed 6 | Initiative +3 Perception +1 Darkvision |
| STANDARD ACTIONS | |
| m Dagger (weapon) □ At-Will <i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 1d4 + 3 damage. | |
| r Sling (weapon) □ At-Will <i>Attack:</i> Ranged 20 (one creature); +8 vs. AC <i>Hit:</i> 1d6 + 5 damage. | |
| R Special Shot (weapon) □ At-Will (3/encounter) <i>Attack:</i> Ranged 20 (one creature); +8 vs. AC <i>Hit:</i> 1d6 + 5 damage plus one of the following effects (roll a d6): 1 2 <i>Stinkpot:</i> The target takes a -2 penalty to attack rolls (save ends). 3 4 <i>Firepot (fire):</i> The target takes ongoing 2 fire damage (save ends). 5 6 <i>Gluepot:</i> The target is immobilized (save ends). | |
| MINOR ACTION | |
| Shifty □ At-Will <i>Effect:</i> The kobold shifts 1 square. | |
| Skills Stealth +8 | |
| Str 9 (-1) Con 12 (+1) | Dex 17 (+3) Int 9 (-1) Wis 12 (+1) Cha 10 (+0) |
| Alignment evil Equipment leather armor, dagger, sling, 20 sling bullets, 3 rounds of special shot Languages Common, Draconic | |

| | |
|--|---|
| Kobold Quickblade Small natural humanoid (reptile) | Level 1 Skirmisher XP 100 |
| HP 29; Bloodied 14 AC 15, Fortitude 12, Reflex 14, Will 12 Speed 6 | Initiative +5 Perception +1 Darkvision |
| STANDARD ACTIONS | |
| m Short Sword (weapon) F At-Will <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 1d6 + 3 damage. The attack deals 2 extra damage per square the kobold has shifted since the start of its turn. | |
| MOVE ACTIONS | |
| Fleet Feet F At-Will <i>Effect:</i> The kobold shifts up to 3 squares. | |
| MINOR ACTIONS | |
| Shifty F At-Will <i>Effect:</i> The kobold shifts 1 square. | |
| Skills Athletics +4, Stealth +8, Thievery +8 | |
| Str 8 (-1) Con 13 (+1) | Dex 17 (+3) Int 9 (-1) Wis 13 (+1) Cha 10 (+0) |
| Alignment evil Equipment leather armor, light shield, short sword Languages Common, Draconic | |

| | |
|---|----------------------------------|
| Magic Crossbow Turret Trap | Level 3 Blaster XP 150 |
| <i>A pair of armored crossbow turrets drops down from the ceiling on the far edge of the room, peppering creatures with quarrels.</i> | |
| Trap: Two crossbows attack each round on their initiative after they are triggered. | |
| Perception | |
| <ul style="list-style-type: none"> ◆ DC 20: The character notices the trigger plates. ◆ DC 25: The character notices the location of the hidden turret emplacements. ◆ DC 25: The character notices the location of the hidden control panel. | |
| Initiative +3 | |
| Trigger | |
| The trap activates and rolls initiative when a character enters one of the four trigger squares in the room. | |
| Attack | |
| Standard Action | Ranged 10 |
| Targets Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon. | |
| Attack: +8 vs. AC | |
| Hit: 1d8 + 3 damage. | |
| Countermeasures | |
| <ul style="list-style-type: none"> ◆ Athletics DC 6 or Athletics (without a running start) DC 11: A character who makes a successful check can jump over a single trigger plate square. ◆ Thievery DC 25: An adjacent character can disable a trigger plate with a successful 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. ◆ Thievery DC 20: A character can engage in a skill challenge to deactivate the control panel. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d6 + 3 damage to all creatures in blast) and the trap remains active. | |
| <i>Published in Dungeon Master's Guide.</i> | |

Encounter 2

Setup

- 2 Kobold Dragonshield (D)
- 2 Bloodseeker Drake (B)
- 1 Blazing Skeleton (S)

The kobold dragonshields and bloodseeker drakes guard the web across the chasm. The blazing skeleton does not appear yet.

As the PC's rest and explore the area, read:

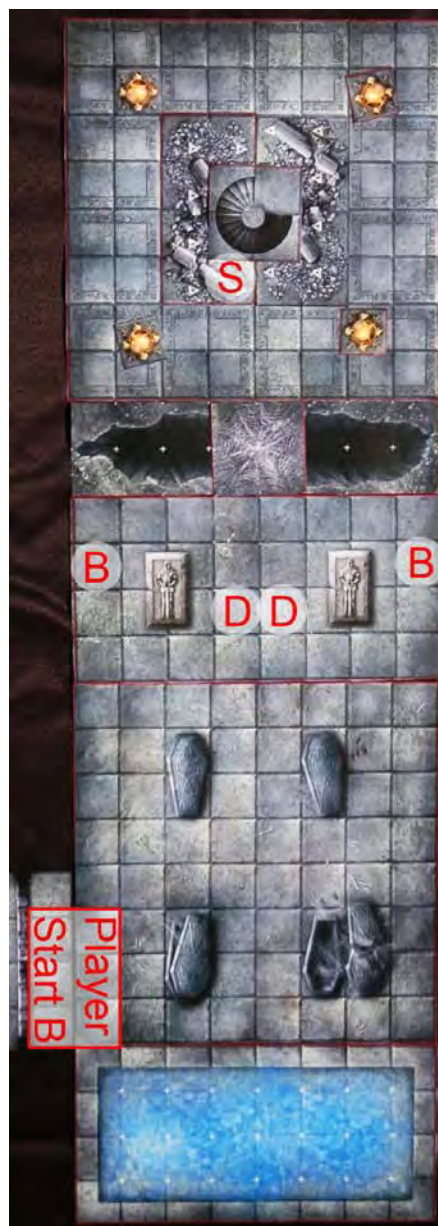
You open the great doors into a crypt, long since defiled. There is a cool pool of water on one end of the chamber, and at the other you see your exit covered in rubble. There are two kobolds with drakes that stand ready to oppose you.

When the PC's trigger the skeleton, read:

Just then the rubble by the staircase starts to shake. Bones form together making a skeleton. Then it bursts into flames and hurls them at you!

Perception Check

DC 13: *By the stairway you see an awful lot of bones hidden in the rubble.*



Dungeoneering Check

DC 13: *That spider web looks strong enough to support your weight, though it's surely still sticky.*

Tactics

The kobold dragonshields and bloodseeker drake try to keep the party from crossing the web bridge, retreating across the chasm to hopefully trigger the blazing skeleton. He rises from the rubble once the PC's reach the last set of caskets.

Features of the Area

Illumination: The braziers by the staircase provide light to the first set of caskets, the rest is dark.

Tombs: The caskets provide cover and count as difficult terrain.

Pool: The pool is shallow only five feet deep. It does require a swim check.

Chasm: The chasm is 20 feet deep, and its walls are difficult to climb DC 15.

Rubble: The rubble is difficult terrain.

Web Bridge: The web bridge is challenging terrain, taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).

| | |
|--|----------------------------------|
| Bloodseeker Drake Medium natural beast (reptile) | Level 4 Soldier XP 175 |
| HP 53; Bloodied 26 AC 20, Fortitude 15, Reflex 17, Will 15 Speed 6 | Initiative +7 Perception +7 |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d10 + 5 damage, or 1d10 + 10 damage against a bloodied target. | |
| TRIGGERED ACTIONS | |
| M Blood Frenzy F At-Will | |
| Trigger: A bloodied enemy adjacent to the drake shifts. Effect (Opportunity Action): The drake uses <i>bite</i> against the triggering enemy. | |
| Str 13 (+3) | Dex 17 (+5) |
| Con 13 (+3) | Int 2 (-2) |
| | Wis 10 (+2) |
| | Cha 13 (+3) |
| Alignment unaligned | Languages – |

| | |
|---|--|
| Blazing Skeleton Medium natural animate (undead) | Level 5 Artillery XP 200 |
| HP 53; Bloodied 26 AC 19, Fortitude 15, Reflex 18, Will 16 Speed 6 Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant | Initiative +6 Perception +4 Darkvision |
| TRAITS | |
| O Fiery Aura (fire) F Aura 1 | |
| Any creature that ends its turn within the aura takes 5 fire damage. | |
| STANDARD ACTIONS | |
| m Blazing Claw (fire) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends). | |
| r Flame Orb (fire) F At-Will | |
| Attack: Ranged 10 (one creature); +10 vs. Reflex Hit: 2d4 + 4 damage, and ongoing 5 fire damage (save ends). | |
| Str 13 (+3) | Dex 18 (+6) |
| Con 17 (+5) | Int 4 (-1) |
| | Wis 15 (+4) |
| | Cha 6 (+0) |
| Alignment unaligned | Languages – |

| | |
|--|--|
| Kobold Dragonshield Small natural humanoid (reptile) | Level 2 Soldier XP 125 |
| HP 36; Bloodied 18 AC 18, Fortitude 14, Reflex 13, Will 13 Speed 5 | Initiative +4 Perception +2 Darkvision |
| Standard Actions | |
| m Short Sword (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +7 vs. AC Hit: 1d6 + 6 damage. Effect: The target is marked until the end of the kobold's next turn. | |
| M Dirty Tactics (weapon) F Encounter | |
| Attack: Melee 1 (one creature); +5 vs. Reflex Hit: 2d6 + 7 damage, and the target is immobilized until the end of the kobold's next turn. Miss: Half damage, and the target is slowed until the end of the kobold's next turn. | |
| Minor Actions | |
| Shifty F At-Will | |
| Effect: The kobold shifts 1 square. | |
| Triggered Actions | |
| Dragonshield Tactics F At-Will | |
| Trigger: An enemy adjacent to the kobold shifts or an enemy moves to a square adjacent to the kobold. Effect (Immediate Reaction): The kobold shifts 1 square. | |
| Skills Athletics +8, Stealth +7, Thievery +7 | |
| Str 14 (+3) | Dex 13 (+2) |
| Con 12 (+2) | Int 9 (+0) |
| | Wis 12 (+2) |
| | Cha 10 (+1) |
| Alignment evil | Languages Common, Draconic |
| Equipment light shield, scale armor, short sword | |

Encounter 1

Setup

- 1 Goblin Hex Hurler (H)
- 4 Grasping Zombie (G)
- 1 Hulking Zombie (Z)

The goblin and his zombie are not hiding to start.

When the players place their miniatures, read:

From the other end of the pitch black hallway you see a faint glow. A goblin is sitting in a chair meant for a giant. "You have come to join my pets I see," he says with a high pitched squeak. "RISE MY MINIONS! Rise and feed!"

Tactics

The goblin hex hurler uses his *vexing cloud* to protect his zombies and his *lead from the rear* if seriously threatened. The zombies lurch forward and try to attack grabbed enemies.

Features of the Area

Illumination: There is no outside light. Once you are more than two squares from the stairs it becomes pitch black. The goblin's staff sheds dim illumination within four squares of him.

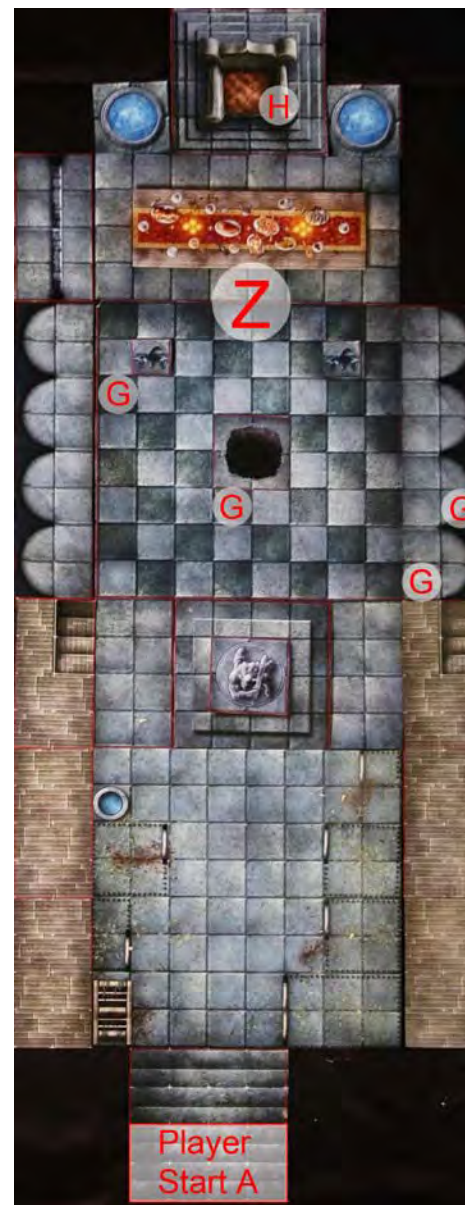
Statues: The statues provide cover.

Pit: The pit in the center of the room is 20 feet deep.

Scaffolding: The scaffolding is 10 feet high, and rickety. A medium or larger creature standing on it must make a DC 13 Acrobatics check at the beginning of each of its turns on the scaffolding or fall prone.

Water Pools: The pools look stagnant and carry a fetid odor.

Dining Table: The table is 5 feet tall and provides cover.



| Grasping Zombie | | Level 1 Brute | |
|---|-------------------|----------------------|--|
| Medium natural animate (undead) | | XP 100 | |
| HP 33; Bloodied 16 | | Initiative -1 | |
| AC 13, Fortitude 14, Reflex 11, Will 11 | | Perception -1 | |
| Speed 4 | | Darkvision | |
| Immune disease, poison | | | |
| TRAITS | | | |
| Zombie Weakness | | | |
| A critical hit automatically reduces the zombie to 0 hit points. | | | |
| Zombie Healing (healing) | | | |
| Whenever an attack that isn't a critical hit reduces the zombie to 0 hit points, the zombie falls unconscious until the start of its next turn, when it returns with 1 hit point. A creature can spend a minor action while adjacent to an unconscious zombie to prevent the zombie from returning. | | | |
| STANDARD ACTIONS | | | |
| m Slam F At-Will | | | |
| Attack: Melee 1 (one creature); +6 vs. AC | | | |
| Hit: 1d12 + 3 damage, or 1d12 + 8 damage against a grabbed target. | | | |
| M Zombie Grasp F At-Will | | | |
| Attack: Melee 1 (one creature); +4 vs. Reflex | | | |
| Hit: The zombie grabs the target (escape DC 14). | | | |
| Str 16 (+3) | Dex 8 (-1) | Wis 8 (-1) | |
| Con 13 (+1) | Int 1 (-5) | Cha 3 (-4) | |
| Alignment unaligned | | Languages – | |

| Hulking Zombie | | Level 4 Brute | |
|---|-------------------|----------------------|--|
| Large natural animate (undead) | | XP 175 | |
| HP 70; Bloodied 35 | | Initiative +1 | |
| AC 16, Fortitude 18, Reflex 14, Will 14 | | Perception +1 | |
| Speed 4 | | Darkvision | |
| Immune disease, poison | | | |
| TRAITS | | | |
| Zombie Weakness | | | |
| A critical hit automatically reduces the zombie to 0 hit points. | | | |
| Zombie Healing (healing) | | | |
| Whenever an attack that isn't a critical hit reduces the zombie to 0 hit points, the zombie falls unconscious until the start of its next turn, when it returns with 1 hit point. A creature can spend a minor action while adjacent to an unconscious zombie to prevent the zombie from returning. | | | |
| STANDARD ACTIONS | | | |
| m Slam F At-Will | | | |
| Attack: Melee 2 (one creature); +9 vs. AC | | | |
| Hit: 2d12 + 2 damage, or 2d12 + 7 damage against a grabbed or prone target. | | | |
| M Zombie Rush F At-Will | | | |
| Effect: The zombie charges and makes the following attack in place of a basic melee attack. | | | |
| Attack: Melee 2 (one creature); +7 vs. Fortitude | | | |
| Hit: 2d12 + 2 damage, and the zombie pushes the target 1 square and knocks it prone. | | | |
| Str 20 (+7) | Dex 8 (+1) | Wis 8 (+1) | |
| Con 20 (+7) | Int 1 (-3) | Cha 3 (-2) | |
| Alignment unaligned | | Languages – | |

| Goblin Hex Hurler | | Level 3 Controller (Leader) | |
|---|--------------------|------------------------------------|--|
| Small natural humanoid | | XP 150 | |
| HP 46; Bloodied 23 | | Initiative +3 | |
| AC 17, Fortitude 14, Reflex 15, Will 16 | | Perception +2 | |
| Speed 6 | | Low-light vision | |
| STANDARD ACTIONS | | | |
| m Staff (weapon) <input type="checkbox"/> At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d6 + 7 damage, and the goblin slides the target 1 square. | | | |
| R Blinding Hex <input type="checkbox"/> At-Will | | | |
| Attack: Ranged 10 (one creature); +6 vs. Fortitude | | | |
| Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn. | | | |
| R Stinging Hex <input type="checkbox"/> Recharge 5 6 | | | |
| Attack: Ranged 10 (one creature); +6 vs. Will | | | |
| Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends). | | | |
| A Vexing Cloud (zone) <input type="checkbox"/> Encounter | | | |
| Effect: Area burst 3 within 10. The burst creates a zone that lasts until the end of the goblin's next turn. Enemies take a -2 penalty to attack rolls while within the zone. | | | |
| Sustain Minor: The zone persists until the end of the goblin's next turn, and the goblin can move it up to 5 squares. | | | |
| TRIGGERED ACTIONS | | | |
| Goblin Tactics <input type="checkbox"/> At-Will | | | |
| Trigger: The goblin is missed by a melee attack. | | | |
| Effect (Immediate Reaction): The goblin shifts 1 square. | | | |
| Lead from the Rear <input type="checkbox"/> At-Will | | | |
| Trigger: An enemy hits the goblin with a ranged attack. | | | |
| Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of level 3 or lower. | | | |
| Skills Stealth +10, Thievery +10 | | | |
| Str 10 (+1) | Dex 15 (+3) | Wis 13 (+2) | |
| Con 14 (+3) | Int 9 (+0) | Cha 18 (+5) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather robes, staff | | | |

Encounter 2

Setup

- 1 Hobgoblin Warmonger (H)
- 2 Ravenous Ghoul (G)
- 4 Zombie Shambler (Z)

The hobgoblin warmonger is standing near the stairs. The ravenous ghouls are in the chasm, and the zombie shamblers are scattered about the room.

As the PC's rest and explore the area, read:

As you enter the door an arrow flies by your head. "Leave now and I won't have to add you to this crypt," says a hobgoblin standing by the stairs.

