

Treasure Dig in the Rushmoors: Forgotten Heroes Tournament Adventure #1

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Run at Gen Con Indy 2008 by Tavis Allison, Eytan Bernstein, and Greg Tito

This is a Fourth Edition tournament adventure for six characters, each fourth level. Pregenerated characters are provided at the end of the adventure. The adventure is designed to be completed with a two-hour time limit. To adapt this material for use as a mini-encounter in an ongoing campaign, you should reduce the value of the treasures awarded. If your group has fewer than six characters, or includes characters lower than 4th level, you may also want to reduce the number and/or level of the monsters in the adventure.

We'd like to thank the members of the West Side Playtesters, 4E in Washington Heights, and D&D Meetup NYC groups for playtesting this tournament, and to offer our congratulations to the winning teams from Gen Con, listed from first to third place: Absolute Perfection, We Fail Flank, and Dicebag. We hope you'll have as much fun with this adventure as we did running it at the convention!

Introduction

Players should choose six of the pre-generated characters. Give the players the read-aloud text, below. If you wish, you can sketch the location of the willow tree, the baobab tree, and the stump to help them visualize the scene. A tactical battlemat is not necessary for the skill challenge that opens the tournament adventure.

Swamp Read-Aloud

Three days ago, your pursuit of your enemies in the Coalition led you to a dealer in magical arms and armor in the city of Tenmanor. After you greased his palm, this merchant confirmed that he had met with your rivals and bought from them a number of items whose unearthly glow left little doubt that they were relics of the great celestial battle fought in the nearby swamp known as the Rushmoor. Today is the day that the Coalition is scheduled to meet with the dealer to negotiate prices for another shipment of items. While your enemies are in town for that meeting, your plan is to raid their operation in the swamp.

The Coalition made many enemies among the humanoid tribes of the Rushmoors, who were glad to point you in the right direction. The last chieftain you spoke to said that one of his patrols had encountered a group of adventurers such as you describe. They left behind one crippled survivor to bear the warning "Keep away from the island with the big baobab tree next to the willow stump."

That island now rises out of the swamp ahead of you - both the baobab and the nearby stump are unmistakable. You can see a trail of boot-prints leading from the island to another willow tree near your current position. As you survey the scene, you get the feeling that you are being watched in return.

Background

The Coalition is excavating the treasures from the swamp in an air-filled chamber formed from the roots of the baobab tree, well beneath the water level. There are three ways to enter and exit this chamber. The first is through the dead stump, which is hollow. The top of the stump is a secret door that can be lifted up to reveal a ladder descending 10 feet into a 15' x 15' hatchway, a chamber with another door on its floor. Both doors - the ones on the floor and ceiling of the hatchway - feature airtight seals. If the door on the floor is opened when the secret door in the ceiling is not shut, a wind rises up from the chamber below and water begins flooding the chamber.

The second way to enter and exit the chamber is by swimming. A 5 foot deep channel of flowing water runs through the chamber, running east to west. This channel passes under the *gelatinous walls* of the chamber which - along with the pressure normally maintained by the airtight seals of the hatchway's twin doors - serve to hold back the water of the swamp outside. The floor of the chamber is 10 feet below water level, such that a creature crawling along the bottom of the channel and beneath the *gelatinous walls* will emerge 15 feet below the surface.

The third way to enter the chamber is via *tree stride*, a ritual which allows creatures to step into one tree and emerge in another. Two of the trees in this area have been secretly carved with runes that, when activated, allow creatures to pass via the ritual. One of these trees is the baobab. The other is a willow, no different in appearance from any other tree in the area but noticeable due to the tracks that lead to it from the island.

Thinking that an unobtrusive guardian might be more successful than an obviously threatening watcher, Kilak the Arch-Druid used the *awaken* ritual to give humanlike intelligence to a squirrel. The procedure was a success, perhaps too much so. The squirrel, who named himself Riktiktil, is bright but twitchy, neurotic, and anxious, a rodent Woody Allen. He can't sleep at night thinking about all the nuts he buried and forgot about in the days before he was *awakened*. His memory is now better than Kilak's, who has often forgotten to deliver Riktiktil his wage of nuts on the promised day.

