1.10 – Son of Zap

Level 2 Encounter (125 EXP/character)

Decision Tree
If Kennat was killed/incapacitated: Laurus was instructed to get the map, but isn't particularly interested in revenge. The map is non-negotiable, but he'll deal fairly for everything else.
If Kennat was embarrassed or tortured: Only serious concessions will avoid a fight.
If Kennat escaped without much injury: Like option #1, but more mocking and condescending.

This is an ambush. If the characters choose not to enter Hornfels, then you should have the encounter occur elsewhere in terrain and circumstances that favor the NPC's.

Making your way through the forest, you realize that you are on the road to Hornfels, a village destroyed early in the Midnight War. While it is somewhat out of the way, it might be a good idea to hole up somewhere defensible for a couple of days while you wait to see if there are more Elves in the area.

Use Map A if the party decides to go to Hornfels. Map B is a suggestion for an ambush elsewhere.

Hornfels sits on a steep mesa of red rock, part of a rocky ridge that looks somewhat out of place, as though it was moved south from the mountains. Most villages are constructed of wood with some sort of wall, but Hornfels is built from local stone. The only way to enter is over one of three narrow bridges. Hornfels never fell to force of arms. The Elves broke the city with disease and poisoned water.

As you approach, you can see that the city is thoroughly overgrown, a sign that it is likely empty. Despite that, you approach cautiously, listening for signs of occupation. The instant you step onto the bridge a voice cries out from above, "now, about that map!" Startled, you realize that you've walked into a dangerous ambush. Soldiers spring from hidden positions both in front and behind you. They wear the dragon insignia you saw on the other group of Tieflings.

If the party killed or incapacitated Kennat in encounter 1.8, then replace him with an identical foe named "Laurus."

"It's not as though you can beat us to the mine, our people are already on their way there. All we need is the directions to the entrance. Knowing that, why risk your life?"

During the course of the "negotiations," Kennat/Laurus will let slip that they know where the map leads.

Setup

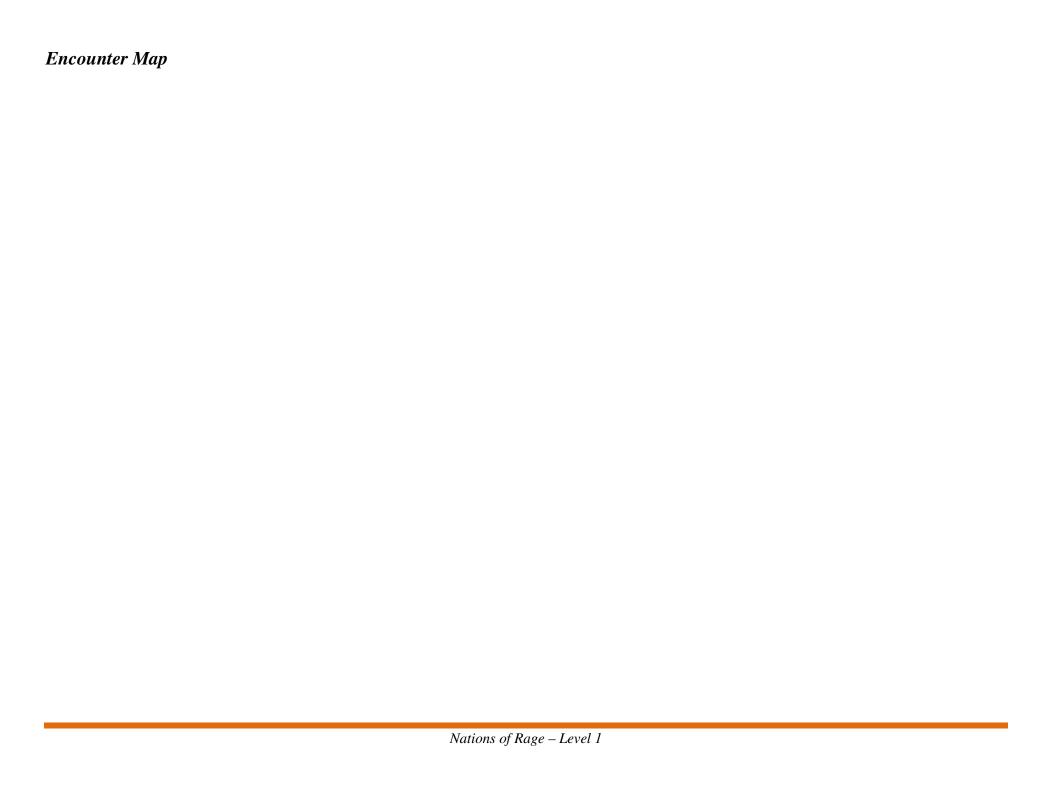| Monster	4	5	6
Kennat	A	A	A
Tiefling Flamedancer	B	B, C	B, C
Human Bandit	D, E	D, E	D, E
Human Guard	F	F	F, G

Railings along the bridge and cliff edges add a +5 bonus to saves not to fall off. It is a 40' drop to the bottom of the ravine (remember that characters trained in Acrobatics can reduce this damage). A DC 15 Athletics check will be required to climb back up.

The slope is 15' high. The NPC's will use the ledge to block line of sight to characters at the bottom of the slope.

Loot
120 gp
Level 5 Magic Item – Player 6 (Arms)

Encounter Map

Monster Stat Blocks

Kennat — Level 3 Controller (Leader)

Medium natural humanoid (tiefling) XP 150

HP 48; Bloodied 24 Initiative +1
AC 17; Fortitude 15; Reflex 14; Will 15 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)	Wis 14 (+3)
Con 16 (+4)	Int 14 (+3)	Cha 16 (+4)
Alignment	Languages —	

Tiefling Flamedancer — Level 1 Artillery

Medium natural humanoid (tiefling) XP 100

HP 28; Bloodied 14 Initiative +4
AC 13; Fortitude 13; Reflex 14; Will 13 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)	Wis 14 (+2)
Con 16 (+3)	Int 14 (+2)	Cha 16 (+3)
Alignment	Languages —	

Human Bandit — Level 2 Skirmisher

Medium natural humanoid (human)   XP 125

HP 37; Bloodied 19   Initiative +6
AC 16; Fortitude 12; Reflex 14; Will 12   Perception
Speed 6   +1

Traits

Combat Advantage

The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Standard Actions

⊕ **Mace** (weapon) • At-Will

Attack: +4 vs. AC
Hit: 1d8 + 1 damage, and the human bandit shifts 1 square.

⊗ **Dagger** (weapon) • At-Will

Attack: Ranged 5/10; +6 vs. AC
Hit: 1d4 + 3 damage.

‡ **Dazing Strike** (weapon) • Encounter

Requirements: Requires mace.
Attack: +4 vs. AC
Hit: 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.

Skills Stealth +9, Streetwise +7, Thievery +9

Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)

Alignment any   **Languages** Common

Equipment leather armor, mace, dagger x4

Monster found in Monster Manual 1 and Compendium

Human Guard — Level 3 Soldier

Medium natural humanoid (human)   XP 150

HP 47; Bloodied 24   Initiative +5
AC 18; Fortitude 16; Reflex 15; Will 14   Perception
Speed 5   +6

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)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)

Alignment any   **Languages** Common

Equipment chainmail, halberd, crossbow, crossbow bolts (20)

Monster found in Monster Manual 1 and Compendium