Perception Check

DC 20: *From within the chasm you hear creatures gnawing at bone.*

Dungeoneering Check

DC 13: *That spider web looks strong enough to support your weight, though it's surely still sticky.*

Tactics

The hobgoblin warmonger stays by the staircase and uses his longbow to provide combat advantage, using his *battle cry* for a little extra punch when needed. The ravenous ghouls climb the chasm and charge at first opportunity. The zombie shamblers simply move to engage.

Features of the Area

Illumination: The braziers by the staircase provide light to the first set of caskets, the rest is dark.

Tombs: The caskets provide cover and count as difficult terrain.

Pool: The pool is shallow only five feet deep. It does require a swim check.

Chasm: The chasm is 20 feet deep, and its walls are difficult to climb DC 15.

Rubble: The rubble is difficult terrain.

Web Bridge: The web bridge is challenging terrain, taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| | | | |
|--|--------------------|-----------------------------------|--|
| Hobgoblin Warmonger | | Level 4 Artillery (Leader) | |
| Medium natural humanoid | | XP 175 | |
| HP 46; Bloodied 23 | | Initiative +6 | |
| AC 18, Fortitude 15, Reflex 17, Will 16 | | Perception +4 | |
| Speed 6 | | Low-light vision | |
| Standard Actions | | | |
| m Mace (weapon) F At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature); +9 vs. AC | | | |
| <i>Hit:</i> 1d8 + 6 damage. | | | |
| R Longbow (weapon) F At-Will | | | |
| <i>Attack:</i> Ranged 30 (one creature); +11 vs. AC | | | |
| <i>Hit:</i> 1d10 + 7 damage, and the target grants combat advantage until the start of the hobgoblin's next turn. | | | |
| A Battle Cry (charm) F Recharge when first bloodied | | | |
| <i>Target:</i> Area burst 2 within 10 (enemies in burst); +9 vs. Will | | | |
| <i>Hit:</i> The target makes a basic attack as a free action against a creature of the hobgoblin's choice. | | | |
| <i>Effect:</i> Each ally in the burst can charge or make a basic attack as a free action. If an ally hits with the attack granted by this power, that ally gains 5 temporary hit points. | | | |
| Move Actions | | | |
| Phalanx Movement F At-Will | | | |
| <i>Effect:</i> The hobgoblin and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the hobgoblin. | | | |
| Str 15 (+4) | Dex 19 (+6) | Wis 14 (+4) | |
| Con 16 (+5) | Int 11 (+2) | Cha 17 (+5) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment chainmail, mace, longbow, 20 arrows | | | |

| | | | |
|---|-------------------|-----------------------------|--|
| Zombie Shambler | | Level 5 Minion Brute | |
| Medium natural animate (undead) | | XP 50 | |
| HP 1; a missed attack never damages a minion. | | Initiative +1 | |
| AC 17, Fortitude 18, Reflex 15, Will 15 | | Perception +1 | |
| Speed 4 | | Darkvision | |
| Immune disease, poison | | | |
| TRAITS | | | |
| Zombie Healing (healing) | | | |
| Whenever an attack that isn't a critical hit reduces the zombie to 0 hit points, the zombie falls unconscious until the start of its next turn, when it returns with 1 hit point. A creature can spend a minor action while adjacent to an unconscious zombie to prevent the zombie from returning. | | | |
| STANDARD ACTIONS | | | |
| m Slam F At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC | | | |
| <i>Hit:</i> 8 damage. | | | |
| Str 18 (+6) | Dex 8 (+1) | Wis 8 (+1) | |
| Con 15 (+4) | Int 1 (-3) | Cha 3 (-2) | |
| Alignment unaligned | | Languages – | |

| | | | |
|---|--------------------|-------------------------|--|
| Ravenous Ghoul | | Level 5 Brute | |
| Medium natural humanoid (undead) | | XP 200 | |
| HP 76; Bloodied 38 | | Initiative +4 | |
| AC 17, Fortitude 18, Reflex 17, Will 15 | | Perception +1 | |
| Speed 8, climb 4 | | Darkvision | |
| Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant | | | |
| Standard Actions | | | |
| m Claws F At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC | | | |
| <i>Hit:</i> 3d8 + 4 damage. | | | |
| M Ravenous Bite F Recharge 5 6 | | | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC | | | |
| <i>Hit:</i> 3d8 + 6 damage, and ongoing 5 damage (save ends). | | | |
| Skills Stealth +9 | | | |
| Str 18 (+6) | Dex 14 (+4) | Wis 8 (+1) | |
| Con 16 (+5) | Int 8 (+1) | Cha 13 (+3) | |
| Alignment chaotic evil | | Languages Common | |

Encounter 1

Setup

- 1 Wererat (W)
- 1 Doppelganger Sneak (D)
- 1 Poisonscale Brawler (B)
- 1 Duergar Raid Leader (L)

The duergar raid leader and poisonscale brawler start in the open. The cages all have captives in them, one of those captives is the doppelganger sneak. The wererat hides on top of the scaffolding.

When the players put their miniatures, read:

As you descend into the witch's dungeon you see cages. In each are slaves unable to escape. Down the hallway you see their cruel slavemaster, a duergar. A chain in his hand leads to a large leashed lizardfolk. "If you ever wish to see the surface again kill these invaders!" he shouts.

Perception Check

DC 13: *You hear something making quiet chittering noises from on top the scaffolding.*

Insight Check

DC 20: *One of the prisoners is suspicious.*

Tactics

The poisonscale brawler moves forward to engage the party. The wererat tries to ambush them, and then seeks combat advantage. The doppelganger waits for the party to pass his cage before slipping out and ambushing them. The raid leader hangs back with his crossbow until he can raid leader's command one of the others.

Features of the Area

Illumination: Though the duergar can see fine he keeps the place well lit for his slaves.

Statues: The statues provides cover.

Pit: The pit in the center of the room is 20 feet deep.

Scaffolding: The scaffolding is 10 feet high, and rickety. A medium or larger creature standing on it must make a DC 13 Acrobatics check at the beginning of each of its turns on the scaffolding or fall prone.



Map 2, Result 4

| Duergar Raid Leader | Level 5 Artillery (Leader) |
|---|---|
| Medium natural humanoid, dwarf | XP 200 |
| HP 51; Bloodied 25 | Initiative +3 |
| AC 19, Fortitude 17, Reflex 19, Will 15 | Perception +4 |
| Speed 5 | Darkvision |
| Resist 5 fire, 5 poison | |
| STANDARD ACTIONS | |
| m Warhammer (weapon) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC | |
| <i>Hit:</i> 1d10 + 5 damage | |
| r Crossbow (weapon) F At-Will | |
| <i>Attack:</i> Ranged 20 (one creature); +12 vs. AC | |
| <i>Hit:</i> 1d8 + 8 damage. | |
| Raid Leader's Command F At-Will | |
| <i>Effect:</i> Ranged 5 (one ally). The target can make a basic attack as a free action. | |
| MINOR ACTIONS | |
| r Infernal Quills (poison) F Encounter | |
| <i>Attack:</i> Ranged 3 (one creature); +12 vs. AC | |
| <i>Hit:</i> 1d8 + 4 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both). | |
| Skills Dungeoneering +9 | |
| Str 11 (+2) | Dex 13 (+3) |
| Con 15 (+4) | Int 18 (+6) |
| | Wis 14 (+4) |
| | Cha 8 (+1) |
| Alignment evil | Languages Common, Deep Speech, Dwarven |
| Equipment chainmail, warhammer, crossbow | |

| Doppelganger Sneak | Level 3 Skirmisher |
|---|---------------------------|
| Medium natural humanoid (shapechanger) | XP 150 |
| HP 45; Bloodied 22 | Initiative +6 |
| AC 17, Fortitude 14, Reflex 16, Will 15 | Perception +2 |
| Speed 6 | |
| STANDARD ACTION | |
| m Short Sword (weapon) □ At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 1d6 + 6 damage, or 2d6 + 6 damage if the doppelganger has combat advantage against the target. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) □ At-Will | |
| <i>Effect:</i> The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>change shape</i> again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and possessions do not change. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise. | |
| M Shapeshifter Feint □ At-Will (1/round) | |
| <i>Attack:</i> Melee 1 (one creature); +6 vs. Reflex | |
| <i>Hit:</i> The target grants combat advantage to the doppelganger until the end of the doppelganger's next turn. | |
| Skills Bluff +8, Insight +7, Stealth +9 | |
| Str 11 (+1) | Dex 16 (+4) |
| Con 13 (+2) | Int 10 (+1) |
| | Wis 12 (+2) |
| | Cha 15 (+3) |
| Alignment unaligned | Languages Common |
| Equipment short sword | |

Lair of the Dread Witch

| Poisonscale Brawler | Level 3 Brute |
|---|---------------------------|
| Medium natural humanoid (reptile), lizardfolk | XP 150 |
| HP 55; Bloodied 27 | Initiative +3 |
| AC 15, Fortitude 15, Reflex 13, Will 12 | Perception +1 |
| Speed 6 (swamp walk) | |
| STANDARD ACTIONS | |
| m Club (weapon) □ At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 2d6 + 7 damage. | |
| M Crushing Grasp □ At-Will | |
| <i>Requirement:</i> The brawler must be grabbing a creature. | |
| <i>Attack:</i> Melee 1 (one creature grabbed by the brawler); +6 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 7 damage. | |
| <i>Miss:</i> Half damage. | |
| MINOR ACTIONS | |
| M Feral Grab □ At-Will (1/round) | |
| <i>Requirement:</i> The brawler must not be grabbing a creature. | |
| <i>Attack:</i> Melee 1 (one creature that isn't grabbed); +6 vs. Reflex | |
| <i>Hit:</i> The brawler grabs the target (escape DC 19). | |
| Skills Athletics +10, Stealth +8 | |
| Str 18 (+5) | Dex 15 (+3) |
| Con 15 (+3) | Int 7 (-1) |
| | Wis 10 (+1) |
| | Cha 8 (+0) |
| Alignment unaligned | Languages Draconic |
| Equipment club | |
| Wererat | Level 3 Skirmisher |
| Medium natural humanoid (shapechanger), human | XP 150 |
| HP 37; Bloodied 18 | Initiative +7 |
| AC 17, Fortitude 16, Reflex 14, Will 13 | Perception +7 |
| Speed 6, climb 4 (rat or hybrid form only) | Low-light vision |
| Traits | |
| Regeneration | |
| The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon, it does not regain hit points from this trait at the start of its next turn. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) □ At-Will | |
| <i>Requirement:</i> The wererat must be in human or hybrid form. | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 1d6 + 6 damage, or 2d6 + 6 if the wererat has combat advantage against the target. | |
| m Bite □ At-Will | |
| <i>Requirement:</i> The wererat must be in rat or hybrid form. | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 1d4 + 4 damage. If the target is granting combat advantage to the wererat, it also takes ongoing 5 damage (save ends). | |
| MOVE ACTIONS | |
| Rat Scurry F At-Will | |
| <i>Requirement:</i> The wererat must be in rat form. | |
| <i>Effect:</i> The wererat shifts up to its speed. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) □ At-Will | |
| <i>Effect:</i> The wererat alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. | |
| Skills Bluff +6, Stealth +10 | |
| Str 10 (+1) | Dex 18 (+5) |
| Con 15 (+3) | Int 13 (+2) |
| | Wis 12 (+2) |
| | Cha 11 (+1) |
| Alignment evil | Languages Common |
| Equipment short sword | |

Encounter 2

Setup

- 2 Duergar Scout (S)
- 2 Duergar Guard (G)
- 1 Imp (I)

The duergar scouts and imp start the combat hidden, only the guards are in the open.

As the PC's rest and explore the area, read:

When you open the great wooden doors the torches in the slave quarters are snuffed by a quick blast of cold air from the crypt. Through the inky blackness you see little though you can make out the staircase that will take you deeper into the dungeon.

Perception Check

- DC 13:** *You can hear the rattle of chainmail from within the room.*
- DC 20:** *You hear soft wingbeats and a pair of crossbows being loaded.*

Dungeoneering Check

DC 13: *That spider web looks strong enough to support your weight, though it's surely still sticky.*

Tactics

The imp vanishes, then uses *tail sting* on whoever he can. The duergar guards keep people from crossing the web bridge, and the duergar scouts try to attack only when they would get their *shadow attack*. They use *underdark sneak* if necessary.

Features of the Area

Illumination: The braziers by the staircase provide dim illumination only in adjacent squares, the rest is dark.

Tombs: The caskets provide cover and count as difficult terrain.

Pool: The pool is shallow only five feet deep. It does not require a swim check.

Chasm: The chasm is 20 feet deep, and its walls are difficult to climb DC 15.

Rubble: The rubble is difficult terrain.

Web Bridge: The web bridge is challenging terrain. Taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Duergar Guard | | Level 4 Soldier | |
|---|-------------|------------------------|--|
| Medium natural humanoid, dwarf | | XP 175 | |
| HP 58; Bloodied 29 | | Initiative +6 | |
| AC 20, Fortitude 17, Reflex 15, Will 15 | | Perception +4 | |
| Speed 5 | | Darkvision | |
| Resist 5 fire, 5 poison | | | |
| STANDARD ACTIONS | | | |
| m Warhammer (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 1d10 + 6 damage. | | | |
| Effect: The duergar marks the target until the end of the target's next turn. | | | |
| MINOR ACTIONS | | | |
| Infernal Anger (fire) F Recharge 5 6 | | | |
| Effect: Until the start of the duergar's next turn, its melee attacks deal 4 extra fire damage, and if an enemy adjacent to the guard moves, the guard can shift 1 square as an immediate reaction. | | | |
| r Infernal Quills (poison) F Encounter | | | |
| Attack: Ranged 3 (one creature); +9 vs. AC | | | |
| Hit: 1d8 + 3 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both). | | | |
| Skills Dungeoneering +9 | | | |
| Str 14 (+4) | Dex 15 (+4) | Wis 15 (+4) | |
| Con 18 (+6) | Int 10 (+2) | Cha 8 (+1) | |
| Alignment evil Languages Common, Deep Speech, Dwarven | | | |
| Equipment chainmail, warhammer | | | |

| Imp | | Level 3 Lurker | |
|---|-------------|-----------------------|--|
| Small immortal humanoid (devil) | | XP 150 | |
| HP 40; Bloodied 20 | | Initiative +8 | |
| AC 17, Fortitude 13, Reflex 17, Will 15 | | Perception +8 | |
| Speed 4, fly 6 | | Darkvision | |
| STANDARD ACTIONS | | | |
| m Bite F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d6 + 5 damage. | | | |
| Vanish (Illusion) F At-Will | | | |
| Effect: The Imp becomes invisible until the end of its next turn or until it hits or misses with an attack. | | | |
| M Tail Sting (poison) F Recharge when the Imp uses vanish | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 2d8 + 3 damage, and the target takes ongoing 10 poison damage and a -2 penalty to Will saves (save ends both). | | | |
| Skills Arcana +9, Bluff +9, Stealth +9 | | | |
| Str 12 (+2) | Dex 17 (+4) | Wis 14 (+3) | |
| Con 16 (+4) | Int 16 (+4) | Cha 16 (+4) | |
| Alignment evil Languages Common, Supernal | | | |

| Duergar Scout | | Level 4 Lurker | |
|--|-------------|-----------------------|--|
| Medium natural humanoid, dwarf | | XP 175 | |
| HP 48; Bloodied 24 | | Initiative +8 | |
| AC 18, Fortitude 18, Reflex 16, Will 16 | | Perception +9 | |
| Speed 5 | | Darkvision | |
| Resist 5 fire, 5 poison | | | |
| TRAITS | | | |
| Shadow Attack | | | |
| The duergar's attacks deal 4d6 extra damage when the duergar hits a target that cannot see it. | | | |
| STANDARD ACTIONS | | | |
| m Warhammer (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 1d10 + 4 damage | | | |
| r Crossbow (weapon) F At-Will | | | |
| Attack: Ranged 20 (one creature); +9 vs. AC | | | |
| Hit: 1d8 + 5 damage. | | | |
| Underdark Sneak F At-Will | | | |
| Effect: The duergar becomes invisible until the end of its next turn or until it hits or misses with an attack. | | | |
| MINOR ACTIONS | | | |
| r Infernal Quills (poison) F Encounter | | | |
| Attack: Ranged 3 (one creature); +9 vs. AC | | | |
| Hit: 1d8 + 4 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both). | | | |
| Skills Dungeoneering +9, Stealth +9 | | | |
| Str 13 (+3) | Dex 15 (+4) | Wis 14 (+4) | |
| Con 18 (+6) | Int 10 (+2) | Cha 8 (+1) | |
| Alignment evil Languages Common, Deep Speech, Dwarven | | | |
| Equipment chainmail, warhammer, crossbow | | | |

Encounter 1

Setup

- 2 Poisonscale Needler (N)
- 2 Greenscale Raider (R)
- 1 Greenscale Trapper (T)
- 1 Greenscale Hunter (H)

The lizardfolk have recently entered these labs and haven't had time setup an ambush.

When the players place their miniatures, read:

This room glows dimly from the illumination provided by strange apparatuses. Man-sized lizards standing on two legs seem to be pawing over the tables. A small one is startled by your sudden appearance. It drops the two vials it was holding and is incinerated by the ensuing explosion.

Tactics

The trapper realizes the danger of the tables now and will try to drag party members in the table with his *net drag*. He also instructs the needlers to shoot the tables when PCs are adjacent. The raiders will attempt to lock down mobile PCs. The hunter will pick off any PCs who get separated.

Features of the Area

Illumination: The old experiments light the room dimly.

Bookshelves: The bookshelves are ten feet tall and provide cover. Also they can be knocked over with a standard action.

Tables: The tables are all difficult terrain. If the alchemical items on the table are disturbed, by a blast or burst power, they explode. This deals four damage to everyone adjacent to that table. A table that has exploded

will continue to burn brightly for the rest of the encounter bathing a 15 foot radius in full light.

Magic Circle: The circle provides a +1 to AC against attacks from outside of it.

Exit: The orange energy burst will teleport the party to the next area.