Kilak gave Riktiktil a bell that he wears around his neck. Wherever the arch-druid may be, he will be alerted when Riktiktil rings this bell, or if the squirrel dies while wearing the bell. Due to his resentment over Kilak's failure to bring him nuts on a regular schedule, and his ability to imagine ways he might turn the situation to his advantage, Riktiktil has decided to wait and watch the PCs approach rather than sounding the alarm immediately.

Skill Challenge

Give the players the following lead-in: "Somewhere ahead of you lies the site where the Coalition is bringing treasures out of the muck of the Rushmoors. Your goal is to find and enter the Coalition's operation without alerting its guardians. Your information-gathering and reconnaissance skills are essential to your success."

Setup: To successfully complete this encounter, the PCs must find a way to enter the Coalition's treasure excavation chamber without its guardians being alerted.

Level: 8

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Perception, Intimidate, Nature, Stealth. Each of these skills can be repeated to score multiple successes. PCs cannot aid one another on these checks.

Perception (DC 14). You notice tracks leading to the baobab tree, runes on the mangrove tree, or the entrance to the hollow tree. If the party uses this skill before Riktiktil reveals himself, it unlocks social skills.

Intimidate (DC 14). You convince Riktiktil that you could obliterate him before he could ring his bell, or that it's not worth it to him to sound the alarm at the cost of his own life. This skill can only be used once the party is aware of Riktiktil.

Nature (DC 14). You deduce that Riktiktil is a product of the *awaken* ritual, recognize the runes on his tree as part of the *tree stride* ritual, identify the tracks leading to the baobab as having been made by lizardmen, or intuit that the wood of the baobab and the dead tree next to it has been re-shaped by primal power.

Stealth (DC 14). You slip out of Riktiktil's sight, silently approach the baobab tree, or muffle the workings of the secret door in the dead stump.

Secondary Skills: Bluff, Arcana, Thievery, Diplomacy. Each of these skills can only be used once. PCs cannot aid one another on these checks.

Thievery (DC 14). You steal Riktiktil's bell, or deactivate the runes on his tree to prevent him from escaping via *tree stride*.

Diplomacy (DC 19). You overcome Riktiktil's distrust concerning future promises and negotiate an agreement to keep him supplied with nuts. Feeding him nuts on the spot gives a +2 bonus on this check.

Bluff (DC 19). You convince Riktiktil of something that he'd like to believe, against his better judgement. "I'm a suspicious squirrel, but I'll trust you just this once."

Arcana (DC 14). You recognize Riktiktil's bell as an alarm, or the runes on the mangrove as a teleportation trigger.

Complications: If the PCs have made three checks against any skill without noticing Riktiktil, the squirrel calls out to the PCs: "You there! Tell me why I shouldn't ring

this bell that the Arch-Druid Kilik gave me to warn him when intruders come!" Although he nervously keeps himself mostly hidden, peeking out and ducking back at the first sign of a threat, Riktiktil is eager to tell the PCs about his ill-treatment at the hands of Kilak and the rest of the consortium. Although he will share information in response to specific skill checks, the players should come away with the following by the end of the conversation:

- The Consortium is digging for artifacts in a chamber under the baobab tree
- Three days ago Kilak and his comrades said they were leaving to sell some of their finds; Riktiktil hasn't seen them since, and they're usually gone for a week on such trips
- Seven lizardfolk are helping the Consortium, and as far as Riktiktil knows they're still at work in the sunken chamber
- The lizardfolk can swim into and out of the chamber, but they normally go through the hollow tree because they're afraid of something in the water

Success: The PCs convince Riktiktil not to sound the alarm, or manage to elude him and sneak into the chamber. Use the surprised map placement, as the lizardfolk are unaware that the PCs are approaching. The PCs get a surprise round, in which they can use a move action to place their minis on the map.

Failure: Riktiktil's bell alerts Kilik, or their approach tips off the lizardmen. Use the non-surprised map placement. PCs must move onto the map in initiative order, beginning their move from the trapdoor to the north.

