



THE HAUNTING OF KINCEP MANSION

HEROIC

1-10

D&D fans got their first look at Kincep mansion back in 2003, when the place appeared in the “Vicious Venues” feature on the Wizards of the Coast website. With the release of a new edition of the game, we thought a fresh look at the mansion and what’s going on there now was in order.

“The Haunting of Kincep Mansion” is a 4th-Edition DUNGEONS & DRAGONS adventure for five characters of 12th level.

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ADVENTURE BACKGROUND

This mansion was once a manor house owned by the Kinceps. They were an old and respected noble family, though not one of any great political import. Though fairly wealthy, the Kinceps lived simply and enjoyed few luxuries, avoiding anything ostentatious. The family home was large but practical, well hidden behind an encircling orchard. A small mausoleum is the final resting place of family members.

A point of pride among the Kinceps was that each generation should make its own way in life, starting out with a small inheritance and earning a living through business, adventuring, or public service. In more recent years, a series of misfortunes and disasters all but wiped out the youngest generation of Kinceps. Many believed that the family had fallen into poverty, then died out.

In fact, the sole heir, Jaccobux Kincep, had traveled to foreign lands as an adventurer and mercenary, becoming rich in the process. In time, he returned to his family home, which had already fallen into disrepair, and settled down to retire with his extensive collection of books. Jaccobux became a scholarly hermit, poring over texts day and night, and barely eating and seldom sleeping. Old age eventually overcame him one afternoon as he sat reading in his favorite armchair, but Jaccobux didn't notice. He kept right on reading and taking copious notes. Jaccobux had become a ghost.

The old Kincep mansion is best located on a hilltop at the edge of a village or town, but it also might exist on the outskirts of a city. The area behind the mansion includes the remains of a formal garden, an

overgrown hedge maze, and a stone mausoleum. No matter what the location, having a graveyard nearby should make the place seem even more sinister.

JACCOBUX KINCEP

Jaccobux is bound to the mansion and its grounds, particularly to the vast library he accumulated during his life. Even after death, he has continued to acquire the knowledge he craves, relying on both his own abilities and the services of the few travelers who drop in. Cali and her troupe have been especially helpful in this regard.

In life, Jaccobux was a wizard and a professional adventurer. He developed a thirst for knowledge in his old age and became a prodigious collector of books. He read avidly right up until the moment of his death, and his deep regret that he had so many books left to read held him in the mortal world as a ghost.

Jaccobux is mostly harmless, if eccentric. So long as he has his books, he's not likely to harm anyone. If the PCs offer to supply him with more reading material, he might even become a valuable ally. The old ghost has some potent magical powers, as well as a book of rituals (the collection should include Magic Mouth, as well as rituals for creating and animating golems and guardians). He is also a font of information on many historical and arcane subjects.

ADVENTURE SYNOPSIS

Despite Jaccobux's scholarly ways, a big, intact building tends to attract squatters. Over the years, several groups of monsters have settled in the place. Eventually the newcomers manage to annoy either the ghost or the local authorities and are driven out, leaving Jaccobux to his books.

The latest group of "guests" consists of the vampire lord Cali, a horde of vampire spawn and ghouls, and several werewolves and dire wolves. These creatures have thus far managed to stay out of Jaccobux's way, but they've made their presence felt in the neighborhood. Jaccobux is unconcerned with the squatters so far, and has even taken advantage of their presence to protect his cherished privacy. The PCs are drawn into the situation when the local authorities ask them to investigate.

The PCs approach the mansion, through the overgrown orchard and either along its weedy drive to the front entrance or through the tangled garden in back. They are confronted by Cali's werewolf allies, intent on keeping nosy strangers away from the mansion. The party can try to capture and interrogate a werewolf and thus learn about the vampire and possibly find a way past the booby-trapped entrance.

Jaccobux has turned the statues decorating the mansion's front entrance into deadly, animated guardians. The party can bypass these with the appropriate pass phrase (which a werewolf might provide) or by disguising themselves as wolves; otherwise they must destroy the relentless defenders. The sounds of battle might attract the attention of other monsters. If they attempt the rear entrance, they must be disguised as undead or face another set of animated statues.

If the PCs investigate more of the crumbling estate, they run afoul of other dangers. In the stable is an animated carriage; the hedge maze is infested by ghouls; Cali and her vampire spawn inhabit the old mausoleum. Cali has a main coffin here and another under the table in the library; Jaccobux knows where both of them are. Eventually, the PCs meet Jaccobux himself, still reading.

Once the party deals with Cali and either defeats or reasons with Jaccobux, the adventure is over. Cali's werewolf allies quit the place for good when the vampire is destroyed. Any vampire spawn that survive are forced to linger on the estate because they don't have coffins anywhere else. Jaccobux is likely to destroy these creatures himself (if he survives); he's had enough of hosting bloodsuckers that draw unwanted attention to the estate.

If the PCs don't destroy Jaccobux, the ghost just keeps reading his books, perhaps writing a few of his own. He'd be happy to hire the PCs as his agents for dealing with booksellers and other scholars. If they do destroy him, they're free to loot his library (level 12 treasure).

There isn't much other treasure to be had on the estate, though Cali has some wealth. See the entry for the mausoleum (page 51) for details. If the PCs have been hired to rescue any missing people, they receive monetary rewards for their return, as described in the next section.

ADVENTURE HOOKS

The estate's new residents could come to the party's attention in various ways.

Hunters Hunted: A group of hunters visited the hill recently, looking to collect a few wolf pelts. The wolves they found (in reality, werewolves and dire wolf "pets") were deadly. The hunters tried to take refuge in the mansion, but the animated statues drove them off. Since their visit, Cali has called in some reinforcements.

The survivors eventually limped back to the nearest town, where they told chilling tales of enormous wolves, jumping statues, and demonic eyes staring from the shadows. The PCs might hear the tale sec-

ondhand or directly and decide to investigate on their own. If they don't, the local authorities might hire them to do so.

Quest Rewards: 700 XP and 250 gp for bringing information to the authorities.

Stolen Goods: A caravan stopped near the base of the hill to camp for the night. Groups sent into the orchard to gather firewood didn't return, and wolves (plus a few unseen archers) attacked during the night. By morning, there were many casualties, and some people had mysteriously disappeared. The survivors fled to a nearby town and warned everyone to avoid the hill. The PCs might be hired to investigate the attack, to rescue the missing people, or both.

The missing people fell victim, one by one, to Cali's *dominating gaze*. They're being held in the mansion, waiting to become Cali's newest spawn.

Quest Rewards: 4,000 XP and 500 gp for rescuing the prisoners.

Lost Youth: Cali is using the mansion as a base to infiltrate nearby towns, both for food and for new minions. Her bloodsucking has not gone unnoticed. To make matters worse, Cali has lured several youngsters away from their homes. These victims left with whatever valuables they could grab, making their exit doubly painful.

The panicked families appeal for help, and the PCs are recruited for a search-and-rescue mission. The disappearances and nocturnal attacks seem to be centered on the old mansion.

Quest Rewards: 2,500 XP and 500 gp for discovering the fate of the missing youths; 1,500 additional XP for rescuing any.

THE ORCHARD

The PCs must travel through the old estate's orchard to reach the mansion (see the "Mansion and Orchard" map). The orchard has gone wild and is largely fallen to successive waves of blight.

A veritable thicket of gnarled old fruit trees has grown up here. There doesn't seem to be a straight or healthy trunk or bough in the bunch. A thick mat of fallen leaves, broken branches, and rotting fruit covers the ground underfoot, leaving only a few tufts of scraggly weeds growing here and there.

A search through the orchard reveals a couple of old stone buildings that hold rusty gardening tools. One building also contains a broken-down cider press and a few barrels of spoiled cider. Another, larger building houses a basin with a natural spring that still provides good water, despite being mostly choked with debris from the orchard.

A winding track climbs the hill through the orchard and leads to the mansion.

If the PCs follow the track, they find the path blocked about three-quarters of the way up, where a werewolf archer lies in ambush.

Tactical Encounter: "Who Goes There?" (page 54)

If the PCs poke around in the orchard and approach the buildings, they run afoul of a hunting pack.

Tactical Encounter: "Orchard Ambush" (page 56)

DEVELOPMENT

If the party manages to capture a werewolf, they can interrogate it to get some information about the mansion. Treat this as a 12th-level skill challenge of complexity 2 and moderate difficulty: The base DC for skill checks is 22. See “Skill Challenges” on page 72 of the *Dungeon Master’s Guide* for guidelines, as well as the sample interrogation on page 79. If the PCs promise to let the werewolf go—and can convince it to believe them—they gain a +5 bonus to their skill checks. (Have the interrogator make a Bluff check opposed by the werewolf’s Insight check.)