Map 3, Result 1

| Poisonscale Needler | | Level 3 Minion Artillery | |
|---|-------------|--------------------------|--|
| Medium natural humanoid (reptile), lizardfolk | | XP 38 | |
| HP 1; a missed attack never damages a minion. | | Initiative +5 | |
| AC 17, Fortitude 13, Reflex 16, Will 14 | | Perception +3 | |
| Speed 6 (swamp walk) | | | |
| Traits | | | |
| Sniper | | | |
| A hidden needler that misses with a ranged attack remains hidden. | | | |
| Standard Actions | | | |
| m Claw (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 5 damage. | | | |
| r Blowgun (poison, weapon) F At-Will | | | |
| Attack: Ranged 10 (one creature); +10 vs. AC | | | |
| Hit: 5 poison damage. On a critical hit, the target also falls unconscious (save ends). | | | |
| Str 12 (+2) | Dex 18 (+5) | Wis 15 (+3) | |
| Con 11 (+1) | Int 7 (-1) | Cha 9 (+0) | |
| Alignment unaligned | | Languages Draconic | |
| Equipment blowgun, 10 poisoned blowgun needles | | | |

| Greenscale Raider | | Level 3 Soldier | |
|---|-------------|--------------------|--|
| Medium natural humanoid (reptile), lizardfolk | | XP 150 | |
| HP 45; Bloodied 22 | | Initiative +5 | |
| AC 19, Fortitude 17, Reflex 15, Will 13 | | Perception +1 | |
| Speed 6 (swamp walk) | | | |
| Standard Actions | | | |
| m Club (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d10 + 5 damage. | | | |
| Effect: The target is marked until the end of the raider's next turn. | | | |
| Minor Actions | | | |
| m Tail Sweep F At-Will | | | |
| Requirement: The raider must be bloodied. | | | |
| Attack: Melee 1 (one creature); +6 vs. Reflex | | | |
| Hit: The target falls prone. | | | |
| Triggered Actions | | | |
| M Hunter's Response F Recharge 4 5 6 | | | |
| Trigger: An enemy adjacent to the raider shifts. | | | |
| Attack (Immediate Interrupt): Melee 1 (triggering enemy); +8 vs. AC | | | |
| Hit: 2d10 + 3 damage. | | | |
| Miss: Half damage. | | | |
| Skills Athletics +10, Stealth +8 | | | |
| Str 18 (+5) | Dex 15 (+3) | Wis 10 (+1) | |
| Con 13 (+2) | Int 8 (+0) | Cha 8 (+0) | |
| Alignment unaligned | | Languages Draconic | |
| Equipment turtle shell shield, club | | | |

Lair of the Dread Witch

| Greenscale Hunter | | Level 4 Skirmisher | |
|---|-------------|--------------------|--|
| Medium natural humanoid (reptile), lizardfolk | | XP 175 | |
| HP 54; Bloodied 27 | | Initiative +6 | |
| AC 18, Fortitude 17, Reflex 16, Will 15 | | Perception +8 | |
| Speed 6 (swamp walk) | | | |
| Standard Actions | | | |
| m Spear (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 1d8 + 6 damage. | | | |
| M Sidestep Attack (weapon) F At-Will | | | |
| Effect: The hunter shifts 1 square and then uses spear. | | | |
| Minor Actions | | | |
| M Feral Tail Lash F At-Will | | | |
| Requirement: The hunter must be bloodied. | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 1d6 damage, and the hunter shifts up to 1 squares. | | | |
| Skills Athletics +10, Stealth +9 | | | |
| Str 17 (+5) | Dex 15 (+4) | Wis 12 (+3) | |
| Con 14 (+4) | Int 8 (+1) | Cha 8 (+1) | |
| Alignment unaligned | | Languages Draconic | |
| Equipment light shield, spear | | | |

| Greenscale Trapper | | Level 3 Controller | |
|---|-------------|--------------------|--|
| Medium natural humanoid (reptile), lizardfolk | | XP 150 | |
| HP 46; Bloodied 23 | | Initiative +5 | |
| AC 17, Fortitude 14, Reflex 16, Will 14 | | Perception +3 | |
| Speed 6 (swamp walk) | | | |
| Standard Actions | | | |
| m Spear (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +8 vs. AC | | | |
| Hit: 1d8 + 6 damage. | | | |
| C Net Toss (weapon) F At-Will | | | |
| Requirement: The trapper must be wielding a net. | | | |
| Attack: Close blast 2 (enemies in blast); +6 vs. Reflex | | | |
| Hit: 1d4 + 3 damage, and the target is immobilized (save ends). | | | |
| Miss: The trapper slides the target 1 square to a square not in the blast. | | | |
| Move Actions | | | |
| Net Drag F At-Will | | | |
| Effect: The trapper moves up to its speed, pulling creatures immobilized by its net an equal number of squares. This movement does not provoke opportunity attacks from creatures immobilized by the trapper's net. | | | |
| Minor Actions | | | |
| M Feral Kick F At-Will | | | |
| Requirement: The trapper must be bloodied. | | | |
| Attack: Melee 1 (one creature); +6 vs. Reflex | | | |
| Hit: The trapper slides the target 1 square. | | | |
| Skills Athletics +7, Stealth +10 | | | |
| Str 13 (+2) | Dex 18 (+5) | Wis 14 (+3) | |
| Con 14 (+3) | Int 8 (+0) | Cha 8 (+0) | |
| Alignment unaligned | | Languages Draconic | |
| Equipment 3 nets, spear | | | |

Encounter 2

Setup

- 1 Pseudodragon (P)
- 1 Wraith (W)
- 2 Deathjump Spider (D)
- 1 Spitting Cobra (S)

The wraith is starts visible. The rest are in the various chasms.

As the PC's rest and explore the area, read:

The glow from the portal lights up this chamber. In the middle of piles of rubble a wraith turns toward you, his eyes hungry for flesh.

Perception Check

- DC 13: *Hissing noises are coming from one of the chasms.*
- DC 15: *Chattering mandibles are coming from another chasm.*
- DC 20: *And a faint fluttering of wings comes from a chasm as well.*

Tactics

The wraith tries to attack only when it's invisible to someone. This includes them being blind. The deathjump spiders take advantage of the terrain, jumping across chasms. The pseudodragon to *stings* whenever possible, and the spitting cobra tries to provide blinded targets for the pseudodragon and wraith.

Features of the Area

Illumination: The statues and portal provide bright light throughout the whole room.

Chasms: The chasms are 20 feet deep and require a DC 15 Athletics check to climb.

Rubble: The rubble is all rough terrain.

Webs: The webs are challenging terrain, taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Statues: The statues and caskets provide cover.

Hatch: The hatch at the back is the exit.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Wraith | Level 5 Lurker |
|---|-------------------------|
| Medium shadow humanoid (undead) | XP 200 |
| HP 53; Bloodied 26 | Initiative +10 |
| AC 19, Fortitude 17, Reflex 18, Will 15 | Perception +2 |
| Speed 0, fly 6 (hover); phasing | Darkvision |
| Immune disease, poison; Resist 10 necrotic, insubstantial | |
| Traits | |
| Insubstantial | |
| The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, insubstantial does not function until the start of its next turn. | |
| Spawn Wraith | |
| When the wraith kills a humanoid, that humanoid becomes a wraith at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control. | |
| Standard Actions | |
| m Shadow Touch (necrotic) F At-Will | |
| Attack: Melee 1 (one creature); +8 vs. Reflex | |
| Hit: 2d6 + 6 necrotic damage, or 4d6 + 14 damage if the wraith was invisible to the target when it attacked. | |
| Triggered Actions | |
| Shadow Glide (teleportation) F At-Will | |
| Trigger: An attack that does not deal force or radiant damage hits the wraith. | |
| Effect (Free Action): The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn. | |
| Skills Stealth +11 | |
| Str 4 (-1) | Dex 18 (+6) Wis 10 (+2) |
| Con 17 (+5) | Int 6 (+0) Cha 15 (+4) |
| Alignment chaotic evil Languages Common | |

| Pseudodragon | Level 3 Lurker |
|---|-------------------------|
| Small natural beast (reptile) | XP 150 |
| HP 40; Bloodied 20 | Initiative +9 |
| AC 17, Fortitude 14, Reflex 15, Will 14 | Perception +8 |
| Speed 4, fly 8 (hover) | |
| STANDARD ACTIONS | |
| m Bite <input type="checkbox"/> At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 1d8 + 4 damage. | |
| m Sting (poison) <input type="checkbox"/> At-Will | |
| Attack: Melee 1 (one creature that cannot see the pseudodragon); +6 vs. Fortitude | |
| Hit: 1d8 + 4 damage, and ongoing 5 poison damage (save ends). | |
| Invisibility (illusion) <input type="checkbox"/> Recharge when the pseudodragon takes damage | |
| Effect: The pseudodragon becomes invisible until it hits or misses with an attack or moves. | |
| Skills Insight +8, Stealth +10 | |
| Str 8 (+0) | Dex 18 (+5) Wis 15 (+3) |
| Con 16 (+4) | Int 9 (+0) Cha 17 (+4) |
| Alignment unaligned Languages Common, Draconic | |

| Deathjump Spider | Level 4 Skirmisher |
|--|---------------------------|
| Medium natural beast (spider) | XP 175 |
| HP 52; Bloodied 26 | Initiative +5 |
| AC 18, Fortitude 17, Reflex 16, Will 15 | Perception +7 |
| Speed 6, climb 6 (spider climb) | Tremorsense 5 |
| Resist 5 poison | |
| TRAITS | |
| Soft Fall | |
| The spider ignores the first 6 squares of falling when determining falling damage. | |
| Web Walk | |
| The spider ignores difficult terrain composed of webs. | |
| STANDARD ACTIONS | |
| m Bite (poison) F At-Will | |
| Attack: Melee 1 (one creature); +9 vs. AC | |
| Hit: 1d6 + 3 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both). | |
| M Death from Above F Recharge 4 5 6 | |
| Effect: The spider jumps up to 6 squares and does not provoke opportunity attacks for the movement. After the jump, the spider uses bite, dealing 1d6 extra damage and knocking the target prone on a hit. | |
| MOVE ACTIONS | |
| Prodigious Leap F Encounter | |
| Effect: The spider jumps up to 10 squares and does not provoke opportunity attacks for the movement. | |
| Skills Athletics +9, Stealth +8 | |
| Str 14 (+4) | Dex 12 (+3) Wis 10 (+2) |
| Con 12 (+3) | Int 1 (-3) Cha 8 (-1) |
| Alignment unaligned Languages – | |

| Spitting Cobra | Level 5 Minion Soldier |
|--|-------------------------------|
| Small natural beast (reptile) | XP 50 |
| HP 1; a missed attack never damages a minion. | Initiative +8 |
| AC 21, Fortitude 17, Reflex 18, Will 17 | Perception +4 |
| Speed 6, climb 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite (poison) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 6 poison damage, and the target is marked until the end of the cobra's next turn. | |
| r Blinding Spittle (poison) F Recharge 4 5 6 | |
| Attack: Ranged 5 (one creature); +8 vs. Reflex | |
| Hit: 6 poison damage, and the target is blinded (save ends). | |
| Str 7 (+0) | Dex 18 (+6) Wis 15 (+4) |
| Con 15 (+4) | Int 1 (-3) Cha 10 (+2) |
| Alignment unaligned Languages – | |

Encounter 1

Setup

- 3 Green Slime (S)
- 1 Wererat (W)

The wererat starts in rat form and hiding. The green slimes drip through holes in the ceiling.

When the players place their miniatures, read:

The dim glow of failed alchemy illuminates this room. Water constantly drips from the ceiling. Best you be moving on.

Perception Check

- DC 20: *That's not water, its green and smells acidic.*
- DC 20: *There's a rat scurrying behind that bookcase.*

Tactics

The wererat tries to stay hidden until the green slimes drop from the ceiling. The slimes drop once the party reaches the statue.

Features of the Area

Illumination: The old experiments light the room dimly.

Bookshelves: The bookshelves are ten feet tall and provide cover. Also they can be knocked over with a standard action.

Tables: The tables are all difficult terrain. If the alchemical items on the table are disturbed, by a blast or burst power, they explode. This deals four damage to everyone adjacent to that table.

Magic Circle: The circle provides a +1 power bonus to AC against attacks from outside of it.

Exit: The orange energy burst will teleport the party to the next area.



| Wererat | | Level 3 Skirmisher | |
|---|--------------------|---------------------------|--|
| Medium natural humanoid (shapechanger), human | | XP 150 | |
| HP 37; Bloodied 18 | | Initiative +7 | |
| AC 17, Fortitude 16, Reflex 14, Will 13 | | Perception +7 | |
| Speed 6, climb 4 (rat or hybrid form only) | | Low-light vision | |
| Traits | | | |
| Regeneration | | | |
| The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon, it does not regain hit points from this trait at the start of its next turn. | | | |
| Standard Actions | | | |
| m Short Sword (weapon) ☐ At-Will | | | |
| <i>Requirement:</i> The wererat must be in human or hybrid form. | | | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | | | |
| <i>Hit:</i> 1d6 + 6 damage, or 2d6 + 6 if the wererat has combat advantage against the target. | | | |
| m Bite ☐ At-Will | | | |
| <i>Requirement:</i> The wererat must be in rat or hybrid form. | | | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | | | |
| <i>Hit:</i> 1d4 + 4 damage. If the target is granting combat advantage to the wererat, it also takes ongoing 5 damage (save ends). | | | |
| Move Actions | | | |
| Rat Scurry F At-Will | | | |
| <i>Requirement:</i> The wererat must be in rat form. | | | |
| <i>Effect:</i> The wererat shifts up to its speed. | | | |
| Minor Actions | | | |
| Change Shape (polymorph) ☐ At-Will | | | |
| <i>Effect:</i> The wererat alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. | | | |
| Skills Bluff +6, Stealth +10 | | | |
| Str 10 (+1) | Dex 18 (+5) | Wis 12 (+2) | |
| Con 15 (+3) | Int 13 (+2) | Cha 11 (+1) | |
| Alignment evil | | Languages Common | |
| Equipment short sword | | | |

| Green Slime | | Level 4 Lurker | |
|--|--------------------|-----------------------|--|
| Medium natural beast (blind, ooze) | | XP 175 | |
| HP 47; Bloodied 23 | | Initiative +9 | |
| AC 18, Fortitude 17, Reflex 17, Will 14 | | Perception +2 | |
| Speed 4, climb 4 | | Blindsight 10 | |
| Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant | | | |
| Traits | | | |
| Ooze | | | |
| While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. | | | |
| Standard Actions | | | |
| m Slam (acid) F At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex | | | |
| <i>Hit:</i> 5 acid damage, and ongoing 5 acid damage (save ends). | | | |
| M Engulf (acid) F At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex | | | |
| <i>Hit:</i> 1d6 + 3 acid damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to one creature grabbed by the slime. | | | |
| Skills Stealth +10 | | | |
| Str 11 (+2) | Dex 16 (+5) | Wis 11 (+2) | |
| Con 17 (+5) | Int 1 (-3) | Cha 1 (-3) | |
| Alignment unaligned | | Languages – | |

Encounter 2

Setup

- 1 Battletested Orc (B)
- 3 Orc Savage (S)
- 2 Orc Archer (A)
- 1 Orc Reaver (R)

The orcs are clustered around the far end of the central chasm.

As the PC's rest and explore the area, read:

Stepping through the fiery portal, your eyes adjust to the new light just in time to witness a large orc throwing a young woman into the chasm before him. Upon noticing your arrival the orc and his party smile menacingly at you.

Tactics

The reaver, the savages, and the battletested orc try to draw the party between them and a chasm. The archers will fire and maintain range for maximum effect. The orcs will attempt to use their *savage demise* to bull rush PCs into the chasm. Except for the archers all of the orcs will push into melee as much as possible.

Features of the Area

Illumination: The statues and portal provide bright light throughout the whole room.

Chasms: The chasms are 20 feet deep and require a DC 15 Athletics check to climb.

Rubble: The rubble is all rough terrain.

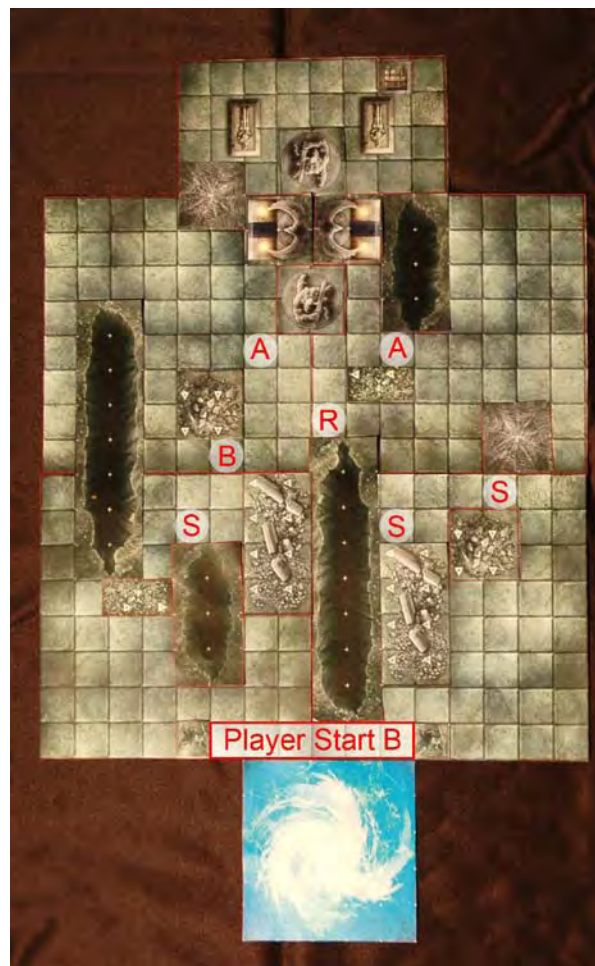
Webs: The webs are challenging terrain. Taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Statues: The statues and caskets provide cover.