Entering the Excavation Site

If the PCs succeeded on the skill challenge and learned how to use the *tree stride* runes in the willow (e.g. from Riktiktil or from Arcana or Nature checks), any number of PCs can use *tree stride* to enter the chamber as a move action, after which they can place their mini in any square adjacent to the central root of the chamber.

If the PCs learned about the secret door in the stump of the dead willow during the skill challenge (e.g. from Riktiktil or from Perception or Thievery checks), they can enter the chamber through the hatchway. Any number of PCs can occupy the "off-board" space of the hatchway. Moving down the ladder into the chamber uses two squares of movement.

If the PCs found a way to swim into the chamber during the skill challenge (e.g. from Athletics checks), they can swim onto the map from either the east or west ends of the channel by using the Athletics skill to swim.

Parties that discover multiple ways into the chamber can split up and coordinate their passage through separate entrances so that they all arrive at the same time, on initiative order.

If a party screws up the skill challenge so badly that it ends without their having learned any way into the chamber, have a lizardman minion open the secret door, notice the PCs, and then slam the door shut again. This should show the players where to go. Needless to say, this would lead to the non-surprised placement.

Moving into the chamber through any of these methods shouldn't be a skill challenge in itself. Don't call for Thievery, Stealth, or Athletics checks as the characters get themselves set up, and feel free to explain the workings any method of entry that the players know about. The goal here is to give the players some tactical choices about how they enter the chamber, and perhaps to set up a situation where the chamber is flooding. Getting into the excavation site should take five minutes or less.

Inside the Chamber Read-Aloud

You have entered a rectangular chamber. Its floor consists of a thick mat of leaf debris and mud, soggy but offering good footing. The ceiling is formed from the seamlessly interwoven roots of the baobab tree above. The main root descends like a column in the center of the chamber. Intricate runes have been scorched along its length.

Hanging from the ceiling near this great root is a strange pale sack, whose wrinkled texture suggests that it is made of paper. The chamber is illuminated by the ruby luminescence of the innumerable fire beetles that crawl along the ceiling.

The glow of these beetles reflects glisteningly from the walls of the chamber, which are transparent. Beyond the walls, you see the waters of the swamp. It appears that you are at least ten feet beneath the surface. It is not clear what prevents the water from rushing in to drown you.

A channel of open water separates the chamber, flowing along the floor from east to west. On the near side of this channel are a number of open pits. Over each pit, a massive baobab root has been shaped into a living winch, from which a rope descends into the pit. The ground surrounding each pit is wet and slippery.

On the far side of the pit, coins are piled up in a loose heap near the back wall. On top of the heap rest a helmet, a ring, and a sword lie in a heap against the back wall. Their otherworldly glow offers a pale contrast to the fiery light of the beetles.

Set Up

Surprised: Place two minions next to each of two pits, manning its winches. One minion is in each of these two pits. Place one of them in the pit square on the map, prone; this minion is being hauled up carrying a treasure. Keep the second minion off the board; this minion is underwater in the pit with a treasure, and will remain there unless spotted by a character specifically looking into the pit. Place Redcrest three squares away from any one minion.

Not Surprised: Place one minion next to one of the pits, hauling up another minion with its winch. Place that minion in the pit square on the map, prone; this minion is carrying a treasure. Place another two minions prone in the channel, six squares from either exit; one of these minions is carrying a treasure, and both are swimming to take it off the board. Place Redcrest and the rest of the minions standing up in the channel. All lizardfolk in the channel receive cover.

Combat

Roll for initiative for Redcrest, the minions, the bloodwasps, and the gelatinous walls. Record these on the initiative board, then get initiatives from players and record them on the initiative board.

On the first round of combat, Redcrest calls out a challenge in croaking Common, and moves to attack the PC who has moved farthest south into the room (or moves behind the tree and readies a charge if no PC has entered). One of the darters in each pit spend a standard action helping their comrade emerge with the treasure, and then move into the river. One of the other darters will use their blowguns to activate the bloodfly nest and the gelatinous cube, and then move into the river.