If the party is successful, the werewolf admits that it serves a vampire, who keeps her coffin in the mausoleum behind the manor house (area 16 on the “House and Grounds” map). It also mentions that the ghost of Jaccobux Kincep lurks among his books on the upper floor.

In addition, the werewolf reveals the existence of pass phrases for getting past the guardian statues at the front entrance to the mansion. If the PCs are interrogating the werewolf from the ambush, he has hidden a document containing these phrases in a packet hidden under the barricade. (If the PCs don’t interrogate the werewolf, they can locate the packet by searching under the barrier and making a DC 25 Perception check.) Three different pass phrases are written on the document, and Jaccobux changes the pass phrase daily. The werewolf has never used them, since it always approaches the mansion in dire wolf form, and can’t remember which one is current. It picks one at random and tells the PCs it’s correct.

The other werewolves also know about the pass phrases but not the location of the document.



MANSION AND GROUNDS

The bulk of the adventure’s action takes place here. The “House and Grounds” map shows the mansion’s two floors (including the attached stables) and the grounds to front and rear.

1. FRONT ENTRANCE

The front doors open onto a narrow porch with stairs leading up about 10 feet from the drive below.

Tactical Encounter: “Welcoming Committee” (page 58)

2. MAIN HALL

The wide area in front of the stairways has a ceiling that rises 25 feet to a vault. The dotted line on the map shows the edge of the balcony railing in area 17.

The stairs spiral up 12 feet to area 17.

3. SITTING ROOM

This area once served as a reception area and waiting room for the mansion. It still holds a few sticks of well-padded but decaying furniture.

4. STORAGE CLOSETS

These two small rooms hold moldering linens, cleaning supplies, and household implements. A thorough search of each room takes at least 15 minutes, revealing nothing valuable or even interesting.

5. MUSIC ROOM

The Kinceps once kept an extensive collection of musical instruments. As the family fortunes declined, all the instruments were sold off (though Jaccobux might have a survivor or two stashed in his library). The only things left in here now are a few threadbare chairs and some padded benches along the inner walls.

6. BALLROOM

This chamber has a brightly polished marble floor, and the southern wall is lined with floor-to-ceiling mirrors. Several wrought-iron chains hang from the ceiling. These once held up crystal chandeliers, but the family sold them long ago.

Before his transition to a ghostly state, Jaccobux used this area as a workroom, and the place still contains several sturdy benches strewn with tools, stone chips, and scraps of wood.

7. CHAMBERLAIN'S ROOM

This little room was once the private chamber for the servant entrusted with managing the estate, as well as a repository for all the place's records. Jaccobux has



moved the records to the library (area 18). All that remains now are empty shelves, a desk, and a bed without a mattress.

8. PANTRY

The Kinceps stored most of their food and drink here. The temperature is never higher than 38° Fahrenheit, thanks to an old ritual. Today, a few badly dressed carcasses hang from the ceiling, and a few barrels of ale and poor-quality wine stand on the floor. These supplies are intended for Cali's werewolf servants.

9. KITCHEN

The stink of decaying flesh pervades the air in this room. The kitchen is still well equipped, with a fireplace, ovens, and food preparation areas. The werewolves have prepared a few meals here, but they haven't cleaned up after themselves. The stench comes from their rotten leavings.

A basin on the outer wall has a broken tap that once carried water in from a reservoir higher up the hill, but the pipes are now ruptured and the tap is dry.

Cali has turned the dry pipes into a highway of sorts. If she assumes mist form in the mausoleum (area 16), she can use a burrow leading from there to the broken pipes and follow them to this room.

10. DINING AREA

This chamber still holds a few heavy tables, sideboards, and padded chairs. The place is littered with crumbs from the last meal of the resident werewolves. The dire wolves devoured most of the scraps.

11. SERVANTS' ENTRY

This small room still has racks for cloaks and a bar for scraping footwear.

12. SERVANTS' QUARTERS

Each of these tiny chambers contains a bed, a chest of drawers, and a chair.

If Cali and her servants have taken any prisoners (see the "Stolen Goods" hook), each is held in one of these chambers, behind a locked door. The prisoner is chained to the bed for good measure. The manacles have a break DC of 28; a DC 25 Thievery check can unlock them. Cali keeps the keys in her main coffin in the mausoleum (area 16).

13. STABLES

The area contains stalls intended for horses and mules, storage areas for carts (one of which still contains a carriage), and a loft for bedding and feed.

The northwestern corner has a stone basin with a tap that still delivers cold water. A pile of wooden buckets stands nearby.

Tactical Encounter: "Heavy Traffic" (page 60)



14. OVERGROWN GARDEN

A visitor can still see, and smell, a hint of this area's former botanical splendor. Everything has run wild now, leaving the place a riot of untamed vines and leaves.

Tactical Encounter: "Rearguard" (page 61)

15. HEDGE MAZE

Towering hedges form a labyrinth here. Read the following if characters enter the maze.

Dense hedges of some sturdy evergreen tower as high as a giant, forming the walls of a green maze. Walkways of crushed stone, littered with twigs and leaves, wind between the hedges. The peaked roof of a building made from somber gray stone is just visible in the distance over the hedge tops. Massive, hoary trees surround the structure, keeping it in perpetual gloom.

The building in the distance is the mausoleum (area 16). A nest of ghouls has moved into the maze and now helps protect the resident vampires.

Tactical Encounter: "Amazing Graves" (page 63)

16. MAUSOLEUM

This stone building houses the remains of many generations of Kinceps. The building is two stories tall, with a peaked roof and low windows.

Niches in the walls and floors hold the remains. Cali and her spawn have usurped the top tier of wall niches and have piled the previous residents' bones in one of the floor niches.

A thick hedge, 12 feet high, surrounds the mausoleum on all sides, leaving no visible entrances. Read the following if the PCs study the exterior:

Dense hedges reach nearly to the building's eaves, leaving 6 feet of blank stone wall exposed. No opening is visible. Massive trees stand at each of the structure's corners. Their canopies interlock over the structure, obscuring the sky.

The mausoleum's entrance lies behind a false hedge that characters can walk through, though it looks just as impenetrable as the rest.

Tactical Encounter: "Murder in the Mausoleum" (page 65)

DEVELOPMENT

If the PCs search the mausoleum after dealing with the vampires, they find Cali's cache of wealth (level 12 treasure), as well as the keys to the manacles of any prisoners in area 12. The treasure should not include magic items that Cali could use against the party.

17. BALCONY

This area overlooks the front portion of the main hall (area 2) and allows a view of the front entrance (area 1).

A railing about 3 feet high marks the balcony's edge. This wooden structure has a break DC of 18 and provides cover against attacks launched from or through area 2.

A werewolf archer is always on watch here. It is quick to notice if anyone approaches or if anything untoward happens, and it warns Jaccobux about intruders.

DEVELOPMENT

If the party attacks the werewolf, it retreats to the library and fights alongside Jaccobux.

The werewolf archer might also become involved in fights occurring in the entrance or main hall, or in the garden (area 14).

18. LIBRARY

Jaccobux spends virtually all his time in here, endlessly poring over his books. He does not appreciate being interrupted, and his "houseguests" might also be present.

Tactical Encounter: "In the Library" (page 67)

DEVELOPMENT

Jaccobux would rather be left alone, but he is willing to talk to the PCs to avoid a fight. He claims to be nothing more than a simple scholar immersed in the pursuit of knowledge. If the PCs let him, he rambles on about some obscure historical or philosophical



