

# 1.08 – The Pointy End

## Level 2 Encounter (125 EXP/character)

*As you come to the edge of a wide meadow, you see a group of Elves attacking a Human caravan. Most of the Humans are prone, though you cannot tell if they are alive or dead from this distance. A few of them fight on, however, desperate not to be taken prisoner.*

*These sorts of raiding parties are notorious for hunting down travelers. They are highly experienced at tracking.*

### Setup

| Decision Tree   |
|---|
| <i>If the characters sneak up to attack:</i> Use Map A. If all the PC's succeed at a DC 15 Stealth check, allow them 4 moves (only running if they take the penalty) from the start area and they gain a +5 bonus to the initiative check. Otherwise, allow them 2 moves. (see below for instructions on the friendly NPCs) |
| <i>If the characters leave and try to set up an ambush of their own:</i> Use Map B. Allow the PC's to set up where they desire. If one of the PC's succeeds at a DC 25 Nature or Insight check (remember assisting), they gain surprise.  |
| <i>If the characters simply flee:</i> Use Map C. Any character that fails a DC 10 Perception check is surprised.  |

| Monster    | 4    | 5    | 6       |
|------------|------|------|---------|
| Elf Archer | A, B | A, B | A, B, C |
| Elf Scout  | D, E | D, E | D, E, F |

| NPCs (Human Rabble)    |   |
|------------------------|---|
| Renka (caravan leader) | W |
| Jord                   | X |
| Dancy                  | Y |
| Cland                  | Z |

Tactically, the Elf Scouts will ready actions and allow the Archers to pick a target, and then they will try to swarm that character. Keep in mind that the Scouts can do a large amount of damage with their encounter power, especially if they are

flanking the target. They will largely stop paying attention to the Rabble once the PCs appear.

The Elves will not kill the Rabble unless the party starts using them to kill the Elves, in which case they will try to drop the Rabble as viciously as they can. Dancy and Cland will shift/run into the wagons, returning with slings if the PC's manage a DC 20 Diplomacy check. Renka and Jord will take full defense actions the first round. If none of the characters is knocked unconscious before the third round, they will join the fray. A DC 15 Diplomacy check will get them to overcome their fears.

### Resolution

#### Scenario One – PCs Help the Caravan

Keep note of which NPCs survive, as there will be ramifications later.

*As the last Elf falls, you hear a cry from the wagons. Rushing to the sound, you see a woman kneeling over a small boy, an Elven arrow protruding from his neck. The men look to each other and one of them says, "I'll build no cairn for the Elves to find and despoil. No, we'll burn him in the old way so they can see we're not afraid."*

The NPCs will let the party scavenge what they want, but they intend to feed the Elven corpses to their dogs.

#### Scenarios Two and Three - PCs Leave

The only consequence will be that the PCs miss later benefits.

| Loot   |
|--|
| 2 Potions of Healing<br>100 gp<br>Level 2 Magic Item – Player 5 (Weapon) |

## *Encounter Map*

## Monster Stat Blocks

| Elf Archer   | Level 2 Artillery                                   |
|--|---|
| Medium fey humanoid (elf)  | XP 125  |
| HP 32; Bloodied 16<br>AC 15; Fortitude 11; Reflex 13; Will 12<br>Speed 7   | Initiative +5<br>Perception +11<br>Low-Light Vision |
| <b>Traits</b>  |   |
| ⚙️ <b>Group Awareness • Aura 5</b>   |   |
| Non-elf allies in the aura gain a +1 racial bonus to Perception checks.  |   |
| <b>Archer's Mobility</b>   |   |
| If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn. |   |
| <b>Wild Step</b>   |   |
| An elf ignores difficult terrain when it shifts.   |   |
| <b>Standard Actions</b>  |   |
| ⊕ <b>Short Sword (weapon) • At-Will</b>  |   |
| Attack: +5 vs. AC<br>Hit: 1d6 + 4 damage.  |   |
| 🏹 <b>Longbow (weapon) • At-Will</b>  |   |
| Attack: Ranged 20/40; +7 vs. AC<br>Hit: 1d10 + 4 damage.   |   |
| <b>Free Actions</b>  |   |
| <b>Elven Accuracy • Encounter</b>  |   |
| Effect: An elf can reroll an attack roll. It must use the second roll, even if it's lower.   |   |
| <b>Triggered Actions</b>   |   |
| <b>Not So Close • Encounter</b>  |   |
| Trigger: When an enemy makes a melee attack against the elf archer.  |   |
| Effect (Immediate Reaction): The elf archer shifts 1 square and makes a ranged attack against the enemy.                                       |   |
| Skills Nature +11, Stealth +10   |   |
| Str 13 (+2)<br>Con 14 (+3)   | Dex 18 (+5)<br>Int 12 (+2)<br>Cha 11 (+1)           |
| Wis 16 (+4)  |   |
| Alignment any Languages Common, Elven  |   |
| Equipment leather armor, short sword, longbow, arrows (30)   |   |
| Monster found in <a href="#">Monster Manual 1</a> and <a href="#">Compendium</a>   |   |