Hatch: The hatch at the back is the exit.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Battletested Orc | Level 3 Soldier |
|--|--------------------------------|
| Medium natural humanoid | XP 150 |
| HP 50; Bloodied 25 | Initiative +5 |
| AC 19, Fortitude 17, Reflex 15, Will 13 | Perception +1 |
| Speed 6 (8 when charging) | Low-light vision |
| STANDARD ACTIONS | |
| m Battleaxe (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 1d10 + 5 damage, or 1d10 + 10 with a charge attack. | |
| R Handaxe (weapon) □ At-Will | |
| Attack: Ranged 10 (one creature); +8 vs. AC | |
| Hit: 1d6 + 5 damage. | |
| C Hacking Frenzy (weapon) □ Recharge 5 6 | |
| Attack: Close burst 1 (enemies in burst); +6 vs. AC | |
| Hit: 1d10 + 5 damage, and the target is marked until the end of the orc's next turn. | |
| Effect: The orc grants combat advantage until the start of its next turn. | |
| TRIGGERED ACTIONS | |
| Savage Demise | |
| Trigger: The orc drops to 0 hit points. | |
| Effect (Free Action): The orc takes a standard action. | |
| Str 18 (+5) | Dex 14 (+3) Wis 10 (+1) |
| Con 18 (+5) | Int 8 (+0) Cha 9 (+0) |
| Alignment chaotic evil | Languages Common, Giant |
| Equipment scale armor, heavy shield, battleaxe, 4 handaxes | |

| Orc Savage | Level 4 Minion Brute |
|--|--------------------------------|
| Medium natural humanoid | XP 44 |
| HP 1; a missed attack never damages a minion. | Initiative +3 |
| AC 16, Fortitude 16, Reflex 14, Will 12 | Perception +1 |
| Speed 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Handaxe (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +9 vs. AC | |
| Hit: 8 damage, or 12 damage with a charge attack. | |
| r Handaxe (weapon) □ At-Will | |
| Attack: Ranged 5 (one creature); +9 vs. AC | |
| Hit: 6 damage. | |
| TRIGGERED ACTIONS | |
| Savage Demise | |
| Trigger: The orc drops to 0 hit points. | |
| Effect (Free Action): The orc takes a standard action. | |
| Str 16 (+5) | Dex 13 (+3) Wis 9 (+1) |
| Con 13 (+3) | Int 8 (+1) Cha 8 (+1) |
| Alignment chaotic evil | Languages Common, Giant |
| Equipment hide armor, 4 handaxes | |

| Orc Reaver | Level 5 Skirmisher |
|--|--------------------------------|
| Medium natural humanoid | XP 200 |
| HP 63; Bloodied 31 | Initiative +7 |
| AC 19, Fortitude 18, Reflex 18, Will 16 | Perception +3 |
| Speed 6 (8 when charging) | Low-light vision |
| Traits | |
| Charging Mobility | |
| While charging, the orc gains a +4 bonus to all defenses. | |
| Standard Actions | |
| m Battleaxe (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 1d10 + 8 damage. | |
| Effect: After the attack, the orc shifts 1 square. | |
| R Javelin (weapon) F At-Will | |
| Attack: Ranged 20 (one creature); +10 vs. AC | |
| Hit: 2d6 + 6 damage, and the orc pushes the target 1 square. | |
| Triggered Actions | |
| M Blood-Crazed Charge F At-Will (1/round) | |
| Trigger: The orc hits an enemy. | |
| Effect (Free Action): The orc charges an enemy. | |
| Savage Demise | |
| Trigger: The orc drops to 0 hit points. | |
| Effect (Free Action): The orc takes a standard action. | |
| Str 18 (+6) | Dex 17 (+5) Wis 13 (+3) |
| Con 15 (+4) | Int 8 (+1) Cha 8 (+1) |
| Alignment chaotic evil | Languages Common, Giant |
| Equipment hide armor, battleaxe, 4 javelins | |

| Orc Archer | Level 4 Artillery |
|--|--------------------------------|
| Medium natural humanoid | XP 175 |
| HP 42; Bloodied 21 | Initiative +6 |
| AC 16, Fortitude 16, Reflex 18, Will 14 | Perception +2 |
| Speed 6 | Low-light vision |
| Standard Actions | |
| m Handaxe (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +11 vs. AC | |
| Hit: 1d6 + 6 damage. | |
| R Longbow (weapon) □ At-Will | |
| Attack: Ranged 30 (one creature); +11 vs. AC | |
| Hit: 1d10 + 6 damage, and the orc pushes the target 1 square. | |
| A Clustered Volley (weapon) □ At-Will | |
| Attack: Area burst 1 within 20 (creatures in burst); +9 vs. AC | |
| Hit: 1d10 + 6 damage. | |
| Triggered Actions | |
| Savage Demise | |
| Trigger: The orc drops to 0 hit points. | |
| Effect (Free Action): The orc takes a standard action. | |
| Str 15 (+4) | Dex 18 (+6) Wis 10 (+2) |
| Con 12 (+3) | Int 8 (+1) Cha 9 (+1) |
| Alignment chaotic evil | Languages Common, Giant |
| Equipment leather armor, handaxe, longbow, 30 arrows | |

Encounter 1

Setup

- 2 Dragonborn Mercenary (D)
- 1 Eladrin Arcane Archer (A)
- 1 Gnome Spy (S)

The dragonborn mercenaries stand near the eladrin arcane archer. All are out in the open. The gnome spy is rummaging through some of the bookshelves.

When the players place their miniatures, read:

You have entered an ancient arcane laboratory. Bookshelves cover the walls. Experiments, in various states of completeness, lay about. "Hey boss!" a gnome calls out. "We've got visitors." An eladrin replies, "Then we must show them our hospitality." The gnome vanishes and two dragonborn ready for battle.

Arcana Check

DC 13: *These tables contain volatile ingredients.*

Tactics

The eladrin arcane archer keeps his distance and pours arrows into the party. The dragonborn mercenaries engage the party, taking advantage of their *skirmish* ability. The gnome spy uses his *reactive stealth*. Then he keeps becoming invisible for extra damage.

Features of the Area

Illumination: The old experiments light up the room well. No external light source is needed.

Bookshelves: The bookshelves are ten feet tall and provide cover. Also they can be knocked over with a standard action.

Tables: The tables are all difficult terrain. If the alchemical items on the table are disturbed, by a blast or burst power, they explode. This deals four damage to everyone adjacent to that table.

Magic Circle: The circle provides a +1 power bonus to AC against attacks from outside of it.

Exit: The orange energy burst will teleport the party to the next area.



Map 3, Result 3

| | |
|--|--------------------------|
| Eladrin Arcane Archer | Level 5 Artillery |
| Medium fey humanoid, elf | XP 200 |
| HP 51; Bloodied 25 | Initiative +6 |
| AC 17, Fortitude 16, Reflex 18, Will 16 | Perception +7 |
| Speed 6 | Low-light vision |
| Saving Throws +5 against charm effects | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 3 damage. | |
| R Scorching Arrows (fire, weapon) F At-Will | |
| Attack: Ranged 30 (one or two creatures); +10 vs. Reflex | |
| Hit: 1d10 damage plus 1d8 fire damage. | |
| A Eldritch Burst (force) F Recharge 4 5 6 | |
| Attack: Area burst 1 within 10 (enemies in burst); +10 vs. Fortitude | |
| Hit: 2d10 + 5 force damage, and the target falls prone. | |
| MOVE ACTIONS | |
| Fey Step (teleportation) F Encounter | |
| Effect: The eladrin teleports up to 5 squares. | |
| Str 12 (+3) | Dex 18 (+6) Wis 11 (+2) |
| Con 15 (+4) | Int 17 (+5) Cha 15 (+4) |
| Alignment unaligned Languages Common, Elven | |
| Equipment chainmail, longbow, 40 arrows, 2 short swords | |

| | |
|---|---------------------------|
| Dragonborn Mercenary | Level 2 Skirmisher |
| Medium natural humanoid | XP 125 |
| HP 38; Bloodied 19 | Initiative +6 |
| AC 16, Fortitude 13, Reflex 14, Will 14 | Perception +2 |
| Speed 6 | |
| TRAITS | |
| Skirmish | |
| If the dragonborn ends a move on its turn at least 4 squares from where it started the move, it deals 1d6 extra damage with melee attacks until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Battleaxe (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +7 vs. AC, or +8 vs. AC while the dragonborn is bloodied. | |
| Hit: 1d10 + 4 damage, and the dragonborn shifts up to 2 squares. | |
| M Overwhelming Strike (weapon) F Encounter | |
| Attack: Melee 1 (one creature); +7 vs. AC | |
| Hit: 2d10 + 4 damage, and the target grants combat advantage (save ends). | |
| Miss: Half damage. | |
| MINOR ACTIONS | |
| C Dragon Breath (lightning) F Encounter | |
| Attack: Close blast 3 (creatures in blast); +5 vs. Reflex | |
| Hit: 1d6 + 2 lightning damage. | |
| TRIGGERED ACTIONS | |
| Tactical Withdrawal F Encounter | |
| Trigger: The dragonborn is bloodied. | |
| Effect (Immediate Reaction): The dragonborn shifts up to 3 squares. | |
| Str 18 (+5) | Dex 16 (+4) Wis 13 (+2) |
| Con 14 (+3) | Int 8 (+0) Cha 10 (+1) |
| Alignment unaligned Languages Common, Draconic | |

Lair of the Dread Witch

| | |
|--|-------------------------|
| Gnome Spy | Level 5 Lurker |
| Small fey humanoid | XP 200 |
| HP 51; Bloodied 25 | Initiative +10 |
| AC 19, Fortitude 16, Reflex 18, Will 17 | Perception +8 |
| Speed 5 | Low-light vision |
| TRAITS | |
| Reactive Stealth | |
| If the gnome has cover or concealment when it rolls initiative, it can make a Stealth check to become hidden. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 4 damage, or 4d6 + 4 damage if the gnome was invisible to the target when it attacked. | |
| r Dagger (weapon) F At-Will | |
| Attack: Ranged 10 (one creature); +10 vs. AC | |
| Hit: 2d4 + 5 damage, or 4d4 + 5 damage if the gnome was invisible to the target when it attacked. | |
| Vanish from Sight (illusion) F At-Will | |
| Effect: The gnome becomes invisible until it hits or misses with an attack or until the end of its next turn. | |
| TRIGGERED ACTIONS | |
| Fade Away (illusion) F Encounter | |
| Trigger: The gnome takes damage. | |
| Effect (Immediate Reaction): The gnome becomes invisible until it hits or misses with an attack or until the end of its next turn. | |
| Skills Bluff +10, Stealth +11 | |
| Str 10 (+2) | Dex 18 (+6) Wis 13 (+3) |
| Con 15 (+4) | Int 11 (+2) Cha 17 (+5) |
| Alignment unaligned Languages Common, Elven | |
| Equipment leather armor, short sword, dagger | |

Encounter 2

Setup

- 1 Tiefling Fury (T)
- 3 Lesser Fire Elemental (E)
- 1 Halfling Trickster (H)
- 1 Scurrying Rat Swarm (R)

The tiefling fury and halfling trickster start visible near the center statues.

As the PC's rest and explore the area, read:

The mystic portal has taken you to a dimly lit chamber. "I see that worthless fey has failed," says a tiefling. "The witch will not be pleased." The halfling next to him pipes up, "I guess we take care of them eh?" Flaming forms coalesce near them. "Indeed we will," he replies.

Perception Check

DC 13: *You hear chattering teeth and skittering feet.*

Tactics

The tiefling fury engages the party, while the halfling trickster tries to keep combat advantage. The lesser fire elementals dart in and out setting people on fire. The scurrying rat swarm tries to slide people into the chasms with its aura.

Features of the Arena

Illumination: The statues provide dim light throughout the whole room.

Chasms: The chasms are 20 feet deep and require a DC 15 Athletics check to climb.

Rubble: The rubble is all rough terrain.

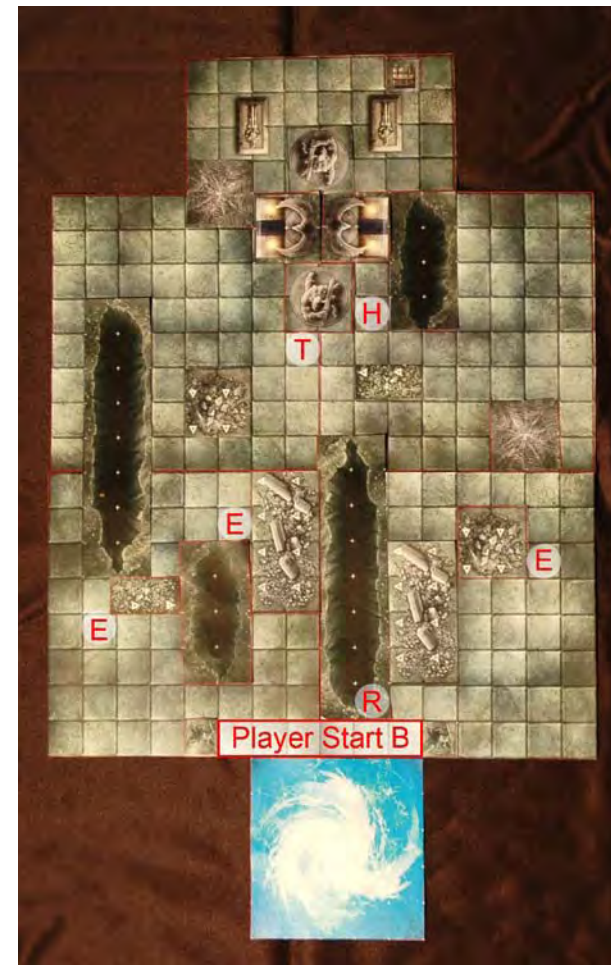
Webs: The webs are challenging terrain. Taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Statuses: The statues and caskets provide cover.

Hatch: The hatch at the back is the exit.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



Map 3, Result 3

| Halfling Trickster | Level 3 Lurker |
|---|-----------------------|
| Small natural humanoid | XP 150 |
| HP 35; Bloodied 17 | Initiative +9 |
| AC 17, Fortitude 15, Reflex 17, Will 17 | Perception +6 |
| Speed 6 | |
| Traits | |
| Nimble Reaction | |
| The halfling gains a +2 bonus to AC against opportunity attacks. | |
| Bamboozle | |
| When the halfling ends a turn in which it did not attack and it has cover or concealment from a creature, it is hidden from that creature until the end of its next turn. | |
| Standard Actions | |
| m Short Sword (weapon) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +8 vs. AC | |
| <i>Hit:</i> 1d6 + 4 damage, or 4d6 + 8 if the halfling was hidden from the target when it attacked. | |
| Minor Actions | |
| A Smoke Pellet F At-Will | |
| <i>Effect:</i> Area burst 1 within 10. The area of the burst is lightly obscured until the end of the halfling's next turn. | |
| Skills Acrobatics +12, Athletics +8, Bluff +10, Thievery +12 | |
| Str 14 (+3) | Dex 19 (+5) |
| Con 11 (+1) | Int 11 (+1) |
| | Cha 18 (+5) |
| Alignment unaligned | |
| Languages Common | |
| Equipment leather armor, short sword, 4 smoke pellets | |

| Lesser Fire Elemental | Level 1 Skirmisher |
|--|---------------------------|
| Small elemental magical beast (fire) | XP 100 |
| HP 27; Bloodied 13 | Initiative +6 |
| AC 14, Fortitude 12, Reflex 14, Will 13 | Perception +1 |
| Speed 8, fly 4 (clumsy) | |
| TRAITS | |
| Frozen in Place | |
| Whenever the elemental takes cold damage, it cannot shift until the end of its next turn. | |
| Heart of Flame (fire) | |
| Whenever an enemy adjacent to the elemental misses it with a melee attack, that enemy takes 3 fire damage. | |
| STANDARD ACTIONS | |
| m Slam (fire) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +4 vs. Reflex | |
| <i>Hit:</i> Ongoing 5 fire damage (save ends). | |
| MINOR ACTIONS | |
| Flickering Flame F At-Will | |
| <i>Effect:</i> The elemental shifts 1 square. | |
| Str 10 (+0) | Dex 19 (+4) |
| Con 11 (+0) | Int 5 (-3) |
| | Wis 13 (+1) |
| | Cha 6 (-2) |
| Alignment unaligned | |
| Languages understands Primordial | |

Lair of the Dread Witch

| Scurrying Rat Swarm | Level 1 Skirmisher |
|--|---------------------------|
| Medium natural beast (swarm) | XP 100 |
| HP 27; Bloodied 13 | Initiative +5 |
| AC 15, Fortitude 13, Reflex 15, Will 11 | Perception +4 |
| Speed 6, climb 2 | Low-light vision |
| Resist Half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks | |
| TRAITS | |
| O Swarm Attack F Aura 1 | |
| Any enemy that starts its turn within the aura takes 4 damage, and swarm slides it 1 square. | |
| Swarm | |
| The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises. | |
| STANDARD ACTIONS | |
| m Swarm of Teeth F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +6 vs. AC | |
| <i>Hit:</i> 1d10 + 3 damage, or 1d10 + 8 damage if the swarm moved at least 2 squares during this turn. | |
| <i>Effect:</i> The swarm shifts 1 square. | |
| Str 12 (+1) | Dex 16 (+3) |
| Con 11 (+0) | Int 1 (-5) |
| | Wis 9 (-1) |
| | Cha 7 (-2) |
| Alignment unaligned | |
| Languages – | |

| Tiefling Fury | Level 5 Soldier |
|---|-------------------------|
| Medium natural humanoid | XP 200 |
| HP 63; Bloodied 31 | Initiative +4 |
| AC 21, Fortitude 18, Reflex 17, Will 18 | Perception +2 |
| Speed 6 | Low-light vision |
| Resist 10 fire | |
| Standard Actions | |
| m Longsword (weapon) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC | |
| <i>Hit:</i> 1d8 + 8 damage. | |
| <i>Effect:</i> The tiefling marks the target until the end of the target's next turn. | |
| Triggered Actions | |
| M Tail Trip F At-Will | |
| <i>Trigger:</i> An enemy marked by the tiefling shifts. | |
| <i>Attack (Immediate Interrupt):</i> Melee 1 (triggering enemy); +10 vs. Reflex | |
| <i>Hit:</i> The target falls prone, and the tiefling uses <i>longsword</i> against it. | |
| Defiant Curse F At-Will | |
| <i>Trigger:</i> An enemy hits the tiefling. | |
| <i>Effect (Free Action):</i> Close burst 10 (triggering enemy in burst). The tiefling marks the target until the end of the target's next turn. | |
| Skills Bluff +10, Stealth +7 | |
| Str 16 (+5) | Dex 11 (+2) |
| Con 15 (+4) | Int 14 (+4) |
| | Wis 10 (+2) |
| | Cha 16 (+5) |
| Alignment unaligned | |
| Languages Common | |
| Equipment leather armor, longsword | |

Encounter 1

Setup

- 1 Dragonborn Soldier (D)
- 1 Guard Drake (G)
- 1 Elf Archer (E)
- 2 Common Bandit (B)

None of these monsters are in the room to start.

When the players place their miniatures, read:

The stairs have led into and an arcane laboratory. You can still feel raw magic pulsing through the air.