| | | |
|---|---|-------------------------|
| Werewolf Archer | Level 13 Elite Skirmisher (Leader) | |
| Large natural humanoid (shapechanger) | XP 1,600 | |
| Initiative +12 | Senses Perception +14; low-light vision | |
| Call of the Wild aura 5; a lycanthrope ally in the aura (including the werewolf archer) can shift 1 square as a minor action. | | |
| HP 224; Bloodied 112 | | |
| Regeneration 10 (if the werewolf archer takes damage from a silver weapon, its regeneration doesn't function on its next turn) | | |
| AC 29; Fortitude 29, Reflex 25, Will 24 | | |
| Saving Throws +2 | | |
| Immune moon frenzy (see page 53) | | |
| Speed 6 (8 in dire wolf form) | | |
| Action Points 1 | | |
| ⬇ Greatclub (standard; at-will) ♦ Weapon | Reach 2; +18 vs. AC; 1d10 + 7 damage; see also <i>blood rage</i> . | |
| ⬇ Bite (standard; at-will) ♦ Disease | +18 vs. AC; 1d8 + 7 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see page 53); see also <i>blood rage</i> . | |
| ⤵ Longbow (standard; at-will) ♦ Weapon | Ranged 20/40; +18 vs. AC; 1d12 + 5 damage. | |
| Blood Rage | | |
| The werewolf archer's melee attacks deal 4 extra damage against a bloodied target. | | |
| Change Shape (minor; at-will) ♦ Polymorph | | |
| The werewolf archer can alter its physical form to appear as a dire wolf or a unique human (MM 280). It cannot use its bite attack in human form and cannot make greatclub or longbow attacks in dire wolf form. | | |
| Defensive Mobility | | |
| The werewolf archer gains a +2 bonus to AC against opportunity attacks. | | |
| Hunter's Quarry (minor; at-will, once per round) | | |
| The werewolf archer designates the nearest enemy as its quarry. One of its attacks against the quarry deals an extra 2d6 points of damage. This effect lasts until the end of the encounter or the werewolf archer designates a new quarry. | | |
| Prime Shot | | |
| If none of the werewolf archer's allies is closer to a target than the archer is, the archer gains a +1 bonus to ranged attack rolls against that target. | | |
| Alignment Unaligned | | Languages Common |
| Skills Bluff+12, Dungeoneering +14, Insight +14, Intimidate +12, Nature +14, Stealth +15 | | |
| Str 24 (+13) | Dex 18 (+10) | Wis 17 (+9) |
| Con 24 (+13) | Int 11 (+6) | Cha 13 (+7) |
| Equipment leather armor, greatclub, longbow, quiver of 30 arrows | | |

topic, peppering his remarks with references to obscure authors and frequently digressing with tales about how he obtained the various books he's read on the subject.

If the PCs ask him about the mansion's guardians, Jaccobux points out that even harmless people need protection. He's aghast at the idea that he is hosting a vampire and insists that Cali is merely a fellow scholar who understands nature well enough to befriend a few wolves. (He knows better, but he plays the fool.) If the PCs point out that having werewolves and vampires on the property might endanger his books, he looks thoughtful, then agrees to stand aside while the party deals with them.

Moon Frenzy

Level 8 Disease

Endurance stable DC 20, improve DC 24, worsen DC 19 or lower

The target is cured. **Initial Effect** The target takes a -2 penalty to Will defense.

While bloodied, the target must make a saving throw at the end of each turn. If the saving throw fails, the target makes a melee attack on its next turn against a random target within 5 squares of it. If no targets are within 5 squares, it does nothing but move in a randomly chosen direction.

Final State The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.

INSIDE THE MANSION

Unless noted otherwise, areas in the mansion have the following features.

Illumination: The mansion's many windows provide bright light during daylight hours. The interior becomes dark about an hour before sunset and stays dark until an hour after sunrise.

Ceilings: Ceilings are 12 feet high.

Doors: The mansion has fairly lightweight wooden interior doors that open easily unless locked. Locked doors have a break DC of 16. The Thievery DC to pick the locks is 22.

The exterior doors are a little stronger (break DC 20). They're fitted with locks but are currently unlocked. If someone locks them, the Thievery DC to pick the locks is 25.

Jaccobux has a set of keys to all the doors.

Floors: The mansion has stone floors at ground level and wooden floors in the upper story. A stone floor requires a DC 43 Strength check to break, but only damp ground is underneath. Wooden floors have a break DC of 30.

Walls: The mansion has wooden interior walls about 6 inches thick. These require a DC 26 Strength check to break and a DC 30 Athletics check to climb.

The exterior walls are stone, about a foot thick. They have a break DC of 35. They're covered with ivy on the outside, requiring a DC 15 Athletics check to climb; the check increases to DC 30 inside.

Windows: The mansion has dozens of windows that consist of leaded glass panes set in metal frames that swing open like double doors. Window openings are about 4 feet wide and 7 feet high.

The windows open easily from the inside, but they're latched shut and difficult to force open from the outside. In addition, the glass and frames are magically enhanced. A closed window has a break DC of 28. It's possible to slip a tool into the frame and open the latch, requiring a DC 30 Thievery check.

Anyone pushed out a window by an attack can grab at the frames, gaining a +2 bonus to saving throws to avoid falling. Even on the lower floor, the windows are 10 feet off the ground (1d10 falling damage). The upper windows (areas 17 and 18) are 22 feet above the ground (2d10 falling damage).

A creature at a window has cover against an attack if line of effect passes through the window.

WHO GOES THERE?

Encounter Level 11 (3,000 XP)

SETUP

Cali, Jaccobux's vampire houseguest, has decided to discourage visitors to the mansion by blocking the drive leading up the hill. Her werewolf allies have felled a couple of big trees to form a barricade. They've taken pains to conceal their handiwork, but perceptive characters can notice that the blockage isn't natural. One male werewolf and a few dire wolves remain behind to monitor the roadblock.

Place the PCs on the drive toward the southeastern corner of the map.

This encounter includes the following creatures:

- 1 werewolf archer (A)
- 3 vicious dire wolves (W)

In addition, this encounter also includes two areas that contain several snare traps.

- 2 fields of snares (S)

The dire wolves lie hidden in the thickets next to the drive. They're belly down in a hollow and have total concealment. (Don't place them on the map until they attack.) The werewolf sits behind the roadblock and emerges when any visitors approach.

Perception Check (DC 25): You make out the telltale signs of axe and saw cuts in the tree trunks. Someone has made an effort to conceal them, by hacking at the cuts to make them look like natural breaks and rubbing them with dirt to simulate age and weathering.

If the check fails, the pile of logs looks natural to the character: One tree apparently fell, taking several others with it.

Nature Check (Trained Only) DC 20: These trees don't look like they fell naturally, as they would if they'd been knocked down in a windstorm or by a lightning strike. Someone cut them down, then dragged them, one at a time, across the drive.

When the archer decides to reveal himself, read:

The mass of fallen trees blocking the road gives a creak, and a human head wearing a gray hunter's cap appears from behind it, quickly followed by a lean, muscular body. The newcomer stands atop the logs and leans casually on a strung longbow.

"What ho, gentles!" says the man. "I'm afraid it will take a team of woodcutters and more than a few horses or oxen to drag all this clear. If you're determined to pass, you must take to the woods."

| 3 Vicious Dire Wolves (W) | | Level 7 Skirmisher |
|---|---|--------------------|
| Large natural beast (mount) | | XP 300 each |
| Initiative +8 | Senses Perception +11; low-light vision | |
| HP 83; Bloodied 41 | | |
| AC 21; Fortitude 20, Reflex 19, Will 18 | | |
| Speed 8 | | |
| ⊕ Bite (standard; at-will) | | |
| +12 vs. AC; 1d8 + 5 damage, or 2d8 + 5 damage against a prone target. | | |
| Combat Advantage | | |
| The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit. | | |
| Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ⊕ Mount | | |
| The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target. | | |
| Alignment Unaligned | Languages – | |
| Str 21 (+8) | Dex 16 (+6) | Wis 14 (+5) |
| Con 19 (+7) | Int 5 (+0) | Cha 11 (+3) |

| Werewolf Archer | | Level 13 Elite Skirmisher (Leader) |
|---|---|------------------------------------|
| Large natural humanoid (shapechanger) | | XP 1,600 |
| Initiative +12 | Senses Perception +14; low-light vision | |
| Call of the Wild aura 5; a lycanthrope ally in the aura (including the werewolf archer) can shift 1 square as a minor action. | | |
| HP 224; Bloodied 112 | | |
| Regeneration 10 (if the werewolf archer takes damage from a silver weapon, its regeneration doesn't function on its next turn) | | |
| AC 29; Fortitude 29, Reflex 25, Will 24 | | |
| Saving Throws +2 | | |
| Immune moon frenzy (see page 53) | | |
| Speed 6 (8 in dire wolf form) | | |
| Action Points 1 | | |
| ⊕ Greatclub (standard; at-will) ⊕ Weapon | | |
| Reach 2; +18 vs. AC; 1d10 + 7 damage; see also <i>blood rage</i> . | | |
| ⊕ Bite (standard; at-will) ⊕ Disease | | |
| +18 vs. AC; 1d8 + 7 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see page 53); see also <i>blood rage</i> . | | |
| ⊕ Longbow (standard; at-will) ⊕ Weapon | | |
| Ranged 20/40; +18 vs. AC; 1d12 + 5 damage. | | |
| Blood Rage | | |
| The werewolf archer's melee attacks deal 4 extra damage against a bloodied target. | | |
| Change Shape (minor; at-will) ⊕ Polymorph | | |
| The werewolf archer can alter its physical form to appear as a dire wolf or a unique human (MM 280). It cannot use its bite attack in human form and cannot make greatclub or longbow attacks in dire wolf form. | | |
| Defensive Mobility | | |
| The werewolf archer gains a +2 bonus to AC against opportunity attacks. | | |
| Hunter's Quarry (minor; at-will, once per round) | | |
| The werewolf archer designates the nearest enemy as its quarry. One of its attacks against the quarry deals an extra 2d6 points of damage. This effect lasts until the end of the encounter or the werewolf archer designates a new quarry. | | |
| Prime Shot | | |
| If none of the werewolf archer's allies is closer to a target than the archer is, the archer gains a +1 bonus to ranged attack rolls against that target. | | |
| Alignment Unaligned | | Languages Common |
| Skills Bluff+12, Dungeoneering +14, Insight +14, Intimidate +12, Nature +14, Stealth +15 | | |
| Str 24 (+13) | Dex 18 (+10) | Wis 17 (+9) |
| Con 24 (+13) | Int 11 (+6) | Cha 13 (+7) |
| Equipment leather armor, greatclub, longbow, quiver of 30 arrows | | |

2 Fields of Snares (S) **Level 6 Lurker**
Trap XP 250 each

Cunningly hidden loops of rope are hidden in the undergrowth, ready to snare the unwary and hoist them feet first.