At the end of the first round of combat, recap the situation and add that the wall that was shot by the dart is quivering, and the "sack" hit by the dart is buzzing and tremblings (Players who ask can make a DC 20 Nature check vs. each of these to see if they recognize what's going on.)

On the second round of combat, the darters try to have one of them carry each treasure off the map by swimming along the river, and the rest attack with blowguns. Redcrest does his best to tie up the PCs.

At the end of the second round of combat, the bloodfly swarm takes its round, and the gelatinous cube shifts and readies an attack (or attacks, if anyone is in range; the lizardfolk will not come near).

On the third round of combat, two of the Coalition use their move action to *tree stride* into one of the squares adjacent to the tree in the center, and attack with their standard actions. Choose the NPCs that you think will be most fun for this party of PCs. They focus on dropping any PC carrying a treasure, or pushing enemies into the water.

On the fourth round of combat, the remaining two of the Coalition use their move action to *tree stride* into one of the squares adjacent to the tree in the center, and aid their allies.

Redcrest	Level 3 Skirmisher
Medium natural humanoid (reptile)	XP 150
Initiative +6	Senses Perception +8
HP 46; Bloodied 23	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 6 (swamp walk)	

M Club (standard; at-will) • Weapon
+8 vs. AC; 1d8 + 5 damage, and the target must choose between being pushed 2 squares or being knocked prone.
m Sidestep Attack (standard; at-will) • Weapon
The lizardfolk shifts and makes a melee basic attack.
Alignment Unaligned Languages Draconic, Common
Skills Athletics +9, Nature +7
Str 17 (+4) Dex 15 (+3) Wis 12 (+2)
Con 14 (+3) Int 8 (+0) Cha 8 (+0)
Equipment light shield, <i>scepter of astral might</i>

Rushbred Darter	Level 2 Minion
Medium natural humanoid (reptile)	XP 31
Initiative +4 Senses Perception +3	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 12, Reflex 13, Will 11	
Speed 6 (swamp walk)	
m Spear (standard; at-will) • Weapon	
+5 vs. AC; 3 damage.	
R Blowgun (standard; at-will) • Poison, Weapon	
Loading the blowgun takes a minor action; Range 6/12; +5 vs. Fortitude; 5 poison damage.	
Alignment Unaligned Languages Draconic	
Skills Athletics +7	
Str 13 (+2) Dex 16 (+4) Wis 14 (+3)	
Con 14 (+3) Int 8 (+0) Cha 8 (+0)	
Equipment spear, blowgun with 20 poisoned darts	

Bloodfly Swarm	Level 4 Soldier
Medium natural beast (swarm)	XP 175
Initiative +6 Senses Perception +7	
Swarm Attack aura 1; the bloodfly swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 56; Bloodied 28	
AC 20; Fortitude 16; Reflex 18; Will 14	
Resist half damage from melee and ranged attacks; Vulnerable +5 damage from close and area attacks	
Speed 1, climb 1, fly 3 (hover)	
M Swarm of Bites (standard; at-will)	
+8 vs. Reflex; 1d10 + 5 necrotic damage, or 2d10 + 5 against a bloodied target.	
Alignment Unaligned Languages —	
Str 14 (+4) Dex 19 (+6) Wis 11 (+2)	
Con 16 (+5) Int 2 (-2) Cha 8 (+1)	

Bloodfly Swarm Tactics

Bloodfly swarms viciously attack anything that lives, making no distinction between friends and enemies. They swiftly move to attack (charging if necessary), seeking to gain entry into their target's body through a wound. They choose living targets within range by looking first for bloodied creatures, then wounded creatures, selecting the nearest creature if neither of the above apply. Once they have chosen a target, they seek a position from which they can attack that creature and also be adjacent to as many other creatures as possible. The bloodflies will not attack creatures in the river.