Arcana Check

DC 13: *These tables contain volatile ingredients.*

When the PC's reach the statue, read:

A thunderclap deafens you as the magic within the room dissipates, summoning fresh competition. Everyone draws weapons; there is no time for words.

Tactics

The dragonborn soldier tries to tie up as many PC's as he can. The common bandits try to maximize their damage together. The elf archer just hangs back and fires arrows, while the guard drake stays near the dragonborn.

Features of the Area

Illumination: The old experiments actually light up the room well. No external light source needed.

Bookshelves: The bookshelves are ten feet tall and provide cover. Also they can be knocked over with a standard action.

Tables: The tables are all difficult terrain. The alchemical items have lost all power after summoning the monsters.

Magic

Circle: The circle provides a +1 power bonus to AC against attacks from outside of it. None of these monsters are initially aware of the circle.

Exit: The orange energy burst will teleport the party to the next area.



| Dragonborn Soldier | Level 5 Soldier |
|---|------------------------|
| Medium natural humanoid | XP 200 |
| HP 63; Bloodied 31 | Initiative +6 |
| AC 21, Fortitude 18, Reflex 16, Will 15 | Perception +3 |
| Speed 5 | |
| STANDARD ACTIONS | |
| m Longsword (weapon) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +10 vs. AC, or +11 vs. AC while the dragonborn is bloodied. | |
| <i>Hit:</i> 1d8 + 9 damage. | |
| MINOR ACTIONS | |
| C Dragon Breath (cold) F Encounter | |
| <i>Attack:</i> Close blast 3 (creatures in blast); +8 vs. Reflex | |
| <i>Hit:</i> 1d6 + 4 cold damage | |
| TRIGGERED ACTIONS | |
| M Impetuous Spirit (weapon) F At-Will | |
| <i>Trigger:</i> An enemy leaves a square adjacent to the dragonborn. | |
| <i>Effect (Immediate Interrupt):</i> The dragonborn uses <i>longsword</i> against the triggering enemy. | |
| M Martial Recovery F Recharge when the dragonborn uses <i>impetuous spirit</i> | |
| <i>Trigger:</i> The dragonborn misses an enemy with <i>longsword</i> . | |
| <i>Effect (Free Action):</i> The dragonborn uses <i>longsword</i> against the triggering enemy again. | |
| Str 16 (+5) | Dex 15 (+4) |
| Con 15 (+4) | Int 11 (+2) |
| | Wis 12 (+3) |
| | Cha 9 (+1) |
| Alignment unaligned | |
| Languages Common, Draconic | |
| Equipment scale armor, light shield, longsword | |

| Common Bandit | Level 2 Skirmisher |
|--|---------------------------|
| Medium natural humanoid, human | XP 125 |
| HP 37; Bloodied 18 | Initiative +6 |
| AC 16, Fortitude 12, Reflex 14, Will 12 | Perception +1 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The bandit deals 1d6 extra damage against any creature granting combat advantage to it. | |
| STANDARD ACTIONS | |
| m Mace (weapon) □ At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +7 vs. AC | |
| <i>Hit:</i> 1d8 + 5 damage, and the bandit shifts 1 square. | |
| r Dagger (weapon) □ At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +7 vs. AC | |
| <i>Hit:</i> 1d4 + 5 damage, and the bandit shifts 1 square. | |
| M Dazing Strike (weapon) □ Recharge when the attack misses | |
| <i>Attack:</i> Melee 1 (one creature); +7 vs. AC | |
| <i>Hit:</i> 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn. | |
| <i>Effect:</i> The bandit shifts 1 square. | |
| Skills Stealth +9, Streetwise +7, Thievery +9 | |
| Str 12 (+2) | Dex 17 (+4) |
| Con 13 (+2) | Int 10 (+1) |
| | Wis 11 (+1) |
| | Cha 12 (+2) |
| Alignment unaligned | |
| Languages Common | |
| Equipment leather armor, mace, 4 daggers | |

| Elf Archer | Level 2 Artillery |
|---|--------------------------|
| Medium fey humanoid | XP 125 |
| HP 32; Bloodied 16 | Initiative +5 |
| AC 16, Fortitude 12, Reflex 16, Will 14 | Perception +9 |
| Speed 7 | Low-light vision |
| TRAITS | |
| Archer's Mobility | |
| If the elf moves at least 4 squares from the square where it started its move, it gains a +2 bonus to ranged attack rolls until the start of its next turn. | |
| Wild Step | |
| The elf ignores difficult terrain whenever it shifts. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +7 vs. AC | |
| <i>Hit:</i> 1d6 + 4 damage. | |
| r Longbow (weapon) F At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +9 vs. AC | |
| <i>Hit:</i> 1d10 + 4 damage. | |
| TRIGGERED ACTIONS | |
| Elven Accuracy F Encounter | |
| <i>Trigger:</i> The elf makes an attack roll. | |
| <i>Effect (Free Action):</i> The elf rerolls the triggering attack roll and uses the second result. | |
| M Not So Close F Encounter | |
| <i>Trigger:</i> An enemy makes a melee attack against the elf. | |
| <i>Effect (Immediate Reaction):</i> The elf shifts 1 square and uses <i>longbow</i> against the triggering enemy. | |
| Skills Nature +9, Stealth +10 | |
| Str 13 (+2) | Dex 18 (+5) |
| Con 14 (+3) | Int 12 (+2) |
| | Wis 16 (+4) |
| | Cha 11 (+1) |
| Alignment unaligned | |
| Languages Common, Elven | |
| Equipment leather armor, short sword, longbow, 20 arrows | |

| Guard Drake | Level 2 Brute |
|---|----------------------|
| Small natural beast (reptile) | XP 125 |
| HP 48; Bloodied 24 | Initiative +3 |
| AC 15, Fortitude 15, Reflex 13, Will 12 | Perception +7 |
| Speed 6 | |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +6 vs. AC | |
| <i>Hit:</i> 1d10 + 3 damage, or 1d10 + 9 damage while the drake is within 2 squares of an ally. | |
| Str 16 (+4) | Dex 15 (+3) |
| Con 18 (+5) | Int 3 (-3) |
| | Wis 12 (+2) |
| | Cha 12 (+2) |
| Alignment unaligned | |
| Languages – | |

Encounter 2

Setup

- 2 Gargoyle Figurine (G)
- 2 Lesser Earth Elemental (E)
- 1 Forest of Stone (S)

The Gargoyle figurines start in the open trying to “blend in” with the other statues in the room. The earth elementals are by the statues as well.

As the PC’s rest and explore the area, read:

The portal led you into a dimly lit room with several statues. However, you notice those aren’t really statues after all!

Tactics

The gargoyle figurines swoop attack, going after squishier PC’s. They’re liberal about their use of stone form, and aren’t shy about flying over the trapped squares. The trap tries to slide PC’s into the chasms. The lesser earth elementals just move to engage.

Features of the Area

Illumination: The statues provide dim light throughout the whole room.

Ceiling: The ceilings are 20 feet tall.

Chasms: The chasms are 20 feet deep and require a DC 15 Athletics check to climb.

Rubble: The rubble is all rough terrain.

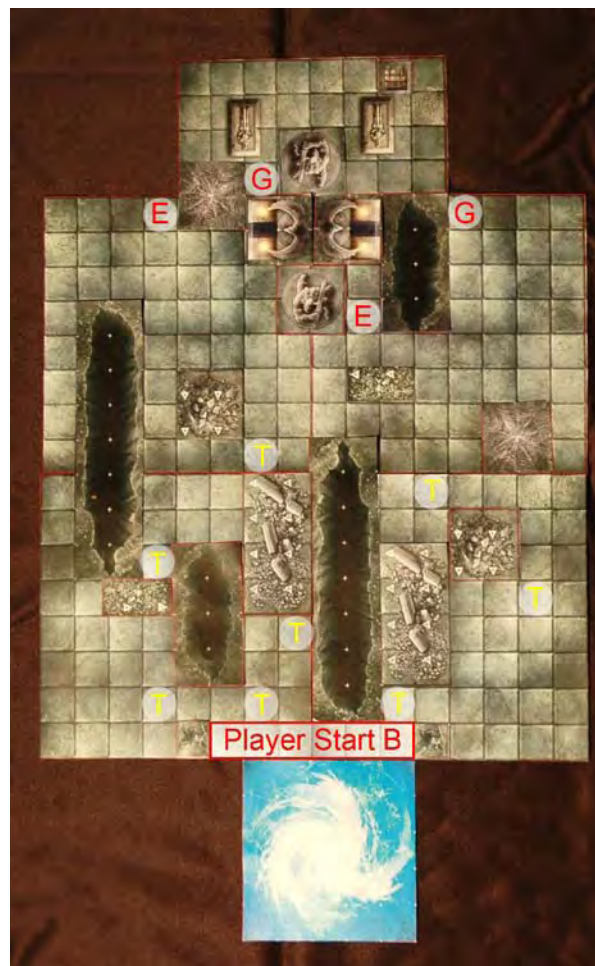
Webs: The webs are challenging terrain. Taking three squares of movement or a DC 13 Acrobatics check. Fail the check and you are grabbed by the web (DC 13 escape).

Statues: The statues and caskets provide cover.

Hatch: The hatch at the back is the exit.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see “Treasure and Gearing Up” in the introduction).



Map 3, Result 4

| Gargoyle Figurine | | Level 5 Lurker | |
|---|-------------|-----------------------|--|
| Small elemental humanoid (earth) | | XP 200 | |
| HP 52; Bloodied 26 | | Initiative +8 | |
| AC 19, Fortitude 17, Reflex 15, Will 15 | | Perception +9 | |
| Speed 6, fly 8 | | Darkvision | |
| STANDARD ACTIONS | | | |
| m Claw F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 1d10 + 4 damage plus 2 extra damage for each one of the gargoyle's allies adjacent to the target. | | | |
| M Swoop Attack F At-Will | | | |
| Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks. | | | |
| Stone Form (healing) F Recharge when the gargoyle attacks | | | |
| Effect: The gargoyle gains tremorsense 10 and resist 20 to all damage until the start of its next turn. At the start of the gargoyle's next turn, it regains 6 hit points and gains a +2 bonus to attack rolls and a +15 bonus to damage rolls on the first attack it makes during that turn. | | | |
| Skills Stealth +9 | | | |
| Str 19 (+6) | Dex 15 (+4) | Wis 15 (+4) | |
| Con 16 (+5) | Int 5 (-1) | Cha 13 (+3) | |
| Alignment evil | | Languages Primordial | |

| Lesser Earth Elemental | | Level 2 Soldier | |
|--|------------|----------------------------------|--|
| Small elemental magical beast (earth) | | XP 125 | |
| HP 42; Bloodied 21 | | Initiative +1 | |
| AC 17, Fortitude 15, Reflex 12, Will 13 | | Perception +1 | |
| Speed 5, burrow 5 | | Tremorsense 5 | |
| TRAITS | | | |
| Earth Glide | | | |
| The elemental can pass through earth and rock as if it were phasing. | | | |
| Brittle Skin | | | |
| Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn. | | | |
| STANDARD ACTIONS | | | |
| m Slam F At-Will | | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | | |
| Hit: 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn. | | | |
| TRIGGERED ACTIONS | | | |
| Overwhelming Stone F Recharge when first bloodied | | | |
| Trigger: An enemy hits one of the elemental's allies with a melee attack. | | | |
| Effect (Immediate Reaction): Melee 1 (triggering enemy). The target falls prone. | | | |
| Str 17 (+4) | Dex 6 (-1) | Wis 11 (+1) | |
| Con 18 (+5) | Int 5 (-2) | Cha 6 (-1) | |
| Alignment unaligned | | Languages understands Primordial | |

Lair of the Dread Witch

| Forest of Stone | | Level 1 Elite Obstacle | |
|--|--|-------------------------------|--|
| Trap | | XP 200 | |
| A stone column rises from the ground with astonishing force. | | | |
| Trap: Eight squares scattered across the battlefield conceal a magic pressure plate. | | | |
| Perception | | | |
| ◆ DC 12: The character notices a pressure plate. | | | |
| Arcana | | | |
| ◆ DC 15: The character senses the presence of magic. | | | |
| Trigger | | | |
| The trap attacks when a creature enters one of the trap's 8 squares | | | |
| Attack | | | |
| Opportunity Action | | Melee | |
| Target: The creature that triggered the trap | | | |
| Attack: +4 vs. Reflex | | | |
| Hit: 1d10 + 5 damage, the trap slides the target 2 squares, and the target falls prone. | | | |
| Miss: The target returns to the last square it occupied and its move action ends immediately. | | | |
| Effect: Each trapped square fills with a 20-foot tall column of stone. The column blocks movement, but can be climbed with a DC 15 Athletics check. The columns grant cover and last until the end of the triggering creature's next turn, when the trap resets. | | | |
| Countermeasures | | | |
| ◆ Thievery DC 12: An adjacent character can trigger the trap with a successful check (standard action). The columns appear in each trapped square. | | | |
| ◆ Thievery DC 17: An adjacent character can disable the trap with a successful check (standard action). The square no longer triggers or launches a stone column. | | | |
| ◆ Athletics DC 6 or Athletics (without a running start) DC 11: A character who makes an Athletics check can jump over a trapped square. | | | |
| Published in <i>Dragon Magazine Annual 2009</i> . | | | |

Encounter 1

Setup

- 1 Human Goon (H)
- 2 Gargoyle Figurine (G)
- 2 Tiefling Fury (T)

The gargoyles have perches under the bridge. The human and the tieflings start in full view of the party.

When the players place their miniatures, read:

A human in elegant finery shouts to you.

“Foolish mortals. You should never have entered the lair of my mistress. Now I will dominate your pitiful souls. Kneel! KNEEL before Claude!”

Perception Check

DC 21: *Something is moving under the main bridge.*

Tactics

The goon is delusional and believes the dragon in the next encounter has granted him the power to dominate. He spends his standard action trying to dominate the PCs. The tieflings and gargoyles serve the dragon and are playing along with the human’s delusion. The gargoyles hide below the bridge until some of the PCs have crossed, while the tieflings will hold position to tie up PCs trying to cross the bridge.

Features of the Area

Illumination: There are torches in this cavern, however it is only dimly lit.

Bridges: The bridges are supportive, but unstable. Charging or running across them requires a DC 13 Acrobatics check or the PC falls prone.

Lair of the Dread Witch

Gorge: The gorge is 20 feet deep. The walls require a DC 15 Athletics to climb.

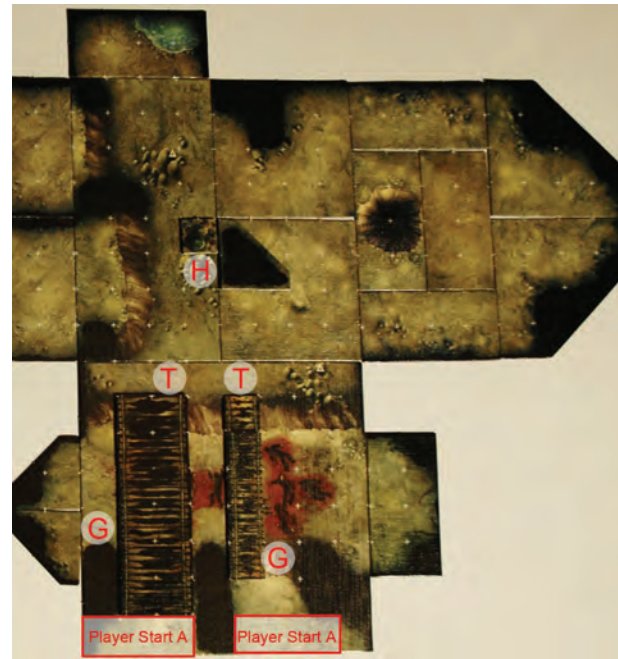
Pit: The pit is 30 feet deep and its walls require a DC 15 Athletics check to climb.

Stone Piles: The stone piles are difficult terrain.

Exit Cliff: The cliff leading to the exit is 20 feet tall and is very slick. A DC 20 Athletics check is needed to climb it.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see “Treasure and Gearing Up” in the introduction).



| Human Goon | | Level 2 Minion Soldier | |
|---|-------------|------------------------|--|
| Medium natural humanoid, human | | XP 31 | |
| HP 1; a missed attack never damages a minion. | | Initiative +3 | |
| AC 15, Fortitude 13, Reflex 11, Will 11 | | Perception +2 | |
| Speed 6 | | | |
| Traits | | | |
| Mob Rule | | | |
| While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses. | | | |
| Standard Actions | | | |
| m Club (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +7 vs. AC | | | |
| Hit: 5 damage. | | | |
| Str 14 (+3) | Dex 11 (+1) | Wis 12 (+2) | |
| Con 12 (+2) | Int 9 (+0) | Cha 13 (+2) | |
| Alignment unaligned | | Languages Common | |
| Equipment club | | | |

| Gargoyle Figurine | | Level 5 Lurker | |
|---|-------------|----------------------|--|
| Small elemental humanoid (earth) | | XP 200 | |
| HP 52; Bloodied 26 | | Initiative +8 | |
| AC 19, Fortitude 17, Reflex 15, Will 15 | | Perception +9 | |
| Speed 6, fly 8 | | | |
| STANDARD ACTIONS | | | |
| m Claw F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 1d10 + 4 damage plus 2 extra damage for each one of the gargoyle's allies adjacent to the target. | | | |
| M Swoop Attack F At-Will | | | |
| Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks. | | | |
| Stone Form (healing) F Recharge when the gargoyle attacks | | | |
| Effect: The gargoyle gains tremorsense 10 and resist 20 to all damage until the start of its next turn. At the start of the gargoyle's next turn, it regains 6 hit points and gains a +2 bonus to attack rolls and a +15 bonus to damage rolls on the first attack it makes during that turn. | | | |
| Skills Stealth +9 | | | |
| Str 19 (+6) | Dex 15 (+4) | Wis 15 (+4) | |
| Con 16 (+5) | Int 5 (-1) | Cha 13 (+3) | |
| Alignment evil | | Languages Primordial | |

| Tiefling Fury | | Level 5 Soldier | |
|--|-------------|------------------|--|
| Medium natural humanoid | | XP 200 | |
| HP 63; Bloodied 31 | | Initiative +4 | |
| AC 21, Fortitude 18, Reflex 17, Will 18 | | Perception +2 | |
| Speed 6 | | Low-light vision | |
| Resist 10 fire | | | |
| Standard Actions | | | |
| m Longsword (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 1d8 + 8 damage. | | | |
| Effect: The tiefling marks the target until the end of the target's next turn. | | | |
| Triggered Actions | | | |
| M Tail Trip F At-Will | | | |
| Trigger: An enemy marked by the tiefling shifts. | | | |
| Attack (Immediate Interrupt): Melee 1 (triggering enemy); +10 vs. Reflex | | | |
| Hit: The target falls prone, and the tiefling uses longsword against it. | | | |
| Defiant Curse F At-Will | | | |
| Trigger: An enemy hits the tiefling. | | | |
| Effect (Free Action): Close burst 10 (triggering enemy in burst). The tiefling marks the target until the end of the target's next turn. | | | |
| Skills Bluff +10, Stealth +7 | | | |
| Str 16 (+5) | Dex 11 (+2) | Wis 10 (+2) | |
| Con 15 (+4) | Int 14 (+4) | Cha 16 (+5) | |
| Alignment unaligned | | Languages Common | |
| Equipment leather armor, longsword | | | |

Encounter 2

Setup

1 Fledgling White Dragon (D)
8 Stirge Suckerling (S)

The dragon starts in the back while the stirges are hidden in the cavern ceiling.