Trap: Squares marked with an S contain snares, which tighten around a creature's foot when triggered and release a sapling to drag the snared creature into the air.

Perception

◆ DC 20: The character notices the loop of rope hidden on the ground.

Additional Skill: Nature

◆ DC 24: The character notices a bent tree or branch that provides the "spring" for the snare.

Trigger

The snare attacks when a creature enters or begins its turn in one of the trap's squares.

Attack

Opportunity Action **Melee**

Target: The creature that triggered the trap.

Attack: +14 vs. Reflex

Hit: 1d6 + 5 damage, and the target is restrained (save ends). While restrained, the target is suspended upside down. **Aftereffect:** The target is knocked prone.

Countermeasures

- ◆ A restrained target can use the escape action to free itself (DC 18). On a successful escape, the target is not prone.
- ◆ A restrained target or an adjacent creature can attack the snare's rope (AC /Reflex 10, Fortitude 5; hp 10, vulnerable 5 fire). The restrained target is knocked prone after the rope is destroyed.

TACTICS

The werewolf plays the role of the helpful stranger. He assures the party that he's heard the rumors about the mansion and checked them out. You might sprinkle the following quotes into the conversation.

- "This area is fairly busy. There's lots of game in the abandoned orchard—and predators that hunt them."
- "Many hunters and trappers frequent the hill too."
- "The mansion at the top of the hill has a sinister reputation. It creaks and groans as the timbers and foundation settles, and there are all sorts of moss-covered statues. It's just

the sort of place that gets you jumping at shadows, but there's not a thing up there that's worth anyone's time."

- "Yeah, I've been up there. Some nice flowers, vines, and fruit trees still growing, but if you're not picking berries, it's not worth the trip."
- "Don't take my word for it. Go see for yourself."

If the party attacks, or tries to move past the roadblock, the werewolf attacks with his bow from atop the barricade. The dire wolves break out of their concealment and attack the closest character.

The werewolf uses *hunter's quarry* and *prime shot* whenever he can. If the PCs answer his bowshots with ranged attacks of their own, he takes a move action to hunker down behind the barrier, gaining cover. If they climb the barrier or work their way around it, he uses *defensive mobility* to maneuver away, then retreats into the orchard.

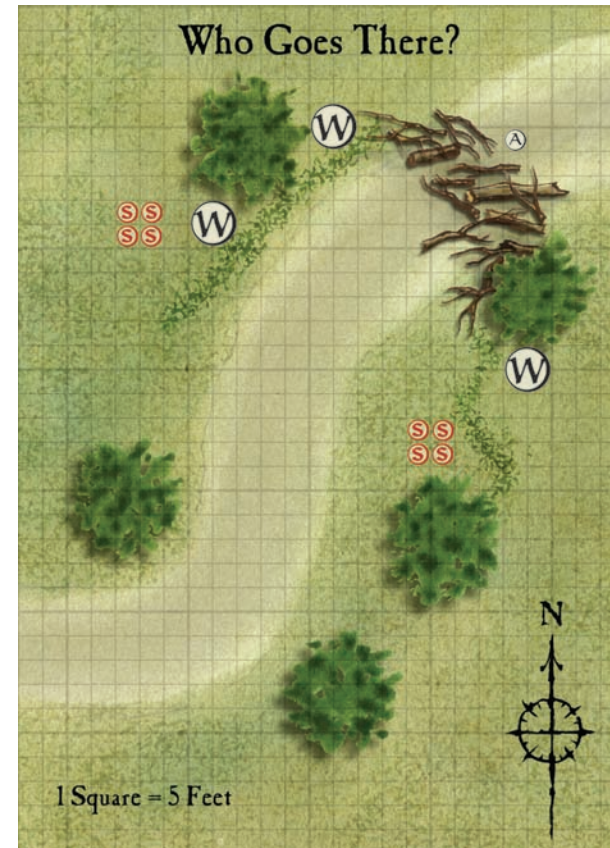
The dire wolves try to surround a target and knock the character prone. If the werewolf retreats, the dire wolves do their best to follow.

After a few rounds of battle, the werewolf moves off the barricade and into the woods, even if the PCs do not enter melee. He heads toward the snares, hoping to lure a few foes into the trap. Both he and the dire wolves know where the snares lie and avoid them easily. The werewolf fights until he is reduced to 20 hit points or fewer, then assumes dire wolf form and tries to flee.

FEATURES OF THE AREA

Barricade: This pile of logs stands about 6 feet high. It provides cover for a creature behind it.

With a DC 15 Athletics check, a creature can hop onto the barricade as part of normal movement; otherwise it costs an extra square of movement to climb onto it. A creature standing atop the barricade gains combat advantage against foes of its size or smaller.



Drive: Packed gravel covers the drive, with weeds poking through. Despite this growth, the gravel shifts and crunches underfoot, imposing a -2 penalty on Athletics and Stealth checks.

Hollows: These dimples in the ground are filled with briars and weeds. A creature can drop prone to gain total concealment; any movement other than crawling negates this concealment.

Trees: These fairly small trees don't hamper movement or block line of sight, but they do provide cover.

Undergrowth: Areas around the drive are choked with plant life. These areas are difficult terrain. A creature can drop prone to gain cover against ranged attacks.

ORCHARD AMBUSH

Encounter Level 12 (3,500 XP)

SETUP

If the party decides to travel through the overgrown orchard that covers the slopes of the hill where the mansion lies, they run afoul of a pack of dire wolves and werewolves. These creatures are on the hunt for both food and intruders.

Several small stone outbuildings dot the slopes. These once served as storehouses for harvested fruit, tools, or supplies. The hunting packs use these little buildings as landmarks to monitor their assigned territory. When the PCs happen on one, the hunters aren't far away—and they're quick to attack.

Place the PCs anywhere within 2 squares of the stone building.

This encounter includes the following creatures

2 werewolf lords (L)

7 vicious dire wolves (W)

When the PCs enter the area, read:

A low stone building with a moss-covered roof is sunk into the turf like a boulder. A deep gully near the building snakes away down the hill. A weathered footbridge crosses the gully.

Perception Check

Roll a Perception check (active or passive, as appropriate) for each PC, opposed by one of the vicious dire wolves' Stealth check. Any PC who does not succeed on the check is surprised.

A twig snapping reveals the approach of two groups of hulking wolves, each as big as a horse. With a chorus of snarls, the shaggy canines rush to the attack.

TACTICS

The werewolves begin the encounter in dire wolf form. The two groups close on the party as quickly as they can. The dire wolves try to surround, or at least flank, a single character and knock it prone. The werewolves try to maneuver past the party's front line to attack ranged strikers or spellcasters.

The werewolves fight until reduced to 20 hit points or fewer, then try to get away. The dire wolves stay in the fight until both werewolves are defeated or retreat. When the last werewolf leaves the fight, the dire wolves flee.

FEATURES OF THE AREA

Bridge: This small footbridge is made from wooden beams and planks. The structure looks very weathered and perhaps a little rotten. It creaks



ominously when anyone sets foot on it, but it's perfectly sturdy.

Building: This stone structure is half buried in the ground. A single door at the western end gives access to the cramped, dank interior.