Bottom Feeder	Level 4 Lurker
Medium natural humanoid (reptile)	XP 31
Initiative +5 Senses Perception +4	
HP 41; Bloodied 20	
AC 19; Fortitude 17, Reflex 16, Will 15	
Speed 3 (swamp walk), swim 6	
M Bite (standard; at-will)	
+9 vs. AC; 1d6+4 damage, and the target is grabbed.	
Murky Predator	
The bottom feeder deals an extra 1d6 damage when it has combat advantage. When it is in water at least 5 feet deep, the bottom feeder gains combat advantage against any other creature that is also in the water and does not have a swim speed.	
Alignment Unaligned Languages None	
Skills Athletics +11, Stealth +10	
Str 18 (+6) Dex 16 (+5) Wis 15 (+4)	
Con 17 (+5) Int 1 (-3) Cha 13 (+3)	

Bottom Feeder Tactics

The bottom feeder prefers to stay in the channel of water and remain hidden. It will normally attack only targets who enter the channel, although it might be tempted if a bloodied target is adjacent to the channel. It has been trained not to attack the lizardfolk or the Coalition.

Gelatinous Wall		Level 6 Elite Brute	
Huge natural beast (ooze)		XP 400	
Initiative +4 Senses Perception +4; tremorsense 5			
HP 152; Bloodied 76; Healing Surge 38			
AC 18; Fortitude 20, Reflex 16, Will 18			
Immune gaze; Resist 10 acid			
Saving Throws +2			
Speed 3			
Action Points 1			
M Slam (standard; at-will) • Reach 2 • Paralysis +7 vs. Fortitude; 1d6 + 2 damage, and the target is immobilized (save ends).			
c Adhere (standard; at-will) • Acid Close burst 1, affects Large or smaller enemies in burst; +7 vs. Reflex (+4 bonus vs. slowed targets, +8 bonus vs. immobilized targets); on a hit, the target is pulled 1 square into the gelatinous cube's space and grabbed. Until it escapes from the grab, it takes ongoing 15 acid damage.			
Transparent Gelatinous walls are difficult to detect, and are treated as hidden unless spotted with a Perception check (DC 25). Creatures that fail to spot a gelatinous wall may walk into it, which allows the gelatinous wall to score an automatic hit with its Adhere attack.			
Alignment Unaligned		Languages —	
Skills Stealth +10			
Str 19 (+7)	Dex 14 (+5)	Wis 13 (+4)	
Con 16 (+6)	Int 1 (-2)	Cha 1 (-2)	

Gelatinous Wall Tactics

Each 3 x 3 area of the perimeter of the excavation chamber represents a separate gelatinous wall. They remain dormant until targeted by an attack. When the gelatinous wall next to the treasure chest is activated by a lizardfolk's dart, it will spend one round quivering and awakening. On its next round, it will shift one square into the room (making it seem as if the wall has bulged in) and ready a charge and slam against any target that comes into range. Once it has immobilized a target, it will attempt to adhere them. If a gelatinous wall moves out of line with its neighbors, they will move to remain adjacent to them (so that their wall is not broken); these neighbors will not be activated unless they are attacked.

Kilak the Archdruid (Human Druid)		Level 6 Controller	
Medium natural humanoid		XP 175	
Initiative +4 Senses Perception +7			
HP 50; Bloodied 25; Healing Surge 12			
AC 20; Fortitude 19, Reflex 18, Will 23			
Speed 6			
M Sickle (standard; at-will) • Weapon +8 vs. AC; 1d8 damage.			
R Sling (standard; at-will) • Weapon Ranged 10/20; +9 vs. AC; 1d6 + 1 damage.			
c Gust of Wind (standard; at-will) • Implement Close burst 2; targets all in burst; +10 vs. Fortitude; 1d6 damage, and the target is pushed 2 squares.			
a Lava Blast (standard; encounter) • Implement Blast 5, targets all in blast; +10 vs. Reflex; 2d4 + 7 fire damage; the blast creates a zone of difficult terrain that lasts until the end of Kilak's next turn.			
m Viper Blast (standard; daily) • Implement Close blast 5; targets enemies in blast; +10 vs. Fortitude; 1d6 + 7 poison damage, plus ongoing 5 poison damage (save ends); on a miss target takes half damage and no ongoing damage.			
m Companion Attack (standard; at-will) +10 vs. Reflex; targets one enemy adjacent to Kilak's wolf; 1d6 + 7 damage; wolf can shift 1 square after attacking			
r Summon Animal Companion (minor; encounter) • Summoning Ranged 10; Kilak's wolf occupies 1 square and lasts until it is hit by a damaging attack; its defenses are 17, and it can make a saving throw to avoid being destroyed by a ranged attack; Kilak can move his wolf 4 squares as a move action, or pick up an object that weighs 20 pounds or less as a minor action.			
Fetish Mastery (free; encounter) When Kilak hits one target with his <i>gust of wind</i> power, he can push that enemy an additional 2 squares.			
Alignment Unaligned		Languages Common	
Skills Nature +12, Heal +12			
Str 10 (+3)	Dex 12 (+4)	Wis 19 (+7)	
Con 14 (+5)	Int 11 (+3)	Cha 14 (+5)	
Equipment hide armor, sickle, <i>fetish of angel feathers</i> , sling with 20 bullets			