As the PC's rest and explore the area, read:

A sheen of frost covers every surface in this part of the cavern. As you take your first steps, a low throated growl reverberates throughout the area.

Perception Check

DC 21: *Stirges appear to be sleeping in holes in the ceiling.*

Dungeoneering Check

DC 13: *The stream gets deeper near the waterfall.*

Tactics

The dragon will take the PCs head on. After the first round, the stirges hidden in the ceiling will single out any PCs separated from the bulk of the party. After the first group of 4 stirges has been defeated, a second group of 4 emerge from the same holes.

Features of the Area

Illumination: There are torches that keep this cavern dimly lit.

Ceiling: The ceiling in this part of the cavern is 30 feet tall.

Crystals: The crystal formations are difficult terrain that provides cover.

Waterfall: The waterfall is 30 feet high.

Stream: Within three squares of the waterfall the stream is 20 feet deep, however beyond that it is only five feet deep. It is difficult terrain and moving rapidly. An DC 15 Athletics check is needed to stay standing in the stream. Failure knocks the PC prone and moves them two squares toward the drain.

Rubble: The rubble is difficult terrain.


Drain: The stream drains into a pit 15 feet deep. If a character starts its turn in the stream within four squares of the drain they are pulled one square toward it. This is in addition to any movement from failed Athletics checks. Climbing out of the drain is difficult requiring a DC 20 Athletics check.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| | |
|--|----------------------------|
| Fledgling White Dragon | Level 1 Solo Brute |
| Large natural magical beast (dragon) | XP 500 |
| HP 128; Bloodied 64 | Initiative +0 |
| AC 15, Fortitude 15, Reflex 11, Will 13 | Perception +7 |
| Speed 6 (ice walk), fly 6 | Darkvision |
| Resist 5 cold | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Savage Blood | |
| While the dragon is bloodied, it can score a critical hit on a roll of 17-20. | |
| STANDARD ACTIONS | |
| ⊕ Bite (cold) ♦ At-Will | |
| Attack: Melee 2 (one creature); +6 vs. AC | |
| Hit: 1d12 + 11 cold damage. | |
| ↓ Claws ♦ At-Will | |
| Attack: Melee 2 (one or two creatures); +6 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature. | |
| Hit: 1d12 + 4 damage. | |
| ↵ Breath Weapon (cold) ♦ Recharge ☒ ☐ | |
| Attack: Close blast 5 (creatures in the blast); +4 vs. Reflex | |
| Hit: 2d8 + 4 cold damage, and the target is slowed (save ends). | |
| Miss: Half damage. | |
| TRIGGERED ACTIONS | |
| ↓ Tail Slap ♦ At-Will | |
| Trigger: An enemy hits the dragon while flanking it. | |
| Attack (Immediate Reaction): Melee 2 (triggering enemy); +4 vs. Fortitude | |
| Hit: 1d12 + 4 damage, and the dragon pushes the target up to 3 squares. | |
| Bloodied Breath ♦ Encounter | |
| Trigger: The dragon is first bloodied. | |
| Effect (Free Action): Breath weapon recharges, and the dragon uses it. | |
| Skills Athletics +9 | |
| Str 18 (+4) | Dex 11 (+0) Wis 15 (+2) |
| Con 16 (+3) | Int 8 (-1) Cha 8 (-1) |
| Alignment evil | Languages Common, Draconic |



| | |
|---|------------------------------|
| Stirge Suckerling | Level 5 Minion Lurker |
| Small natural beast | XP 50 |
| HP 1; a missed attack never damages a minion. | Initiative +9 |
| AC 19, Fortitude 16, Reflex 18, Will 15 | Perception +7 |
| Speed 2, fly 6 | Darkvision |
| TRAITS | |
| Nimble Bloodsucker | |
| While the stirge has a creature grabbed, it gains a +2 bonus to AC and Reflex | |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC. While the stirge has a creature grabbed, it can use bite only against that creature, and it hits automatically. | |
| Hit: 5 damage, and the stirge grabs the target (escape DC 15). Until the grab ends, the target takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. | |
| The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it. | |
| Skills Stealth +10 | |
| Str 7 (+0) | Dex 16 (+5) Wis 10 (+2) |
| Con 12 (+3) | Int 1 (-3) Cha 4 (-1) |
| Alignment unaligned | Languages – |

Encounter 1

Setup

2 Ghoul (G)

3 Hyena (H)

The ghouls start on the undersides of the bridges. The hyenas have taken a few bones and are chewing on them on the far side of the gorge.

When the players place their miniatures, read:

A putrid stench assaults your lungs. You look down and see piles of the slain at the bottom of a gorge, their bodies half eaten and rotting. Then you hear... laughter?

Perception Check

DC 21: *Something is hanging onto the underside of the bridges.*

Tactics

The hyenas gang up on any available PC's after they cross the bridge. The ghouls wait until found or the PC's cross the bridge, then they set each other up for *ghoul bite*.

Features of the Arena

Illumination: There are torches in this cavern, however it is only dimly lit.

Bridges: The bridges are sturdy and supportive and should not be a problem for the party.

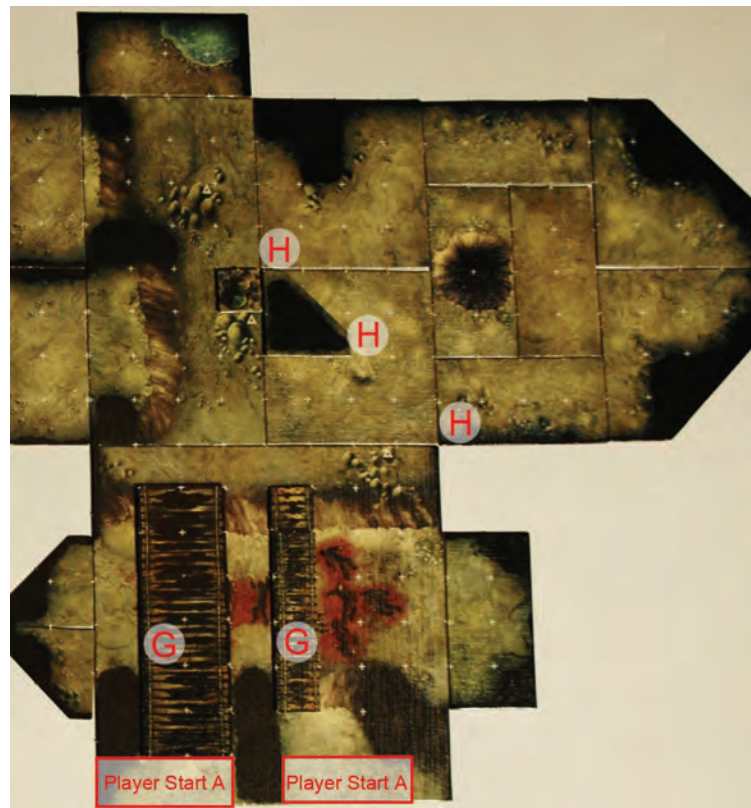
Gorge: The gorge is 20 feet deep. The smell of rotten corpses is so strong that while over the gorge any living, breathing creature takes -1 on all rolls. The walls require a DC 15 Athletics to climb.

Pit: The pit is 30 feet deep and its walls require a DC 15 Athletics check to climb.

Stone Piles: The stone piles are difficult terrain.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Ghoul | Level 5 Soldier |
|---|-------------------------|
| Medium natural humanoid (undead) | XP 200 |
| HP 63; Bloodied 31 | Initiative +8 |
| AC 21, Fortitude 17, Reflex 19, Will 16 | Perception +2 |
| Speed 8, climb 4 | Darkvision |
| Immune disease, poison; Resist 10 necrotic | |
| Traits | |
| Weakened Paralysis | |
| Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects. | |
| Standard Actions | |
| m Claws F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 6 damage, and the target is immobilized (save ends). | |
| M Ghoulish Bite F At-Will | |
| Attack: Melee 1 (one immobilized, stunned, or unconscious creature); +10 vs. AC | |
| Hit: 4d6 + 6 damage, and the target is stunned (save ends). | |
| Skills Stealth +11 | |
| Str 14 (+4) | Dex 19 (+6) |
| Con 15 (+4) | Int 10 (+2) |
| | Wis 11 (+2) |
| | Cha 12 (+3) |
| Alignment chaotic evil | Languages Common |

| Hyena | Level 2 Skirmisher |
|---|---------------------------|
| Medium natural beast | XP 125 |
| HP 37; Bloodied 18 | Initiative +5 |
| AC 16, Fortitude 14, Reflex 13, Will 12 | Perception +7 |
| Speed 8 | Low-light vision |
| TRAITS | |
| Harrier | |
| Any enemy adjacent to the hyena grants combat advantage to melee attacks. | |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| Attack: Melee 1 (one creature); +7 vs. AC | |
| Hit: 2d6 + 3 damage, or 3d6 + 3 damage against a target adjacent to two or more of the hyena's allies. | |
| Str 16 (+4) | Dex 15 (+3) |
| Con 13 (+2) | Int 2 (-3) |
| | Wis 12 (+2) |
| | Cha 5 (-2) |
| Alignment unaligned | Languages – |

Encounter 2

Setup

- 1 Gnoll Huntmaster (H)
- 3 Death-pledged Gnoll (D)
- 1 Lesser Water Elemental (E)

The gnolls and lesser water elemental are in the open when the PC's arrive.

As the PC's rest and explore the area, read:

A cackling howl bellows from within the cave. As it dies down you hear raging water. A final howl echoes, "WITCH SAYS YOU DIE!"

Dungeoneering Check

DC 13: *The stream gets deeper near the waterfall.*

Tactics

The gnoll huntmaster keeps his distance while the death-pledged gnolls look to tie the pc's up in combat. The water elemental tries to either drown a PC in the deeper water or keep them from escaping the gnolls. The gnolls will jump over the stream when possible.

Features of the Arena

Illumination: There are torches that keep this cavern dimly lit.

Crystals: The crystal formations are difficult terrain that provides cover.

Waterfall: The waterfall is 30 feet high.

Stream: Within three squares of the waterfall the stream is 20 feet deep, however beyond that it is only five feet deep.

Rubble: The rubble is difficult terrain.

Drain: The stream drains into a pit 15 feet deep. If a character starts its turn in the stream within four squares of the drain they are pulled one square toward it. Climbing out of the drain is difficult requiring a DC 20 Athletics check.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| | |
|---|----------------------------------|
| Lesser Water Elemental | Level 1 Controller |
| Small elemental natural beast (aquatic, water) | XP 100 |
| HP 29; Bloodied 14 | Initiative +2 |
| AC 15, Fortitude 14, Reflex 13, Will 12 | Perception +0 |
| Speed 6, swim 6 | |
| TRAITS | |
| Aquatic | |
| The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures. | |
| Sensitive to Cold | |
| Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn. | |
| STANDARD ACTIONS | |
| m Slam F At-Will | |
| Attack: Melee 1 (one creature); +4 vs. Reflex | |
| Hit: 1d6 damage, and ongoing 5 damage (save ends). | |
| C Whelm F Encounter | |
| Attack: Close blast 3 (enemies in blast); +4 vs. Fortitude | |
| Hit: 2d6 + 2 damage, and the elemental pushes the target up to 2 squares and knocks it prone. | |
| MINOR ACTIONS | |
| Drowning Essence F At-Will (1/round) | |
| Effect: The elemental slides each creature that has ongoing damage from its <i>slam</i> 1 square. | |
| Str 16 (+3) | Dex 14 (+2) Wis 11 (+0) |
| Con 13 (+1) | Int 5 (-3) Cha 8 (-1) |
| Alignment unaligned | Languages understands Primordial |

| | |
|--|---------------------------|
| Death-pledged Gnoll | Level 5 Brute |
| Medium natural humanoid | XP 200 |
| HP 74; Bloodied 37 | Initiative +4 |
| AC 18, Fortitude 18, Reflex 16, Will 16 | Perception +4 |
| Speed 8 | Low-light vision |
| Traits | |
| Pack Attack | |
| The gnoll's attacks deal 5 extra damage to any enemy that has two or more gnoll allies adjacent to it. | |
| Standard Actions | |
| m Bone Claw (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 9 damage, or 2d6 + 11 damage while the gnoll is bloodied. | |
| Triggered Actions | |
| Claws of Yeenoghu (healing) | |
| Trigger: The gnoll drops to 0 hit points. | |
| Effect (No Action): The gnoll regains 5 hit points, gains 1 action point, and gains resist 15 to all damage. At the end of its next turn, the gnoll drops to 0 hit points. | |
| Str 18 (+6) | Dex 15 (+4) Wis 15 (+4) |
| Con 14 (+4) | Int 9 (+1) Cha 7 (+0) |
| Alignment chaotic evil | Languages Abyssal, Common |
| Equipment leather armor, bone claws (spiked gauntlets) | |

| | |
|--|---------------------------|
| Gnoll Hunt Master | Level 5 Artillery |
| Medium natural humanoid | XP 200 |
| HP 50; Bloodied 25 | Initiative +4 |
| AC 19, Fortitude 17, Reflex 18, Will 15 | Perception +11 |
| Speed 8 | Low-light vision |
| Traits | |
| Pack Attack | |
| The gnoll's attacks deal 5 extra damage to any enemy that has two or more gnoll allies adjacent to it. | |
| Standard Actions | |
| m Handaxe (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 3 damage, or 2d6 + 5 damage while the gnoll is bloodied. | |
| R Longbow (weapon) F At-Will | |
| Attack: Ranged 30 (one creature); +12 vs. AC | |
| Hit: 1d10 + 8 damage, or 1d10 + 10 damage while the gnoll is bloodied. | |
| Skills Stealth +11 | |
| Str 16 (+5) | Dex 19 (+6) Wis 14 (+4) |
| Con 14 (+4) | Int 8 (+1) Cha 7 (+0) |
| Alignment chaotic evil | Languages Abyssal, Common |
| Equipment leather armor, handaxe, longbow, 30 arrows | |

Encounter 1

Setup

- 1 Hobgoblin Beast Master (H)
- 2 Bear (B)
- 1 Carrion Crawler Scuttler (C)
- 1 Orc Archer (A)

The hobgoblin beast master, orc archer, and bear are all in the open. The carrion crawler scuttler has climbed under the bridge and the stirge is hiding down in the gorge.

When the players place their miniatures, read:

Across the bridge you see a hobgoblin. He whistles loudly as you approach, and a pair of bears come to his side. An orc knocks an arrow, readying for combat.

Perception Check

DC 13: *From under the bridge you hear a scuttling of feet, many many feet.*

Tactics

The hobgoblin beast master takes every chance to *attack command* one of the beasts. After the party has moved across the bridge the carrion crawler scuttler climbs out from under the bridge. The orc archer tries to push enemies into good positions.

Features of the Area

Illumination: There are torches in this cavern, however it is only dimly lit.

Bridges: The bridges are sturdy and supportive and should not be a problem for the party.

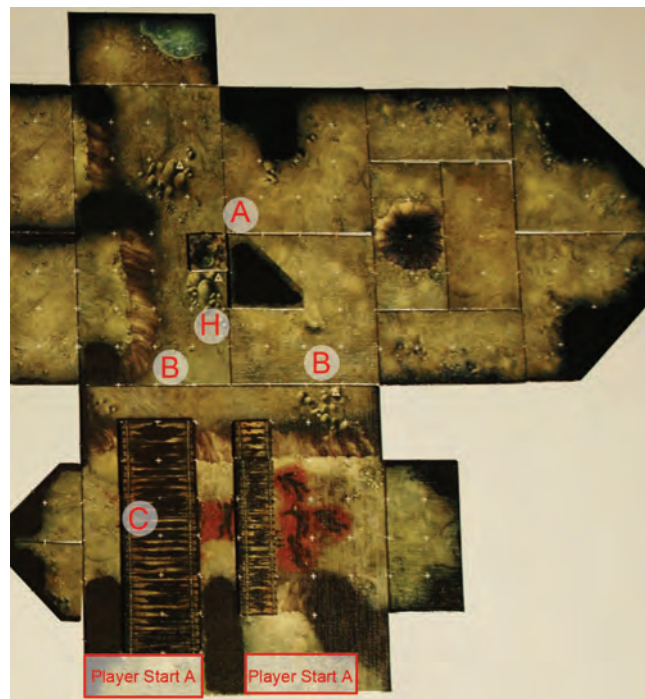
Gorge: The gorge is 20 feet deep. The smell of rotten corpses is so strong that while over the gorge any living, breathing creature takes -1 on all rolls. The walls require a DC 15 Athletics to climb.

Pit: The pit is 30 feet deep and its walls require a DC 15 Athletics check to climb.