The eaves of the slate roof are about 2 feet above the ground. The roof slopes upward to a ridge that runs the length of the structure. The roof's peak is about 2 feet higher than the eaves.

| 2 Werewolf Lords (L) Level 12 Brute (Leader) | |
|---|--|
| Large natural humanoid (shapechanger) | XP 700 |
| Initiative +10 | Senses Perception +14; low-light vision |
| Call of the Wild aura 5; a lycanthrope ally in the aura (including the werewolf lord) shift 1 square as a minor action. | |
| HP 154; Bloodied 77 | |
| Regeneration 10 (if the werewolf lord takes damage from a silver weapon, its regeneration doesn't function on its next turn) | |
| AC 24; Fortitude 25, Reflex 22, Will 21 | |
| Immune moon frenzy (see page 53) | |
| Speed 6 (8 in dire wolf form) | |
| Action Points 1 | |
| ⊕ Greatclub (standard; at-will) ♦ Weapon | |
| Reach 2; +17 vs. AC; 1d10 + 7 damage; see also <i>blood rage</i> . | |
| ⊕ Bite (standard; at-will) ♦ Disease | |
| +17 vs. AC; 1d8 + 7 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see page 53); see also <i>blood rage</i> . | |
| Blood Rage | |
| The werewolf lord's melee attacks deal 4 extra damage against a bloodied target. | |
| Change Shape (minor; at-will) ♦ Polymorph | |
| The werewolf lord can alter its physical form to appear as a dire wolf or a unique human (MM 280). It cannot use its bite attack in human form and cannot make greatclub attacks in dire wolf form. | |
| Alignment Unaligned | Languages Common |
| Skills Bluff +12, Dungeoneering +14, Insight +14, Intimidate +12, Nature +14, Stealth +15 | |
| Str 24 (+13) | Dex 18 (+10) Wis 17 (+9) |
| Con 24 (+13) | Int 11 (+6) Cha 13 (+7) |
| Equipment leather armor, greatclub | |

With a DC 10 Athletics check, a creature can hop up on the roof as part of normal movement; otherwise it takes an extra square of movement to clamber up. A creature standing atop the building has combat advantage against foes of its size or smaller. However, the creature must make a DC 20 Acrobatics check at the end of its turn to avoid slipping on the mossy tiles. If the check fails, that creature lands prone in a randomly determined square adjacent to the building, even one occupied by another creature.

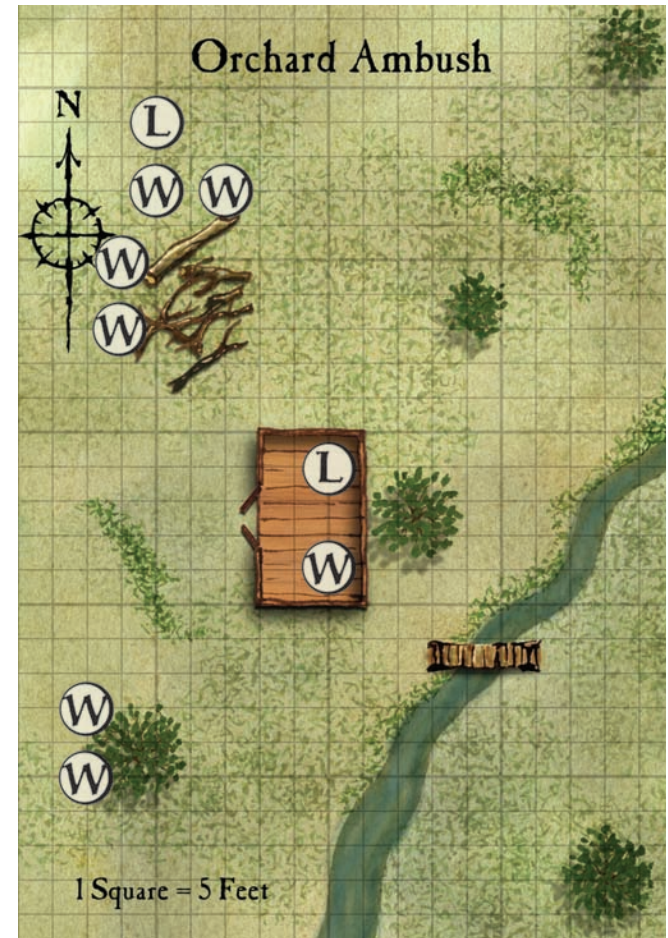
| 7 Vicious Dire Wolves (W) Level 7 Skirmisher | |
|---|--|
| Large natural beast (mount) | XP 300 each |
| Initiative +8 | Senses Perception +11; low-light vision |
| HP 83; Bloodied 41 | |
| AC 21; Fortitude 20, Reflex 19, Will 18 | |
| Immune moon frenzy (see page 53) | |
| Speed 8 | |
| ⊕ Bite (standard; at-will) | |
| +12 vs. AC; 1d8 + 5 damage, or 2d8 + 5 damage against a prone target. | |
| Combat Advantage | |
| The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit. | |
| Pack Hunter (while mounted by a friendly rider of 5th level or higher; at will) ♦ Mount | |
| The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target. | |
| Alignment Unaligned | Languages – |
| Str 21 (+8) | Dex 16 (+6) Wis 14 (+5) |
| Con 19 (+7) | Int 5 (+0) Cha 11 (+3) |

The building provides cover if line of effect or line of sight for an attack passes through the roof's ridge, even when a creature is standing on the roof.

Gully: This feature is 25 feet deep and choked with briars. A fall into the gully deals 2d10 damage. The gully's walls are steep and crumbling, requiring a DC 25 Athletics check to climb out.

Trees: These fairly small trees don't hamper movement or block line of sight, but they do provide cover.

Undergrowth: Only areas with dense foliage are shown on the map. They are choked with weeds, fallen branches, and saplings. These areas are difficult terrain. A creature can drop prone to gain cover; any movement other than crawling negates this cover.



WELCOMING COMMITTEE

Encounter Level 13 (3,800 XP)

SETUP

Jacobux long ago turned the statues decorating the mansion's front entrance into deadly, animated guardians. With the arrival of Cali and her allies, Jacobux expects trouble, so he has ordered the statues to attack nearly anything that approaches the building. Creatures can leave through the front door without trouble, but they activate the statues if even one of them approaches again.

Place the PCs at the western edge of the map on the drive.

This encounter includes the following creatures:

- 2 grasping statue (G)
- 4 leaping statues (L)

In addition, the werewolf archer from area 17 in the mansion might join the fight (see "Development" below).

To avoid triggering the statues, the PCs must either look like wolves or werewolves or speak a pass phrase, typically a poem or a historical passage. (For example, you might choose a stanza from "The Charge of the Light Brigade," perhaps with ballistae standing in for cannons.) Jacobux changes the pass phrase daily.

If the PCs have defeated any werewolves from the previous tactical encounters, they might have recovered a document containing pass phrases. However, they have no way to tell which one is in effect for

today, though they can recite one at random and hope for the best.

When the party approaches the mansion, read:

The weed-covered drive loops around a massive tree whose trailing branches overspread the whole area. Downslope from the tree lies the tangled orchard that covers the hill. Opposite the orchard rises the swaybacked bulk of a once-grand house. Cracked, sagging stairs rise perhaps 10 feet to a pair of weather-beaten doors flanked by filthy windows. A pair of moss-covered statues stand on the ground, one on each side of the stairs. Five more statues stand beneath the ancient tree.

If the party approaches the front door without speaking the correct pass phrase, read:

Without warning, the tree's furrowed bark twists itself into the semblance of a gaping mouth. "The unlettered are unwelcome here," the mouth intones in Common. "Withdraw, or perish."

If the party lingers, even for a moment, read:

With a sound like a whole hillside giving way, the statues step menacingly off their pedestals.

If the party withdraws, nothing happens.

TACTICS

The grasping statue moves toward the largest group of characters. When it gets close enough to make a melee attack, it slams and grabs the target with the heaviest armor. While it holds a foe, it attacks anyone within reach and slides the target to break up flank-

ing or moves into a position where the leaping statues can attack it.

The leaping statues fight on the move, using *skirmish* to deal extra damage. They also try to block the door to the mansion, leaping on and off the stairs. They target foes who approach the door with melee attacks but turn their hand crossbows against any who hang back from the front line.

DEVELOPMENT

The statues break off the attack if the party leaves area 1, unless PCs enter the mansion. In that case, the statues pursue and keep attacking.