Inexorable Ool (Human Barbarian) Level 6 Brute
Medium natural humanoid XP 175

Initiative +5 **Senses** Perception +9
HP 62; **Bloodied** 31; **Healing Surge** 15; see also *bear mother's fury*
AC 19; **Fortitude** 20, **Reflex** 18, **Will** 16
Speed 7

M **Longsword** (standard; at-will) • **Weapon**
+13 vs. AC; 1d8 + 7 damage, and push the target 1 square.

R **Javelin** (standard; at-will) • **Weapon**
Ranged 10/20; +13 vs. AC; 1d6 + 7 damage.

m **Swift Talon** (standard; at-will) • **Weapon**
Requires longsword; shift 1 before or after the attack; +15 vs. AC; 1d8 + 7 damage, and push the target 1 square.

m **Lead the Prey** (standard; encounter) • **Weapon**
Requires longsword; pull target 2 squares before attack; +15 vs. AC; 2d8 + 7 damage, and the target is pushed 1 square and slowed until the end of Inexorable Ool's next turn.

m **Guard the Den** (standard; daily) • **Weapon**
Requires longsword; +15 vs. AC; 3d8 + 7 damage, push the target 1 square, and Ool's allies gain a +2 power bonus to AC when they are adjacent to Ool; on a miss, half damage and allies gain a +1 power bonus to AC when they are adjacent to Ool until the end of his next turn.

m **Mark of Wrath** (immediate reaction; at will) • **Weapon**
When Ool attacks an enemy, that enemy is marked until the end of Ool's next turn. If a marked enemy makes an attack that does not include Ool in the attack, Ool can shift 1 square and make a melee basic attack against that enemy.

m **Fury's Bounty** (immediate reaction; at will)
When an enemy marked by Ool becomes bloodied, or bloodies Ool or one of his allies, Ool can slide either 2 allies or 2 enemies 1 square as long as they are within 5 squares of him.

m **Rage** (free action; at will)
Ool takes a +2 penalty on all defenses to gain a +2 bonus to attack rolls against adjacent enemies. These modifiers are already reflected in Ool's statistics. In addition, once per turn as a free action, Ool can make a basic melee attack against an enemy that hits him with an opportunity attack.

Alignment Unaligned **Languages** Common

Skills Endurance +6, Perception +9

Str 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 14 (+5) **Int** 10 (+3) **Cha** 11 (+3)

Equipment hide armor, *heavy shield of celestial force*, longsword, 2 javelins

Marl Tonsilburner (Gnome Bard) Level 6 Skirmisher
Small fey humanoid XP 175

Initiative +5 **Senses** Perception +3; low-light vision
HP 60; **Bloodied** 30; **Healing Surge** 15
AC 22; **Fortitude** 17, **Reflex** 21, **Will** 20
Speed 5

M **Shortsword** (standard; at-will) • **Weapon**
+6 vs. AC; 1d6+3 damage.