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| Elf Scout   | Level 2 Skirmisher                                  |
|---|---|
| Medium fey humanoid (elf)   | XP 125  |
| HP 39; Bloodied 20<br>AC 16; Fortitude 13; Reflex 15; Will 13<br>Speed 6  | Initiative +7<br>Perception +10<br>Low-Light Vision |
| <b>Traits</b>   |   |
| ⚙️ <b>Group Awareness • Aura 5</b>  |   |
| Non-elf allies in the aura gain a +1 racial bonus to Perception checks.   |   |
| <b>Combat Advantage</b>   |   |
| An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.  |   |
| <b>Wild Step</b>  |   |
| An elf ignores difficult terrain when it shifts.  |   |
| <b>Standard Actions</b>   |   |
| ⊕ <b>Longsword (weapon) • At-Will</b>   |   |
| Attack: +7 vs. AC<br>Hit: 1d8 + 4 damage.   |   |
| ⊕ <b>Short Sword (weapon) • At-Will</b>   |   |
| Attack: +7 vs. AC<br>Hit: 1d6 + 4 damage.   |   |
| ⚔️ <b>Two-Weapon Rend (weapon) • Encounter</b>  |   |
| Effect: The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage. |   |
| <b>Free Actions</b>   |   |
| <b>Elven Accuracy • Encounter</b>   |   |
| Effect: An elf can reroll an attack roll. It must use the second roll, even if it's lower.  |   |
| Skills Nature +10, Stealth +9   |   |
| Str 12 (+2)<br>Con 15 (+3)  | Dex 18 (+5)<br>Int 10 (+1)<br>Cha 12 (+2)           |
| Wis 14 (+3)   |   |
| Alignment any Languages Common, Elven   |   |
| Equipment chainmail, longsword, short sword   |   |
| Monster found in <a href="#">Monster Manual 1</a> and <a href="#">Compendium</a>  |   |

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| <b>Human Rabble</b>   |                    | <b>Level 2 Minion</b>   |
|---|--------------------|-------------------------|
| Medium natural humanoid (human)   |                    | XP 31                   |
| HP 1; a missed attack never damages a minion  |                    | <b>Initiative</b> +1    |
| AC 15; <b>Fortitude</b> 13; <b>Reflex</b> 11; <b>Will</b> 11  |                    | <b>Perception</b> +1    |
| Speed 6   |                    |                         |
| <b>Traits</b>   |                    |                         |
| <b>Mob Rule</b>   |                    |                         |
| The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it. |                    |                         |
| <b>Standard Actions</b>   |                    |                         |
| ⊕ <b>Club</b> (weapon) • <b>At-Will</b>   |                    |                         |
| <i>Attack:</i> +6 vs. AC  |                    |                         |
| <i>Hit:</i> 4 damage.   |                    |                         |
| <b>Str</b> 14 (+3)  | <b>Dex</b> 10 (+1) | <b>Wis</b> 10 (+1)      |
| <b>Con</b> 12 (+2)  | <b>Int</b> 9 (+0)  | <b>Cha</b> 11 (+1)      |
| <b>Alignment</b> any  |                    | <b>Languages</b> Common |
| <b>Equipment</b> club   |                    |                         |
| Monster found in <a href="#">Monster Manual 1</a> and <a href="#">Compendium</a>  |                    |                         |

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