If a combat here lasts more than 3 rounds, or if the PCs use any loud or flashy powers, the werewolf archer from area 17 is alerted. He briefly looks into area 18 to warn Jacobux about the intrusion, then

| 2 Grasping Statues (G) | | Level 13 Controller |
|--|-----------------------------------|---------------------|
| Medium natural animate (construct) | | XP 800 |
| Initiative +7 | Senses Perception +7; dark vision | |
| Verdant Grasp aura 2; enemies treat the area within the aura as difficult terrain | | |
| HP 123; Bloodied 61 | | |
| AC 26; Fortitude 28, Reflex 24, Will 24 | | |
| Immune disease, poison, sleep | | |
| Speed 6 | | |
| ⊕ Slam (standard; at-will) ♦ Weapon | | |
| Reach 2; +18 vs. AC; 1d6 + 5 damage, and at the grasping statue's option, the target slides 1 square or is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The grasping statue can slide or grab only Large or smaller targets. The statue can grab up to two targets at once but, if it does so, it cannot make slam attacks until it releases at least one target. | | |
| Threatening Reach | | |
| A grasping statue can make opportunity attacks against all enemies within its reach (2 squares). | | |
| Alignment Unaligned | Languages – | |
| Str 21 (+11) | Dex 12 (+7) | Wis 13 (+7) |
| Con 21 (+11) | Int 3 (+2) | Cha 10 (+6) |

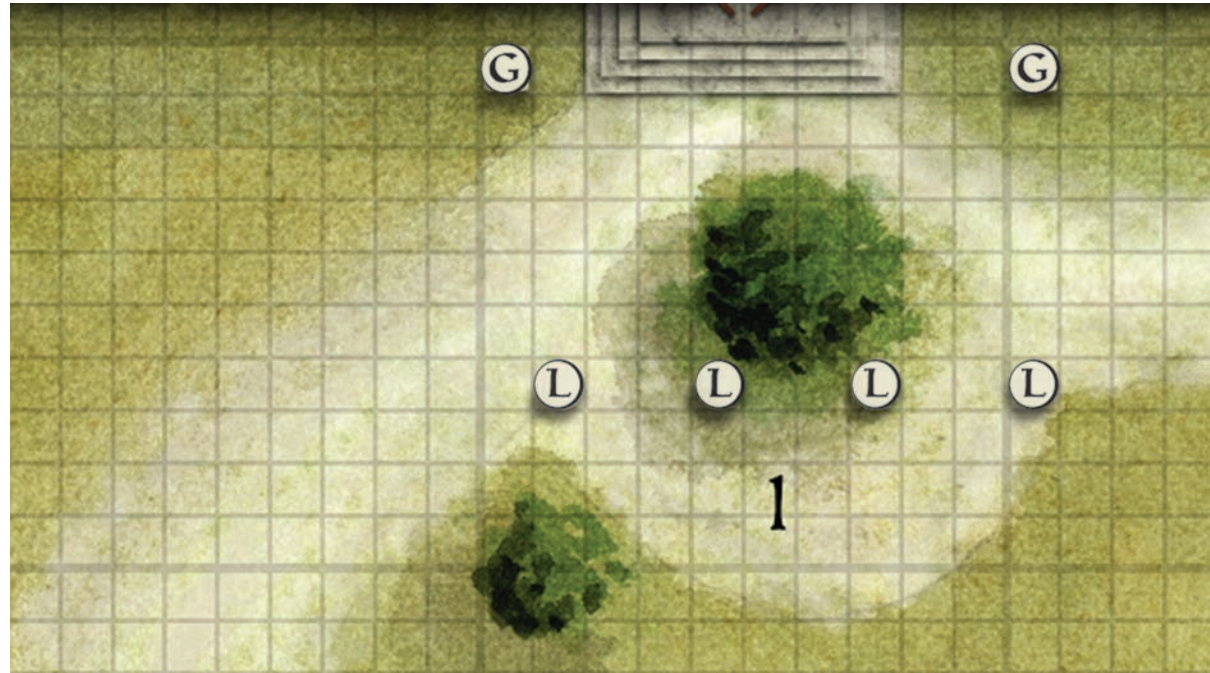
| 4 Leaping Statues (L) | | Level 10 Skirmishers | |
|--|-----------------------------------|----------------------|--|
| Medium natural animate (construct) | | XP 500 each | |
| Initiative +11 | Senses Perception +7; dark vision | | |
| HP 105; Bloodied 52 | | | |
| AC 24; Fortitude 23, Reflex 24, Will 22 | | | |
| Immune disease, poison, sleep | | | |
| Speed 8 | | | |
| ⊕ Slam (standard; at-will) | | | |
| Before it makes a slam attack, the leaping statue can make a standing long jump (as a free action) without provoking opportunity attacks; +15 vs. AC; 1d6 + 4 damage. | | | |
| ➤ Greatclub (standard; at-will) ◆ Weapon | | | |
| Ranged 10/20; +15 vs. AC; 1d6 + 4 damage. | | | |
| Agile Skirmisher | | | |
| A leaping statue gains a +4 bonus to AC against opportunity attacks that its movement triggers. | | | |
| Melee Agility (minor, after hitting with a melee attack; at will) | | | |
| The leaping statue shifts 1 square. | | | |
| Skirmish +2d6 | | | |
| If, on its turn, the leaping statue ends its move at least 4 squares away from its starting point, it deals an extra 2d6 damage with its melee attacks until the start of its next turn. | | | |
| Alignment Unaligned | | Languages – | |
| Str 18 (+9) | Dex 18 (+9) | Wis 15 (+7) | |
| Con 17 (+8) | Int 3 (+1) | Cha 10 (+5) | |

moves to area 2 and begins sniping at the PCs from the windows there.

FEATURES OF THE AREA

Drive: Packed gravel covers the drive, with weeds poking through. Despite this growth, the gravel shifts and crunches underfoot, imposing a -2 penalty on Athletics and Stealth checks.

Trees: Only the area's biggest trees are shown on the map. The trees block movement, though creatures can climb them (Athletics DC 15). The trees' rounded trunks allow creatures to cross the corners of their spaces, but an entire square provides cover when line of effect passes through a corner. A creature has total cover and concealment when line of effect and line of sight pass through the tree's space.



Undergrowth: Areas surrounding the drive are choked with weeds, fallen branches, and saplings. These areas are difficult terrain. A creature can drop prone to gain cover; any movement other than crawling negates this cover.

HEAVY TRAFFIC

Encounter Level 12 (3,500 XP)

SETUP

This encounter takes place if the party enters the stable (area 13). An animated carriage is stored here and, like the statues, is programmed to stop intruders.

The carriage attacks immediately if anyone enters through either of the double doors to the south. These doors are animated and automatically open when any creature, alive or not, approaches. If the party enters through the door to the west, the carriage doesn't attack unless someone moves within 10 feet of it.

This encounter includes the following creature:

Animated carriage (C)

When the carriage attacks, read:

The carriage seems to come to life in an instant. Creaking and pitching like a ship in a storm, the vehicle rears up on its rear wheels. Its front wheels spin crazily, and the long wooden tongue attached to them whips about like a wicked tentacle.

TACTICS

The carriage attacks as many enemies as it can (at least three) with its *trample* power and makes a slam attack at the end of its move. If two characters are within reach, it spends an action point to attack each of them. If necessary, it exits through one set of double doors and enters again through the other. If it can't trample three or more characters, it uses *rumbling charge* instead.

The carriage is too big to enter most of the stalls, but it can reach inside to make a slam attack. It is strong enough to burst through their walls (DC 20) if necessary to make an attack.

Animated Carriage (C) Level 12 Solo Brute
Large natural animate (construct) XP 3,500 each

Initiative +5 Senses Perception +5; darkvision

HP 765; Bloodied 382

AC 25; Fortitude 28, Reflex 22, Will 22

Immune disease, poison, sleep; Resist 5 to all damage

Saving Throws +5

Speed 12

Action 2

⊕ **Slam** (standard; at-will)

Reach 2; +15 vs. AC; 3d6 + 6 damage, and the target is pushed 1 square and dazed (save ends).

⊕ **Rumbling Charge**

The animated carriage makes a charge attack; +13 vs. Fortitude; 2d10 + 6 damage, and a Medium or smaller target is pushed 3 squares and knocked prone.

⊕ **Trample** (standard; at-will)

The animated carriage can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the carriage must end its move in an unoccupied space. When it enters an enemy's space, the carriage makes a trample attack: +13 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

⊕ **Double Attack** (standard; at-will)

The animated carriage makes a slam attack and either a *rumbling charge* or a *trample* attack (in any order), or makes two slam attacks.

Alignment Unaligned Languages –

Str 22 (+12) Dex 9 (+5) Wis 8 (+5)

Con 23 (+12) Int 3 (+2) Cha 3 (+2)

The carriage doesn't chase the party into the mansion, but it pursues any PCs who flee outside.

FEATURES OF THE AREA

Illumination: The stable has no windows. The open double doors provide dim light with a radius of 5 squares.

Ceilings: The ceilings are 18 feet high, except in the loft (see below).

Doors: The western door is as stout as the exterior doors on the southern wall.

Ladders: These lead up 12 feet to the loft. It takes a DC 0 Athletics check to climb a ladder.