R **Hand crossbow** (standard; at-will) • **Weapon**
Ranged 10/20; +7 vs. AC; 1d6 + 5 damage.

c **Anthem** (standard; at-will) • **Implement**, **Psychic**
Close burst 3, targets one enemy; +10 vs. Will; 1d6 + 7 damage, and Marl or one ally within 5 gains 3 temporary hit points.

r **Fool's Fugue** (standard; encounter) • **Charm**, **Implement**
Ranged 5; +10 vs. Will; 1d6 + 3 damage, the target is immobilized until the end of Marl's next turn, and Marl or one ally within 5 makes a saving throw.

r **Exhilarating Concerto** (standard; daily) • **Healing**, **Implement**, **Thunder**
All of Marl's allies within 10 can spend a healing surge. Ranged 10; +13 vs. Fortitude; 2d10 + 7 damage, and one of Marl's allies within 5 squares gains a +3 bonus to attack rolls until the end of Marl's next turn.

c **Exhilarating Word** (minor; twice per encounter)
Close burst 5; Marl or one ally within burst can spend a healing surge and regain an additional 2d6 hit points.

Fade Away (immediate reaction, when Marl takes damage; encounter) • **Illusion**
Marl is invisible until he attacks or until the end of his next turn.

Reactive Stealth

If Marl has cover or concealment when he makes an initiative check at the start of an encounter, he can make a Stealth check to escape notice.

Alignment Unaligned **Languages** Common, Elven

Skills Bluff +12, Stealth +9

Str 10 (+3) **Dex** 14 (+5) **Wis** 11 (+3)

Con 12 (+4) **Int** 16 (+6) **Cha** 19 (+7)

Equipment hide armor, 2 daggers, hand crossbow with 20 bolts, *trumpet of the heavenly host*

Shella Snakefist (Human Monk) Level 6 Skirmisher
Medium natural humanoid XP 175

Initiative +7 **Senses** Perception +5
HP 60; **Bloodied** 30; **Healing Surge** 15
AC 20 (24); **Fortitude** 20, **Reflex** 22 (24), **Will** 20
Speed 6 (7)

M Unarmed attack (standard; at-will) • Weapon +11 vs. AC; 1d8 + 7 damage.
R Thrown sai (standard; at-will) • Weapon Ranged 5/10; +11 vs. AC; 1d4 + 4 damage.
m Hooking Strike (standard; encounter) • Weapon Requires sai; +11 vs. AC; 1d4 + 7 damage, and Shella can slide the target 2 squares, passing through squares occupied by her enemies or allies, into an unoccupied square adjacent to her and then grab the target.
m Hip Throw (standard action; daily) • Weapon Shella slides the target 3 squares; +11 vs. Reflex; 2d8 + 7, and the target is knocked prone.
Open Hand Attack Once per round Marl deals an extra 1d6 damage when she has combat advantage from any situation other than flanking, when she is grabbing her target, or when her opponent is immobilized or weakened.
Defensive Posture (minor action; at-will) • Stance Marl gains a +2 armor bonus to her AC. If she parries with her off-hand, she gains a +2 bonus to her AC and Reflex defenses, but cannot use her off hand for anything else.
Fluid Posture (minor action; at-will) • Stance Marl gains a +1 power bonus to her speed. If she uses a move action to walk, one adjacent enemy of her choice cannot make opportunity attacks due to her movement.
Ground-Fighting Posture (minor action; at-will) • Stance When Marl is grabbing an enemy, being prone does not cause her to grant combat advantage to the enemy she is grabbing, and her melee attacks against that enemy ignore the normal penalty for being prone.
Alignment Unaligned Languages Common
Skills Acrobatics +12, Athletics +10
Str 14 (+5) Dex 19 (+7) Wis 14 (+5)
Con 12 (+4) Int 10 (+3) Cha 11 (+3)
Equipment 2 sais, sunrod, <i>secret technique of the champion's trophy</i>

Treasures

Three treasures - the helmet, the ring, and the sword - are stacked against the back wall, next to the gelatinous wall that the darters will activate with their darts. Place tokens for these treasures on the board.

Two treasures - the chalice and the bottle - are being retrieved by the darters. Place tokens for these with the darters if they're in view, or mention them when the PCs see the darters.