Stone Piles: The stone piles are difficult terrain.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see “Treasure and Gearing Up” in the introduction).



| | |
|--|------------------------------------|
| Hobgoblin Beast Master | Level 3 Controller (Leader) |
| Medium natural humanoid | XP 150 |
| HP 47; Bloodied 23 | Initiative +3 |
| AC 17, Fortitude 17, Reflex 15, Will 15 | Perception +1 |
| Speed 6 | Low-light vision |
| Traits | |
| Beast Master's Exhortation | |
| When an allied beast or magical beast that is adjacent to the hobgoblin hits with an attack, that beast gains 5 temporary hit points. | |
| Standard Actions | |
| m Goad (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 1d8 + 6 damage. | |
| M War Whip (weapon) F At-Will | |
| Attack: Melee 3 (one creature); +8 vs. AC | |
| Hit: 2d4 + 5 damage, and the target falls prone. | |
| Effect: The hobgoblin slides the target 1 square. | |
| Attack Command F At-Will | |
| Effect: Melee 1 (one beast or magical beast ally). The target can make a basic attack as a free action. | |
| Move Actions | |
| Phalanx Movement F At-Will | |
| Effect: Close burst 1 (allies in burst). The hobgoblin and each target can shift 1 square as a free action. The target must shift to a square adjacent to the hobgoblin. | |
| Str 19 (+5) | Dex 14 (+3) |
| Con 15 (+3) | Wis 10 (+1) |
| | Cha 15 (+3) |
| Alignment evil | Languages Common, Goblin |
| Equipment leather armor, goad (war pick), whip | |

| | |
|---|----------------------|
| Bear | Level 5 Brute |
| Large natural beast | XP 200 |
| HP 80; Bloodied 40 | Initiative +3 |
| AC 17, Fortitude 19, Reflex 16, Will 16 | Perception +3 |
| Speed 8 | |
| TRAITS | |
| Devour | |
| Any creature grabbed by the bear at the start of the bear's turn takes 1d8 + 5 damage. | |
| STANDARD ACTIONS | |
| m Claw F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d8 + 7 damage. | |
| M Bear Grab F Recharge when first bloodied | |
| Effect: The bear uses <i>claw</i> twice against the same target. If either attack hits, the target falls prone, and the bear grabs the target (escape DC 15). | |
| Str 20 (+7) | Dex 13 (+3) |
| Con 20 (+7) | Wis 13 (+3) |
| | Cha 12 (+3) |
| Alignment unaligned | Languages – |

| | |
|--|--------------------------------|
| Orc Archer | Level 4 Artillery |
| Medium natural humanoid | XP 175 |
| HP 42; Bloodied 21 | Initiative +6 |
| AC 16, Fortitude 16, Reflex 18, Will 14 | Perception +2 |
| Speed 6 | Low-light vision |
| Standard Actions | |
| m Handaxe (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +11 vs. AC | |
| Hit: 1d6 + 6 damage. | |
| R Longbow (weapon) □ At-Will | |
| Attack: Ranged 30 (one creature); +11 vs. AC | |
| Hit: 1d10 + 6 damage, and the orc pushes the target 1 square. | |
| A Clustered Volley (weapon) □ At-Will | |
| Attack: Area burst 1 within 20 (creatures in burst); +9 vs. AC | |
| Hit: 1d10 + 6 damage. | |
| Triggered Actions | |
| Savage Demise | |
| Trigger: The orc drops to 0 hit points. | |
| Effect (Free Action): The orc takes a standard action. | |
| Str 15 (+4) | Dex 18 (+6) |
| Con 12 (+3) | Wis 10 (+2) |
| | Cha 9 (+1) |
| Alignment chaotic evil | Languages Common, Giant |
| Equipment leather armor, handaxe, longbow, 30 arrows | |

| | |
|---|---------------------------|
| Carrion Crawler Scuttler | Level 5 Skirmisher |
| Medium aberrant beast | XP 200 |
| HP 63; Bloodied 31 | Initiative +5 |
| AC 19, Fortitude 18, Reflex 16, Will 17 | Perception +3 |
| Speed 8, climb 8 (spider climb) | Darkvision |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d8 + 4 damage, or 3d8 + 4 damage against a stunned target. | |
| M Tentacles F At-Will | |
| Attack: Melee 2 (one creature); +8 vs. Fortitude, or +10 vs. Fortitude against a prone target | |
| Hit: The target is stunned (save ends). The carrion crawler shifts up to its speed, pulling the target with it. | |
| MOVE ACTIONS | |
| M Unsettling Scuttle F At-Will | |
| Effect: The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy. | |
| Attack: Melee 0; +8 vs. Reflex | |
| Hit: The target falls prone. | |
| Str 18 (+6) | Dex 13 (+3) |
| Con 15 (+4) | Wis 12 (+3) |
| | Cha 14 (+4) |
| Alignment unaligned | Languages – |

Encounter 2

Setup

- 2 Crocodile (C)
- 2 Hulking Zombie (H)
- 1 Poisonscale Brawler (B)
- 2 Poisonscale Needler (N)

All of the monsters but the crocodiles are visible. They are submerged when the PC's arrive.

As the PC's rest and explore the area, read:

There is an underground stream ahead, but in it two large reanimated corpses flank a muscled lizardfolk. "For the witch, they must DIE!" he shouts.

Perception Check

DC 21: *You see ripples in the water, and they seem to move closer.*

Dungeoneering Check

DC 13: *The stream gets deeper near the waterfall.*

Tactics

The crocodiles jump out when the PC's engage the poisonscale brawler and his zombies. The zombies take advantage of anything grabbed. And the poisonscale needlers hang back with their blowguns.

Features of the Arena

Illumination: There are torches that keep this cavern dimly lit.

Crystals: The crystal formations are difficult terrain that provides cover.

Waterfall: The waterfall is 30 feet high.

Stream: Within three squares of the waterfall the stream is 20 feet deep, however beyond that it is only five feet deep.

Rubble: The rubble is difficult terrain.

Drain: The stream drains into a pit 15 feet deep. If a character starts its turn in the stream within four squares of the drain they are pulled one square toward it. Climbing out of the drain is difficult requiring a DC 20 Athletics check.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| | |
|---|----------------------------------|
| Crocodile Medium natural beast (reptile) | Level 3 Soldier XP 150 |
| HP 46; Bloodied 23 | Initiative +4 |
| AC 19, Fortitude 16, Reflex 14, Will 15 | Perception +3 |
| Speed 4, swim 8 | Low-light vision |
| STANDARD ACTIONS | |
| m Bite F At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 1d10 + 6 damage, and the crocodile grabs the target (escape DC 13). | |
| Crushing Jaws F At-Will | |
| Effect: Melee 1 (one creature grabbed by the crocodile). The target takes 2d8 + 3 damage. | |
| Skills Stealth +7 | |
| Str 17 (+4) | Dex 12 (+2) Wis 14 (+3) |
| Con 14 (+3) | Int 1 (-4) Cha 7 (-1) |
| Alignment unaligned | Languages – |

| | |
|---|--------------------------------|
| Hulking Zombie Large natural animate (undead) | Level 4 Brute XP 175 |
| HP 70; Bloodied 35 | Initiative +1 |
| AC 16, Fortitude 18, Reflex 14, Will 14 | Perception +1 |
| Speed 4 | Darkvision |
| Immune disease, poison | |
| TRAITS | |
| Zombie Weakness | |
| A critical hit automatically reduces the zombie to 0 hit points. | |
| Zombie Healing (healing) | |
| Whenever an attack that isn't a critical hit reduces the zombie to 0 hit points, the zombie falls unconscious until the start of its next turn, when it returns with 1 hit point. A creature can spend a minor action while adjacent to an unconscious zombie to prevent the zombie from returning. | |
| STANDARD ACTIONS | |
| m Slam F At-Will | |
| Attack: Melee 2 (one creature); +9 vs. AC | |
| Hit: 2d12 + 2 damage, or 2d12 + 7 damage against a grabbed or prone target. | |
| M Zombie Rush F At-Will | |
| Effect: The zombie charges and makes the following attack in place of a basic melee attack. | |
| Attack: Melee 2 (one creature); +7 vs. Fortitude | |
| Hit: 2d12 + 2 damage, and the zombie pushes the target 1 square and knocks it prone. | |
| Str 20 (+7) | Dex 8 (+1) Wis 8 (+1) |
| Con 20 (+7) | Int 1 (-3) Cha 3 (-2) |
| Alignment unaligned | Languages – |

| | |
|---|--|
| Poisonscale Needler Medium natural humanoid (reptile), lizardfolk | Level 3 Minion Artillery XP 38 |
| HP 1; a missed attack never damages a minion. | Initiative +5 |
| AC 17, Fortitude 13, Reflex 16, Will 14 | Perception +3 |
| Speed 6 (swamp walk) | |
| Traits | |
| Sniper | |
| A hidden needler that misses with a ranged attack remains hidden. | |
| Standard Actions | |
| m Claw (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 5 damage. | |
| r Blowgun (poison, weapon) F At-Will | |
| Attack: Ranged 10 (one creature); +10 vs. AC | |
| Hit: 5 poison damage. On a critical hit, the target also falls unconscious (save ends). | |
| Str 12 (+2) | Dex 18 (+5) Wis 15 (+3) |
| Con 11 (+1) | Int 7 (-1) Cha 9 (+0) |
| Alignment unaligned | Languages Draconic |
| Equipment blowgun, 10 poisoned blowgun needles | |

| | |
|---|--------------------------------|
| Poisonscale Brawler Medium natural humanoid (reptile), lizardfolk | Level 3 Brute XP 150 |
| HP 55; Bloodied 27 | Initiative +3 |
| AC 15, Fortitude 15, Reflex 13, Will 12 | Perception +1 |
| Speed 6 (swamp walk) | |
| STANDARD ACTIONS | |
| m Club (weapon) □ At-Will | |
| Attack: Melee 1 (one creature); +8 vs. AC | |
| Hit: 2d6 + 7 damage. | |
| M Crushing Grasp □ At-Will | |
| Requirement: The brawler must be grabbing a creature. | |
| Attack: Melee 1 (one creature grabbed by the brawler); +6 vs. Fortitude | |
| Hit: 3d6 + 7 damage. | |
| Miss: Half damage. | |
| MINOR ACTIONS | |
| M Feral Grab □ At-Will (1/round) | |
| Requirement: The brawler must not be grabbing a creature. | |
| Attack: Melee 1 (one creature that isn't grabbed); +6 vs. Reflex | |
| Hit: The brawler grabs the target (escape DC 19). | |
| Skills Athletics +10, Stealth +8 | |
| Str 18 (+5) | Dex 15 (+3) Wis 10 (+1) |
| Con 15 (+3) | Int 7 (-1) Cha 8 (+0) |
| Alignment unaligned | Languages Draconic |
| Equipment club | |

Encounter 1

Setup

- 1 Eladrin Arcane Archer (A)
- 2 Bugbear Thug (T)
- 4 Stirge Suckerling (S)

The eladrin arcane archer is visible and his 'cohorts' are all hiding.

When the players place their miniatures, read:

Across the bridge you see an eladrin with obvious disdain on his face. "To think you've made her resort to this," he says as he fires two flaming arrows.

Perception Check

DC 13: *A buzzing of wings is coming from under the bridge.*

DC 21: *You can hear a couple large creatures waiting for you across the bridge.*

Tactics

The eladrin arcane archer stays back and peppers the party with arrows, while the bugbears jump out to ambush people who come near them. And the stirges rise up from the gorge trying to grab party members.

Features of the Area

Illumination: There are torches in this cavern, however it is only dimly lit.

Bridges: The bridges are sturdy and supportive and should not be a problem for the party.

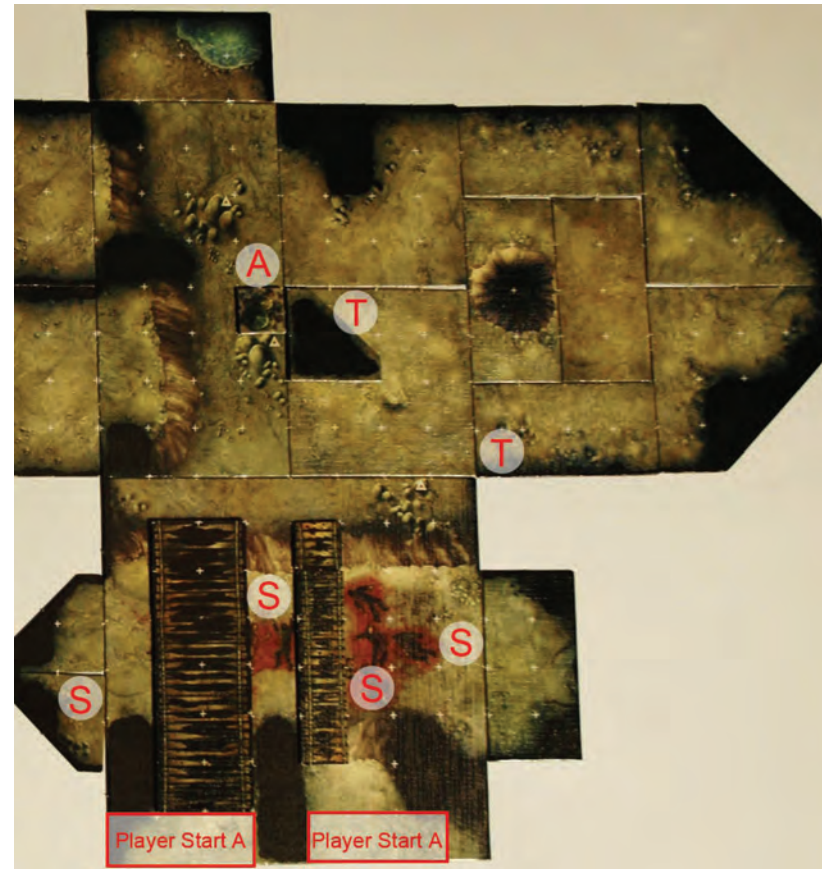
Gorge: The gorge is 20 feet deep. The smell of rotten corpses is so strong that while over the gorge any living, breathing creature takes -1 on all rolls. The walls require a DC 15 Athletics to climb.

Pit: The pit is 30 feet deep and its walls require a DC 15 Athletics check to climb.

Stone Piles: The stone piles are difficult terrain.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



| Eladrin Arcane Archer | | Level 5 Artillery | |
|--|--------------------|--------------------------------|--|
| Medium fey humanoid, elf | | XP 200 | |
| HP 51; Bloodied 25 | | Initiative +6 | |
| AC 17, Fortitude 16, Reflex 18, Will 16 | | Perception +7 | |
| Speed 6 | | Low-light vision | |
| Saving Throws +5 against charm effects | | | |
| STANDARD ACTIONS | | | |
| m Short Sword (weapon) F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC | | | |
| Hit: 2d6 + 3 damage. | | | |
| R Scorching Arrows (fire, weapon) F At-Will | | | |
| Attack: Ranged 30 (one or two creatures); +10 vs. Reflex | | | |
| Hit: 1d10 damage plus 1d8 fire damage. | | | |
| A Eldritch Burst (force) F Recharge 4 5 6 | | | |
| Attack: Area burst 1 within 10 (enemies in burst); +10 vs. Fortitude | | | |
| Hit: 2d10 + 5 force damage, and the target falls prone. | | | |
| MOVE ACTIONS | | | |
| Fey Step (teleportation) F Encounter | | | |
| Effect: The eladrin teleports up to 5 squares. | | | |
| Str 12 (+3) | Dex 18 (+6) | Wis 11 (+2) | |
| Con 15 (+4) | Int 17 (+5) | Cha 15 (+4) | |
| Alignment unaligned | | Languages Common, Elven | |
| Equipment chainmail, longbow, 40 arrows, 2 short swords | | | |

| Bugbear Thug | | Level 4 Brute | |
|--|--------------------|---------------------------------|--|
| Medium natural humanoid | | XP 175 | |
| HP 65; Bloodied 32 | | Initiative +7 | |
| AC 16, Fortitude 15, Reflex 15, Will 11 | | Perception +8 | |
| Speed 6 | | Low-light vision | |
| TRAITS | | | |
| Bushwhack | | | |
| The bugbear gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it. | | | |
| STANDARD ACTIONS | | | |
| m Greatclub (weapon) □ At-Will | | | |
| Attack: Melee 1 (one creature); +9 vs. AC | | | |
| Hit: 2d8 + 6 damage, or 3d8 + 6 damage if the bugbear has combat advantage against the target. | | | |
| R Handaxe (weapon) □ At-Will | | | |
| Attack: Ranged 10 (one creature); +9 vs. AC | | | |
| Hit: 1d6 + 6 damage. | | | |
| Skills Stealth +12 | | | |
| Str 20 (+7) | Dex 20 (+7) | Wis 13 (+3) | |
| Con 15 (+4) | Int 8 (+1) | Cha 10 (+2) | |
| Alignment evil | | Languages Common, Goblin | |
| Equipment leather armor, greatclub, 2 handaxes | | | |

| Stirge Suckerling | | Level 5 Minion Lurker | |
|---|--------------------|------------------------------|--|
| Small natural beast | | XP 50 | |
| HP 1; a missed attack never damages a minion. | | Initiative +9 | |
| AC 19, Fortitude 16, Reflex 18, Will 15 | | Perception +7 | |
| Speed 2, fly 6 | | Darkvision | |
| TRAITS | | | |
| Nimble Bloodsucker | | | |
| While the stirge has a creature grabbed, it gains a +2 bonus to AC and Reflex | | | |
| STANDARD ACTIONS | | | |
| m Bite F At-Will | | | |
| Attack: Melee 1 (one creature); +10 vs. AC. While the stirge has a creature grabbed, it can use bite only against that creature, and it hits automatically. | | | |
| Hit: 5 damage, and the stirge grabs the target (escape DC 15). Until the grab ends, the target takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. | | | |
| The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it. | | | |
| Skills Stealth +10 | | | |
| Str 7 (+0) | Dex 16 (+5) | Wis 10 (+2) | |
| Con 12 (+3) | Int 1 (-3) | Cha 4 (-1) | |
| Alignment unaligned | | Languages – | |

Encounter 2

Setup

- 2 Gnome Spy (S)
- 1 Halfling Water Witch (W) (Dread Witch)
- 2 Dwarf Clan Guard (G)
- 1 Town Guard (T)

All of the monsters start visible and prepared for battle. *This is the ultimate showdown with the Dread Witch!*

As the PC's rest and explore the area, read:

"I knew you would come," echoed the Dread Witch's voice from further in the cavern. "You think you can defeat me, but it is never that simple 'adventurers'. Now drown in your own arrogance!"

Dungeoneering Check

DC 13: *The stream gets deeper near the waterfall.*

Tactics

The halfling water witch uses *drag to the deep* to try to drown the PC's at the waterfall or get catch them in the drain. The town guard and dwarf clan guards try to keep the party from making it to the other side of the river, while the gnome spies shoot the party. The gnome spies also take advantage of their *reactive stealth*.

Features of the Area

Illumination: There are torches that keep this cavern dimly lit.

Crystals: The crystal formations are difficult terrain that provides cover.

Waterfall: The waterfall is 30 feet high.

