

1.07 – Things That Go Zap

Average Encounter (100 EXP/character)

Plot Points

- Tiefling warlocks belonging to a cult are pursuing the characters, looking for the map.

Trigger

Three days travel from Ostlea Hollow.

Walking down the path, you see a group of travelers coming the other way led by a Tiefling in red leather armor. They hail you from a distance, holding their hands up in the gesture that means peace. Each of them wears the emblem of two dragons, one gold, one silver, in a circle eating the other's tail.

As soon as you are within speaking distance, the Tiefling says bluntly, "I want the map. Everything else is yours to keep."

Kennat believes he has the upper hand here, so the party's options are somewhat limited. He poisoned Old Pete for the map, but Pete lived longer than expected and died in public rather than his hovel. Now Kennat has to get the map before his master hears of the screw-up.

Kennat believes that the party has looked at the map and made a copy, as that's what he would do. He is unlikely to believe any story that contradicts this belief (he gains +10 to his passive Perception and Insight). He also believes that he can work wrest the information from the PCs once he has them captured and restrained.

None of the NPCs have high Perception skill or training in tracking (Nature), so a simple Skill Challenge (4 successes before 3 failures, DC 10 with Athletics, Nature and Endurance as main skills) would get the PCs away from Kennat. If the PCs flee, he will be much more ruthless in *1.10 – Son of Zap*.

Kennat

Tiefling Male

Description: Kennat is a mid-level flunky for The Brotherhood of the Endless Wyrn, a cabal of warlocks that have a reputation for less than savory practices. Kennat's horns flare out to the side in a way that is rare among Tieflings.

Passive Insight: 14, Passive Perception: 14

Keywords: cynical, insulting

Possible Dialogue:

"We can do this the hard way or the easy way. I am comfortable with either."

"I have been instructed by my superiors to obtain the map. Do not think that I will defy or fail them in this.

"At the end of the day, I expect that you will be naked and bleeding. I will spare your miserable lives if I can.

Setup

Monster	4	5	6
Kennat	A	A	A
Human Guard	B, C	B, C	B, C
Tiefling Flamedancer	-	D	D, E

Tactics

Kennat will run away at 10 or fewer hit points, as will the Human Guards. *Try to make sure that Kennat gets away.*

One or more of the Flamedancers can be replaced with Acolytes. The acolytes/flamedancers are also very likely to flee. Your description of the aftermath will depend on how the party does. In the unlikely event that the PC's lose, Kennat will leave them their gear, but will take their food and gold (taking the gear makes a good threat, but would be too cumbersome for his group).

Loot

100gp moonstone
20gp
Level 3 Magic Item – Player 4 (Implement)

Lore – Warlocks in Ontanath

The warlocks of the Old Kingdom that preceded Ontanath fought for laws and edicts to protect them from villagers with pitchforks. Given the depredations they visited upon the common folk, this was something of an uphill battle. On the one hand, people were none too fond of the price the warlocks “paid” for power, which was most often some poor schmuck being carved up like a turkey on a ritual altar. On the other, the warlocks played up their usefulness to the crown and explained – at length – about the other paths to power.

In the end, the king compromised by decreeing that only those practices that involved sacrificing “people” were banned. The warlocks turned to the magistrates for clarification on what did and did not constitute a person, but were for the most part satisfied with the agreement. After a few executions of warlocks who flouted the law, public resentment dwindled to a low simmer and the covens became commonplace, especially the Star Pact warlocks.

Shortly before the outbreak of the Midnight War, King Barristan made the surprising proclamation that warlocks were to be banned from the capitol and the royal courts. Little is known of why he made this decision. Stripped of their connections and influence with the nobility, the covens slipped from public view. These days the craft is viewed with suspicion, where it is tolerated at all.

Encounter Map

Monster Stat Blocks

Kennat		Level 3 Controller	
Medium natural humanoid (tiefling)		(Leader) XP 150	
HP 48; Bloodied 24 AC 17; Fortitude 15; Reflex 14; Will 15		Initiative +1 Perception +3	
Speed 6 Resist 5 fire			
Traits			
☀ Tastes Like Honey • Aura 5 Kennat and his allies within the aura deal +3 damage to bloodied targets.			
Standard Actions			
⊕ Rod (weapon) • At-Will			
Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d6 + 4 damage.			
↘ Wrathfire Blast (fire) • At-Will			
Attack: Range 10 (one target); +7 vs. Reflex+8 vs. AC Hit: 1d8 + 6 fire damage and the target suffers from Wrathfire (save ends).			
Move Actions			
Ⓜ Mocking Step (illusion, teleportation) • Recharge ☹ ☹			
Effect: Kennat teleports 3 squares and becomes invisible until he attacks or the end of his next turn.			
Minor Actions			
Ⓜ Infernal Wrath • Encounter			
Effect: Kennat gains a +1 power bonus to his next attack roll against an enemy that hit him since his last turn. If the attack hits and deals damage, Kennat deals 5 extra damage.			
Triggered Actions			
Ⓜ Leaping Flame • At-Will			
Trigger: Whenever a target suffering from Wrathfire leaves its square on its turn. Effect (Immediate Reaction): Kennat makes a Wrathfire Blast attack against a target within 3 of the triggering enemy. This attack does not provoke opportunity actions.			
Str 13 (+2)		Dex 10 (+1)	
Con 16 (+4)		Int 14 (+3)	
Wis 14 (+3)		Cha 16 (+4)	
Alignment		Languages —	

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Tiefling Flamedancer		Level 1 Artillery	
Medium natural humanoid (tiefling)		XP 100	
HP 28; Bloodied 14 AC 13; Fortitude 13; Reflex 14; Will 13		Initiative +4 Perception +2	
Speed 6			
Standard Actions			
Ⓜ Dagger • At-Will			
Attack: Melee 1 (one target); +8 vs. AC Hit: 1d6 + 3 damage.			
☹ Scorched Earth (fire) • At-Will			
Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Reflex Hit: 1d6 + 3 fire damage.			
Minor Actions			
Ⓜ Infernal Wrath • Encounter			
Effect: The tiefling flamedancer gains a +1 power bonus to its next attack roll against an enemy that hit it since its last turn. If the attack hits and deals damage, the tiefling flamedancer deals 5 extra damage.			
Str 10 (+0)		Dex 19 (+4)	
Con 16 (+3)		Int 14 (+2)	
Wis 14 (+2)		Cha 16 (+3)	
Alignment		Languages —	

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Human Guard		Level 3 Soldier	
Medium natural humanoid (human)		XP 150	
HP 47; Bloodied 24 AC 18; Fortitude 16; Reflex 15; Will 14		Initiative +5 Perception +6	
Speed 5			
Standard Actions			
⊕ Halberd (weapon) • At-Will			
Attack: Reach 2; +10 vs. AC Hit: 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.			
⊕ Powerful Strike (weapon) • Recharge ☹ ☹			
Requirements: Requires halberd. Attack: Reach 2; +10 vs. AC Hit: 1d10 + 7 damage, and the target is knocked prone.			
↘ Crossbow (weapon) • At-Will			
Attack: Ranged 15/30; +9 vs. AC Hit: 1d8 + 2 damage.			
Skills Streetwise +7			
Str 16 (+4)		Dex 14 (+3)	
Con 15 (+3)		Int 10 (+1)	
Wis 11 (+1)		Cha 12 (+2)	
Alignment any		Languages Common	
Equipment chainmail, halberd, crossbow, crossbow bolts (20)			
Monster found in Monster Manual 1 and Compendium			

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