One treasure - the scepter - is being carried by Redcrest. Four treasures - the shield, the trumpet, the trophy, and the headdress - are carried by the Coalition. Place tokens for these next to the miniatures for these enemies, to help the players keep track of who has which treasure.

Picking up a treasure from the ground or from a defeated enemy is a minor action. A treasure carried by an enemy that is able to make attacks can be taken away if a PC uses a standard action to make a Strength check against the better of the enemy's Reflex and Fortitude defenses; this check receives a +3 bonus if the enemy is grappled.

Carried by Marl Tonsilburner

Pipes of the Heavenly Host (+2) Level 6

This trumpet features a metallic banner with an ornate fringe.

Price: 1,800 gp

Implement (Woodwind)

Enhancement: Attack rolls and damage rolls

Critical Hit: +2d8 damage

Carried by Ool the Inexorable

Shield of Celestial Force Level 6

This shield is emblazoned with the head of a shrieking griffon.

Price: 1,800 gp

Item Slot (Arms)

Power (Daily): Minor action. Until the end of the encounter, once per round when you hit with a melee attack, you can push the target 1 square.

Carried by Shella Snakefist

Secret Technique of the Champion's Trophy (+2) Level 6

This platinum cup, topped by the representation of a laurel wreath, holds the teachings vouchsafed to the victor of the celestial championship.

Price: 1,800 gp

Weapon (Any Melee)**Enhancement:** Attack rolls and damage rolls**Critical Hit:** +2d8 damage**Carried by Arch-Druid Kilik****Fetish of the Angel Feathers (+2)** Level 6*This headdress is adorned with the feathers of a mighty archon.***Price:** 1,800 gp**Implement (Fetish)****Item Slot:** Head**Enhancement:** Attack rolls and damage rolls**Critical Hit:** +2d8 damage**Carried by Redcrest****Scepter of Astral Might (+2)** Level 6*This heavy silver rod is tipped with a square cross.***Price:** 1,800 gp**Weapon (Club)****Enhancement:** Attack rolls and damage rolls**Critical Hit:** +2d8 damage**Power (Daily):** Minor action. Until the end of the encounter, once per round when you hit with a melee attack, you can force the target to choose between either being pushed 2 squares or being knocked prone.**Treasure Pile****Sword of Sharpness (+2)** Level 10*This silver longsword has an edge no earthly smith could achieve, making cuts that bleed profusely.***Price:** 5,000 gp**Weapon (Longsword)****Enhancement:** Attack rolls and damage rolls**Critical Hit:** +2d8 damage**Power (Daily):** Free action. Use this power when you hit a living creature with the weapon. Deal an extra 1d6 damage, and the target takes ongoing 5 damage (save ends).**Treasure Pile****Ring of Slipperiness** Level 13*This ring is marked with a bleeding eye and the words "Chaotic Evil".***Price:** 17,000 gp**Item Slot:** Ring**Property:** You gain swamp walk.**Power (Daily):** Minor action. Until the end of the encounter, you gain a +5 bonus to checks made to escape a grab and a +5 bonus to saving throws to end an immobilized or restrained condition.**Treasure Pile****Helm of Steadfastness** Level 9*This ring features a visor that can be clanged shut to provide an extra layer of defense.***Price:** 4,200 gp**Item Slot:** Head**Property:** You can make a saving throw to avoid being pushed or knocked prone.**Power (Daily):** Immediate interrupt. Use this power when you are hit by a melee attack or an attack that targets your Will defense. You gain a +4 bonus to AC and Will until the end of your next turn.**Taken from Pit by Darters****Potion of Heroism** Level 9*This potion has been unopened since a previous age of creation.***Potion** 4,200 gp**Power (Consumable):** Your level bonus increases by +4 until the end of your next turn.**Taken from Pit by Darters****Chalice of the Astral Draught** Level 9*Any liquid placed.***Wondrous Item** 4,200 gp**Power (Encounter):** As a minor action, you can fill this cup with any available liquid. When this liquid is drunk from the cup (as a minor action), the imbiber can spend 2 healing surges.

Tournament Scoring

There are ten treasures to be seized.