Stream: Within three squares of the waterfall the stream is 20 feet deep, however beyond that it is only five feet deep.

Rubble: The rubble is difficult terrain.

Drain: The stream drains into a pit 15 feet deep. If a character starts its turn in the stream within four squares of the drain they are pulled one square toward it. Climbing out of the drain is difficult requiring a DC 20 Athletics check.

Treasure Roll

Have each player make a treasure roll after successfully completing this encounter (see "Treasure and Gearing Up" in the introduction).



Map 4, Result 4

| | |
|--|---------------------------|
| Halfling Water Witch | Level 3 Controller |
| Small natural humanoid (water) | XP 150 |
| HP 43; Bloodied 21 | Initiative +5 |
| AC 17, Fortitude 15, Reflex 16, Will 16 | Perception +3 |
| Speed 6 | |
| Traits | |
| Threatening Reach | |
| The halfling can make opportunity attacks against enemies within the reach of its <i>water jab</i> (3 squares). | |
| Standard Actions | |
| m Water Jab F At-Will | |
| Attack: Melee 3 (one creature); +7 vs. Fortitude | |
| Hit: 1d6 + 4 damage, and the halfling slides the target up to 2 squares. | |
| A Drag to the Deep F At-Will | |
| Attack: Area burst 3 centered on a square of water within 10 (enemies in burst); +7 vs. Reflex | |
| Hit: 2d6 damage, and the halfling pulls the target up to 4 squares toward the burst's origin square. | |
| Miss: The halfling pulls the target 1 square toward the burst's origin square. | |
| Move Actions | |
| M Carried by a Wave F Recharge 5 6 | |
| Effect: The halfling flies up to its speed. This movement doesn't provoke opportunity attacks. If the halfling ends its turn in the air, it descends at the start of its next turn. This movement does not provoke opportunity attacks, and the halfling does not take falling damage. During the flight, the halfling can move through enemies' spaces, and it makes the following attack each time it moves through a creature's space or over it, but only once per creature. | |
| Attack: Melee 1 (one creature); +7 vs. Fortitude | |
| Hit: The target falls prone, and it is dazed until the start of the halfling's next turn. | |
| Str 14 (+3) | Dex 18 (+5) |
| Con 11 (+1) | Int 11 (+1) |
| | Wis 14 (+3) |
| | Cha 16 (+4) |
| Alignment unaligned | Languages Common |
| Dwarf Clan Guard | |
| Level 1 Soldier | |
| Medium natural humanoid | XP 100 |
| HP 33; Bloodied 16 | Initiative +3 |
| AC 17, Fortitude 15, Reflex 13, Will 15 | Perception +8 |
| Speed 5 | Low-light vision |
| TRAITS | |
| Stand the Ground | |
| The dwarf can move 1 square fewer when subject to a pull, push, or slide. | |
| Steady-Footed | |
| The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone. | |
| STANDARD ACTIONS | |
| m Warhammer (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +6 vs. AC | |
| Hit: 1d10 + 3 damage, and the dwarf pushes the target 1 square. The dwarf can then shift 1 square to a square the target vacated. | |
| Effect: The dwarf marks the target until the end of the dwarf's next turn. | |
| R Throwing Hammer (weapon) F At-Will | |
| Attack: Ranged 10 (one creature); +6 vs. AC | |
| Hit: 1d6 + 4 damage, and the target is marked until the end of the dwarf's next turn. | |
| M R Double Hammer Strike (weapon) F Recharge 4 5 6 | |
| Effect: The dwarf uses <i>warhammer</i> and then uses <i>throwing hammer</i> . The dwarf does not provoke an opportunity attack for this use of <i>throwing hammer</i> . | |
| Str 16 (+3) | Dex 12 (+1) |
| Con 17 (+3) | Int 10 (+0) |
| | Wis 17 (+3) |
| | Cha 10 (+0) |
| Alignment unaligned | Languages Common, Dwarven |
| Equipment warhammer, 4 throwing hammers | |

Lair of the Dread Witch

| | |
|--|-------------------------|
| Gnome Spy | Level 5 Lurker |
| Small fey humanoid | XP 200 |
| HP 51; Bloodied 25 | Initiative +10 |
| AC 19, Fortitude 16, Reflex 18, Will 17 | Perception +8 |
| Speed 5 | Low-light vision |
| Traits | |
| Reactive Stealth | |
| If the gnome has cover or concealment when it rolls initiative, it can make a Stealth check to become hidden. | |
| Standard Actions | |
| m Short Sword (weapon) F At-Will | |
| Attack: Melee 1 (one creature); +10 vs. AC | |
| Hit: 2d6 + 4 damage, or 4d6 + 4 damage if the gnome was invisible to the target when it attacked. | |
| r Dagger (weapon) F At-Will | |
| Attack: Ranged 10 (one creature); +10 vs. AC | |
| Hit: 2d4 + 5 damage, or 4d4 + 5 damage if the gnome was invisible to the target when it attacked. | |
| Vanish from Sight (illusion) F At-Will | |
| Effect: The gnome becomes invisible until it hits or misses with an attack or until the end of its next turn. | |
| Triggered Actions | |
| Fade Away (illusion) F Encounter | |
| Trigger: The gnome takes damage. | |
| Effect (Immediate Reaction): The gnome becomes invisible until it hits or misses with an attack or until the end of its next turn. | |
| Skills Bluff +10, Stealth +11 | |
| Str 10 (+2) | Dex 18 (+6) |
| Con 15 (+4) | Int 11 (+2) |
| | Wis 13 (+3) |
| | Cha 17 (+5) |
| Alignment unaligned | Languages Common, Elven |
| Equipment leather armor, short sword, dagger | |
| Town Guard | Level 3 Soldier |
| Medium natural humanoid, human | XP 150 |
| HP 47; Bloodied 23 | Initiative +5 |
| AC 19, Fortitude 16, Reflex 15, Will 14 | Perception +6 |
| Speed 5 | |
| STANDARD ACTIONS | |
| m Halberd (weapon) □ At-Will | |
| Attack: Melee 2 (one creature); +8 vs. AC | |
| Hit: 1d10 + 5 damage, and the target is marked until the end of the town guard's next turn. | |
| r Crossbow (weapon) □ At-Will | |
| Attack: Ranged 20 (one creature); +8 vs. AC | |
| Hit: 1d8 + 5 damage. | |
| M Powerful Strike (weapon) □ Recharge 5 6 | |
| Attack: Melee 2 (one creature); +8 vs. AC | |
| Hit: 2d10 + 5 damage, and the target falls prone. | |
| TRIGGERED ACTIONS | |
| M Interceding Strike (weapon) □ At-Will | |
| Trigger: An enemy marked by the town guard makes an attack that does not include the town guard as a target. | |
| Attack (Immediate Interrupt): Melee 2 (triggering enemy); +8 vs. AC | |
| Hit: 1d10 + 5 damage. | |
| Skills Streetwise +7 | |
| Str 16 (+4) | Dex 14 (+3) |
| Con 15 (+3) | Int 10 (+1) |
| | Wis 11 (+1) |
| | Cha 12 (+2) |
| Alignment unaligned | Languages Common |
| Equipment chainmail, halberd, crossbow, 20 bolts | |



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Magic Weapon

Level 1, Common

Weapon: Any

Enhancement: Attack rolls and damage rolls (+1)

Critical: +1d6 damage

This item is also available for 3 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Magic Armor

Level 1, Common

Armor: Any

Enhancement: AC (+1)

This item is also available for 3 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Magic Implement

Level 1, Common

Implement: Any

Enhancement: Attack rolls and damage rolls (+1)

Critical: +1d6 damage

This item is also available for 3 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Amulet of Protection

Level 1, Common

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will (+1)

This item is also available for 3 tokens.



Treasure Certificate

Earned in the Convention Delve

Lair of the Dread Witch

Potion of Healing

Level 5, Common

Power (Consumable, Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

This item is also available for 2 tokens. You cannot have more than 2 potions of healing at any one time.



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Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Wand of the Hunting Hound Level 3, Uncommon

Implement (Wand)

Enhancement: Attack rolls and damage rolls (+1)

Critical: The target is immobilized (save ends).

Property: Attacks using this wand ignore penalties for cover.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Vicious Weapon Level 2, Common

Weapon: Any

Enhancement: Attack rolls and damage rolls (+1)

Critical: +1d12 damage

This item is also available for 5 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Lifedrinker Weapon Level 5, Uncommon

Weapon: Any melee weapon

Enhancement: Attack rolls and damage rolls (+1)

Critical: +1d6 necrotic damage

Property: Whenever you drop an enemy to 0 hit points with a melee attack made with this weapon, you gain 5 temporary hit points.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Black Iron Armor Level 4, Common

Armor: Scale, plate

Enhancement: AC (+1)

Property: You gain resist 5 fire and resist 5 necrotic.

This item is also available for 5 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

Bracers of Mighty Striking Level 2, Common

Item Slot: Arms

Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

This item is also available for 5 tokens.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

Gauntlets of Ogre Power Level 5, Rare

Item Slot: Hands

Property: You gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Minor Action. You gain a +2 power bonus to melee damage rolls until the end of the encounter.

Only available as a treasure found on the Cavern Lair level.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

Acrobat Boots Level 2, Uncommon

Item Slot: Feet

Property: You gain a +1 item bonus to Acrobatics checks.

Power (At-Will): Minor Action. You stand up from prone.



Treasure Certificate

Earned in the Convention Delve
Lair of the Dread Witch

+1 Delver's Armor Level 3, Uncommon

Armor: Hide, chain, scale, plate

Enhancement: AC (+1)

Power (Daily): No Action. You gain a +2 power bonus to a saving throw you just rolled; use the new result.

Picking List: Encounter Bags

| MAP | Res | Mini | # | MAP | Res | Mini | # |
|-----|-----|-----------------------------------|---|-----|-----|-----------------------------------|---|
| 1 | 1 | Shardstorm Vortex | 2 | 3 | 1 | Slaad Spawn | 2 |
| | | Blood Scarab | 2 | | | Yuan-ti Fangblade | 2 |
| | | Bloodspike Behemoth | 1 | | | Aurak Draconian | 1 |
| | | Goblin Cutter | 2 | | | Gray Slaad | 1 |
| | | Kobold Wyrmpriest | 1 | | | Orc Eye of Gruumsh | 1 |
| | | Rat Swarm | 2 | | | Grimlock Minion | 3 |
| 1 | 2 | Scarcrow Stalker | 1 | | | Gnoll Huntmaster | 2 |
| | | Ghaele of Winter | 2 | | | Orc Terrorblade | 1 |
| | | Githyanki Warrior | 1 | 3 | 2 | Yochlol Tempter | 3 |
| | | Earth Archon Rumbler | 4 | | | Minotaur Thug | 1 |
| | | Rust Monster | 1 | | | Slaad Spawn | 1 |
| 1 | 3 | Goblin Skullcleaver | 2 | | | Specter | 1 |
| | | Human Outrider | 2 | | | Deathjump Spider | 2 |
| | | Goblin Sharpshooter | 4 | | | Deathrattle Viper | 1 |
| | | Kobold Wyrmpriest | 1 | 3 | 3 | Death Knight (Dragonborn Paladin) | 2 |
| | | Minotaur Thug | 1 | | | Ghaele of Winter | 1 |
| | | Goblin Cutter | 2 | | | Foulspawn Grue | 1 |
| | | Bloodseeker Drake | 1 | | | Tiefling Necromancer | 1 |
| 1 | 4 | Deathrattle Viper | 4 | | | Shardstorm Vortex | 3 |
| | | Hobgoblin Hand of Bane | 2 | | | Goblin Cutter | 1 |
| | | Rat Swarm | 1 | | | Rat Swarm | 1 |
| | | Orc Eye of Gruumsh | 1 | 3 | 4 | Death Knight (Dragonborn Paladin) | 1 |
| | | Norker | 2 | | | Bloodseeker Drake | 1 |
| | | Bolraza, Priestess of Bane | 1 | | | Ghaele of Winter | 1 |
| 2 | 1 | Death Knight (Dragonborn Paladin) | 2 | | | Human Rabble | 2 |
| | | Skeletal Tiefling | 8 | | | Berbalang | 2 |
| | | Shardstorm Vortex | 1 | | | Earth Archon Rumbler | 2 |
| | | Hoard Scarab Larva Swarm | 2 | 4 | 1 | Doomdreamer | 1 |
| | | Blood Scarab | 2 | | | Berbalang | 2 |
| | | Specter | 1 | | | Tiefling Necromancer | 2 |
| 2 | 2 | Goblin Sharpshooter | 3 | | | Adult Grey Dragon | 1 |
| | | Goblin Cutter | 2 | | | Blood Scarab | 4 |
| | | Goblin Delver | 2 | 4 | 2 | Foulspawn Grue | 2 |
| | | Irontooth | 2 | | | Barghest Savager | 3 |
| | | Bloodseeker Drake | 2 | | | Gnoll Huntmaster | 1 |
| | | Shardstorm Vortex | 1 | | | Minotaur Battle Shaman | 3 |
| | | | | | | Air Archon Zephyrhaunt | 1 |

Picking List: Encounter Bags (Continued)

| MAP | Res | Mini | # | MAP | Res | Mini | # |
|-----|-----|----------------------------|---|-----|-----|------------------------|---|
| 2 | 3 | Kobold Wyrmpriest | 1 | 4 | 3 | Hobgoblin Hand of Bane | 1 |
| | | Feygrove Choker | 4 | | | Savage Minotaur | 1 |
| | | Zombie Hulk | 1 | | | Rust Monster | 1 |
| | | Orc Eye of Gruumsh | 1 | | | Gnoll Huntmaster | 1 |
| | | Foulspawn Grue | 2 | | | Bloodspike Behemoth | 2 |
| | | Scarecrow Stalker | 4 | | | Zombie Hulk | 2 |
| 2 | 4 | Minotaur Thug | 1 | | | Gray Slaad | 1 |
| | | Human Rabble | 1 | | | Slaad Spawn | 2 |
| | | Gray Slaad | 1 | 4 | 4 | Ghaele of Winter | 1 |
| | | Duergar Cleric of Asmodeus | 1 | | | Minotaur Thug | 2 |
| | | Xen'drik Drow Stingblade | 2 | | | Blood Scarab | 4 |
| | | Duergar Guard | 2 | | | Foulspawn Grue | 2 |
| | | Berbalang | 1 | | | Kobold Wyrmpriest | 1 |
| | | | | | | Duergar Guard | 2 |
| | | | | | | Human Rabble | 1 |

Picking List: Minis By Set

| # | Name | Rarity | Set | Set# |
|----|-----------------------------------|----------|--------|------|
| 5 | Berbalang | Uncommon | DDMMM1 | 6 |
| 12 | Blood Scarab | Common | DDMMM1 | 8 |
| 4 | Bloodseeker Drake | Common | DDMMM1 | 9 |
| 4 | Feygrove Choker | Uncommon | DDMMM1 | 14 |
| 7 | Foulspawn Grue | Common | DDMMM1 | 15 |
| 5 | Ghaele of Winter | Rare | DDMMM1 | 17 |
| 1 | Githyanki Warrior | Rare | DDMMM1 | 18 |
| 4 | Gnoll Huntmaster | Uncommon | DDMMM1 | 20 |
| 2 | Goblin Delver | Uncommon | DDMMM1 | 21 |
| 7 | Goblin Sharpshooter | Common | DDMMM1 | 22 |
| 3 | Grimlock Minion | Common | DDMMM1 | 23 |
| 4 | Kobold Wyrmpriest | Uncommon | DDMMM1 | 27 |
| 3 | Orc Eye of Groomsh | Rare | DDMMM1 | 31 |
| 1 | Orc Terrorblade | Common | DDMMM1 | 32 |
| 2 | Rust Monster | Uncommon | DDMMM1 | 33 |
| 2 | Xen'drik Drow Stingblade | Rare | DDMMM1 | 38 |
| 2 | Yuan-ti Fangblade | Uncommon | DDMMM1 | 40 |
| 1 | Air Archon Zephyrhaunt | Rare | DDMMM2 | 2 |
| 1 | Aurak Draconian | Rare | DDMMM2 | 3 |
| 3 | Barghest Savager | Rare | DDMMM2 | 5 |
| 1 | Bolraza, Priestess of Bane | Rare | DDMMM2 | 7 |
| 1 | Doom Dreamer | Common | DDMMM2 | 11 |
| 1 | Duergar Cleric of Asmodeus | Rare | DDMMM2 | 12 |
| 4 | Duergar Guard | Common | DDMMM2 | 13 |
| 6 | Earth Archon Rumbler | Rare | DDMMM2 | 14 |
| 8 | Goblin Cutter | Common | DDMMM2 | 23 |
| 2 | Hoard Scarab Larva Swarm | Common | DDMMM2 | 26 |
| 4 | Human Rabble | Common | DDMMM2 | 27 |
| 2 | Irontooth | Rare | DDMMM2 | 28 |
| 5 | Minotaur Thug | Common | DDMMM2 | 29 |
| 4 | Scarecrow Stalker | Common | DDMMM2 | 34 |
| 5 | Slaad Spawn | Common | DDMMM2 | 36 |
| 3 | Yochlol Tempter | Rare | DDMMM2 | 40 |
| 1 | Adult Grey Dragon | Rare | DDMMM3 | 1 |
| 3 | Bloodspike Behemoth | Rare | DDMMM3 | 5 |
| 5 | Death Knight (Dragonborn Paladin) | Rare | DDMMM3 | 10 |
| 5 | Deathrattle Viper | Common | DDMMM3 | 11 |
| 2 | Goblin Skullcleaver | Common | DDMMM3 | 16 |
| 3 | Gray Slaad | Uncommon | DDMMM3 | 18 |
| 3 | Hobgoblin Hand of Bane | Rare | DDMMM3 | 21 |
| 2 | Human Outrider | Uncommon | DDMMM3 | 22 |
| 2 | Norker | Common | DDMMM3 | 27 |
| 4 | Rat Swarm | Common | DDMMM3 | 28 |
| 1 | Savage Minotaur | Uncommon | DDMMM3 | 31 |
| 7 | Shardstorm Vortex | Uncommon | DDMMM3 | 32 |
| 8 | Skeletal Tiedfling | Common | DDMMM3 | 34 |
| 2 | Specter | Uncommon | DDMMM3 | 36 |
| 3 | Tiedfling Necromancer | Rare | DDMMM3 | 37 |
| 3 | Zombie Hulk | Uncommon | DDMMM3 | 40 |