Loft: A storage area for hay and straw runs along the west and north walls; the dotted line on the map shows the loft's edges. The loft's floor is 12 feet up, and its ceiling is 10 feet above that. Two ladders give access to the loft.

The loft's wooden floor has a break DC of 25.

Walls: Most of the interior walls are 10 feet high. The 5-foot-long section that fronts each stall is only 4 feet high, however, which allows most characters to reach over it. A character standing behind one of these low walls has cover.

The walls of the stalls are wooden, about 3 inches thick. They have a break DC of 20.

DEVELOPMENT

Although a fight here might generate a great deal of noise, the denizens of the mansion aren't likely to notice the ruckus. If the PCs flee battle here and head toward areas 1 or 14, they might activate the guardians there.

REARGUARD

Encounter Level 12 (3,500 XP)

SETUP

Jacobux has also animated the garden statues near the mansion's rear entrance and commanded them to attack intruders. Creatures can leave through the back door without trouble, but they activate the statues if even one of them approaches again.

This encounter takes place if the party attempts to come at the mansion through the garden (area 14). Place the PCs at the southern edge of the map.

This encounter includes the following creatures:

3 guardian statues (G)

2 archer statues (A)

In addition, the werewolf archer from area 17 in the mansion might join the fight (see "Development" below).

To avoid triggering the statues, the PCs must look like undead creatures. Jacobux has not provided a pass phrase for the back door, but he has performed a warning Magic Mouth ritual there.

If the party approaches the back of the mansion, read:

The bulk of the mansion looms over a garden gone wild with creeping vines, tall weeds, and disheveled ornamental trees. Here and there, mossy statues and stone benches stand in the shade.

At ground level stands a pair of doors, pockmarked by the elements and wreathed in masses of ivy. Traces of a brick patio are faintly visible though the weeds and moss

that blanket the ground. A few fresh-looking ivy leaves lie atop the detritus.

As the party nears the back door, read:

The doors' rain-streaked surface abruptly comes alive, forming a toothless mouth. "Stop!" it commands in Common. "Take not one step closer. Go in peace, or die as an enemy."

If the party lingers, even for a moment, read:

The moss-covered statues suddenly shift and step menacingly off their pedestals.

If the party withdraws, nothing happens.

TACTICS

The guardian statues move as quickly as they can toward the interlopers, attacking PCs closest to the back door while keeping themselves between their foes and the archer statues. They use *martial expertise* as soon as they can and their other powers whenever applicable.

The archer statues use *rain of arrows* as soon as they activate, attacking as many different foes as they can. After that, each targets a different foe with *impaling shot*. Once they've expended these powers, they keep up a steady fire, keeping their distance with *not so close*. If their other powers recharge, they use them as soon as they can; if both become available at the same time, they use *impaling shot* first.

FEATURES OF THE AREA

Benches: These slabs of stone stand about 3 feet high. They have concave tops for more comfortable seating, but the depressions are filled with rainwater and years of accumulated scum.

With a DC 10 Athletics check, a creature can hop up on a bench as part of normal movement; otherwise it takes an extra square of movement to clamber up. A creature standing atop a bench has combat advantage against foes of its size or smaller. However, the creature must make a DC 20 Acrobatics check at the end of its turn to avoid slipping on the scum and falling off. If the check fails, that creature lands prone in a randomly determined square adjacent to the bench, even one occupied by another creature.

| 2 Archer Statues (A) | | Level 12 Artillery |
|---|----------------------|--------------------|
| Medium natural animate (construct) | | XP 700 each |
| Initiative +11 | Senses Perception +7 | |
| HP 96; Bloodied 48 | | |
| AC 25; Fortitude 24, Reflex 25, Will 23 | | |
| Immune disease, poison, sleep | | |
| Speed 6 | | |
| ⚔ Longsword (standard; at-will) ♦ Weapon | | |
| +19 vs. AC; 1d8 + 3 damage. | | |
| ↻ Longbow (standard; at-will) ♦ Weapon | | |
| Ranged 20/40; +19 vs. AC; 1d10 + 5 damage. | | |
| ↻ Impaling Shot (standard; recharge ☞ ☞ ☞) ♦ Weapon | | |
| Requires longbow; ranged 20; +22 vs. AC; 2d6 + 5 damage, and the statue makes a secondary attack against the same target. <i>Secondary Attack:</i> +20 vs. Fortitude; the target is restrained (save ends). | | |
| ↻ Rain of Arrows (standard; recharge ☞ ☞ ☞) ♦ Weapon | | |
| The archer statue makes three longbow attacks, each with a -2 penalty to the attack roll. | | |
| Not So Close (immediate reaction, when an enemy makes a melee attack against the archer statue; encounter) | | |
| The archer statue shifts 1 square and makes a ranged attack against the enemy. | | |
| Alignment Unaligned | | Languages – |
| Str 17 (+9) | Dex 21 (+11) | Wis 12 (+7) |
| Con 18 (+10) | Int 3 (+2) | Cha 10 (+6) |

| 3 Guardian Statues (G) | | Level 12 Soldier |
|--|----------------------|--------------------|
| Medium natural animate (construct) | | XP 700 each |
| Initiative +10 | Senses Perception +7 | |
| HP 122; Bloodied 61 | | |
| AC 28; Fortitude 28, Reflex 26, Will 25 | | |
| Immune disease, poison, sleep | | |
| Speed 6 | | |
| Ⓢ Bastard Sword (standard; at-will) | | |
| +19 vs. AC; 1d10 + 5 damage. | | |
| Reactive Strike (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ Weapon | | |
| The guardian statue makes a melee basic attack against an enemy, even if the enemy is shifting. | | |
| Martial Expertise (free, when the guardian statue misses with a melee attack; recharges when the statue uses <i>expert strike</i>) ♦ Weapon | | |
| The guardian statue makes another melee attack against the same target. | | |
| Expert Strike | | |
| If the guardian statue hits with an opportunity attack, the target is also knocked prone. | | |
| Alignment Unaligned | Languages – | |
| Str 21 (+11) | Dex 15 (+8) | Wis 12 (+7) |
| Con 18 (+10) | Int 3 (+2) | Cha 10 (+6) |

Garden: The ground in these areas is very soft and covered with sturdy vines, making it difficult terrain.

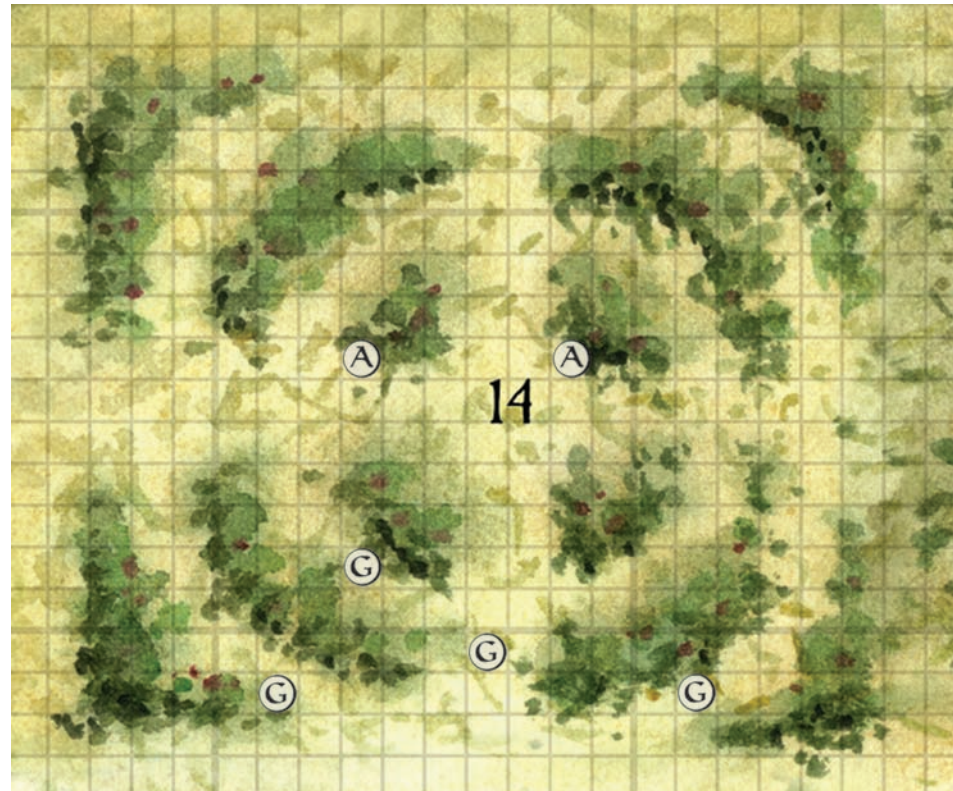
Trees: These fairly small trees don't hamper movement or block line of sight, but they do provide cover.

Undergrowth: Areas surrounding the drive are choked with weeds, fallen branches, and saplings. These areas are difficult terrain. A creature can drop prone to gain cover; any movement other than crawling negates this cover.

DEVELOPMENT

The statues break off the attack if the party leaves area 14, unless PCs enter the mansion. In that case, the statues pursue and keep attacking.

If a combat here lasts more than 2 rounds, or if the PCs use any loud or flashy powers, Jaccobux notices the fight. He might fire off a *magic missile* or two from



the windows in area 18 if he thinks he can do so without being noticed. More likely, he calls the werewolf archer from area 17, who begins sniping at the party from the windows.

AMAZING GRAVES

Encounter Level 12 (3,400 XP)

SETUP

This encounter takes place if the party ventures into the hedge maze behind the mansion (area 15). A group of ghouls lurks here, standing guard over the mausoleum (area 16).

The ghouls hide near the center of the maze, concealed by the hedges. Place the PCs near the edge of the map, beside whichever entrance brought them here.

This encounter includes the following creatures:

- 1 abyssal ghouls pack leader (A)
- 4 greater ghouls (G)



Stealth Check

The ghouls hide in the hedges, watching and listening for intruders. Make a Stealth check for each PC, opposed by the ghoul leader's active Perception check. If the ghouls hear the PCs coming, they attack when the party approaches the center of the maze, gaining surprise.

Perception Check

If the ghouls don't notice the PCs' approach, they must wait until the party comes into view. Roll a Perception check (active or passive, as appropriate) for the PC closest to the ghouls opposed by one of the greater ghouls' Stealth check. The ghoul gets a +5 bonus to the check for careful preparation. If the PC spots the ghoul, the party achieves surprise. Otherwise, the ghouls surprise the party.

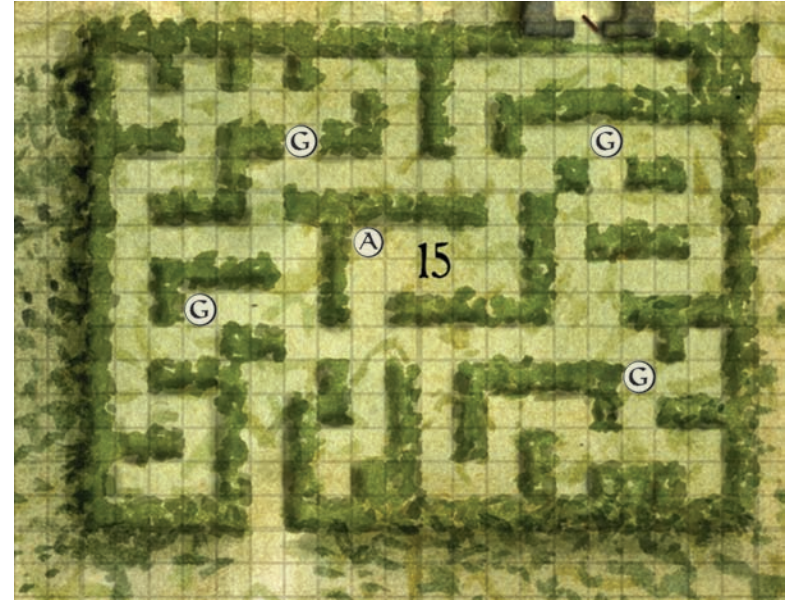
When the ghouls attack, read:

The towering hedges here open into a narrow space covered with springy turf and blooming flowers.

The scene quickly loses its charm, however, when a group of half-naked, pallid humanoids with nearly fleshless bodies emerge from the surrounding hedge. There's a charnel smell about them as they hiss and advance, clawed hands outstretched.

TACTICS

The greater ghouls move into melee as quickly as they can. While they keep the party locked in combat, the pack leader attacks a spellcaster or another



| 4 Greater Ghouls (G) | | Level 10 Soldier |
|---|----------------------------------|------------------|
| Medium natural humanoid (undead) | | XP 500 each |
| Initiative +11 | Senses Perception +5; darkvision | |
| Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses. | | |
| HP 103; Bloodied 51 | | |
| AC 26; Fortitude 23, Reflex 25, Will 22 | | |
| Immune disease, poison; Resist 10 necrotic; | | |
| Vulnerable 5 radiant | | |
| Speed 8, climb 4 | | |
| ⬇ Claws (standard; at-will) | | |
| +17 vs. AC; 2d8 + 5 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage. | | |
| † Ghoulish Bite (standard; at-will) | | |
| Target must be immobilized, stunned, or unconscious; +15 vs. AC; 3d6 + 6 damage, and the target is stunned (save ends). | | |
| Alignment Chaotic evil | Languages Common | |
| Skills Stealth + 14 | | |
| Str 14 (+7) | Dex 19 (+9) | Wis 11 (+5) |
| Con 15 (+7) | Int 10 (+5) | Cha 12 (+6) |

Abyssal Ghoul Pack Leader (A) Level 12 Elite Skirmisher (Leader)
 Medium natural humanoid (undead) XP 1,400

Initiative +14 **Senses** Perception +8; darkvision
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.

HP 248; **Bloodied** 124; see also *dead blood*

AC 28; **Fortitude** 28, **Reflex** 27, **Will** 21

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 5 radiant

Saving Throws +2

Speed 8, climb 4

Action Points 1

⊕ **Bite** (standard; at-will)

+17 vs. AC; 2d8 + 5 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.

⚡ **Dead Blood** (when reduced to 0 hit points) ⚡ **Necrotic**

Close burst 1; all enemies in the burst take 10 necrotic damage.

⚡ **Offensive Shift** (immediate reaction, when an enemy moves within 2 squares of the abyssal ghoul and attacks an ally of the abyssal ghoul; recharges when first bloodied)

The abyssal ghoul shifts and make a melee basic attack against the enemy.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Stealth +17

Str 24 (+13) **Dex** 22 (+12) **Wis** 15 (+8)

Con 20 (+11) **Int** 16 (+9) **Cha** 10 (+6)

dangerous-looking character. The leader tries to position itself to bring its *offensive shift* power into play.

FEATURES OF THE AREA

Hedges: The maze walls are formed from mounds of earth about a foot high, with dense foliage 12 feet high growing on top. The hedges block line of sight and line of effect.

Through the hedges are very thick and strong, a creature can force its way through them. It takes 2 squares of movement and a DC 25 Strength check to push through a hedge square. A failed check ends the creature's movement for the turn, leaving it inside the

hedge square; a creature can stop voluntarily in a hedge. A creature inside a hedge gains both concealment (treat as heavily obscured terrain) and cover but is effectively restrained, except that it can move to exit the square.

With a DC 20 Athletics check, a creature can climb a hedge, though the branches tend to droop. (The ghouls can use their climb speeds to cross the hedges without checks.) It costs 4 squares of movement to climb over a hedge. A creature can stop atop a hedge, gaining combat advantage against foes standing on the ground. However, the creature must make a DC 20 Acrobatics check at the end of its turn to avoid falling off. If the check fails, that creature lands prone in a randomly determined square adjacent to the hedge, even one occupied by another creature.

Paths: Packed gravel covers the paths, with weeds poking through. Despite this growth, the gravel shifts and crunches underfoot, imposing a -2 penalty on Athletics and Stealth checks.

DEVELOPMENT

The vampires in the mausoleum (area 16) hear any fighting in the maze and are prepared when the characters enter that area. If the PCs engage the vampires before defeating the ghouls here, the ghouls move to join the fight.



MURDER IN THE MAUSOLEUM

Encounter Level 11 (2,700 XP)

SETUP

This encounter takes place if the PCs approach the mausoleum (area 16). Ancient, spreading trees shade the building and allow the vampires that nest here to stay active around the clock.

This encounter includes the following creatures:

Cali, vampire lord (C)
12 vampire spawn bloodhunters

In addition, the ghouls from the hedge maze (area 15) might be here if the party has not yet dealt with them. See “Development.”

Most of the vampires are resting in their coffins. Two vampire spawn hide under the hedge near the mausoleum entrance, which is hidden in a false hedge. They warn Cali and the others when they detect intruders (which might be from the sounds of battle with the ghouls).

The vampires’ coffins rest in the top tier of niches in the mausoleum walls. The vampires can exit the niches either through the mausoleum’s interior (in which case they move through the door to join the fight), or by pushing back loose stone blocks in the outer walls.

The vampires wait for the best moment to attack, hidden behind their illusory hedge. They have total concealment until they make their move, likely surprising the party.

When the vampires decide to attack, read:

The verdant foliage here rustles and disgorges a swarm of feral humanoids with wicked-looking, feline eyes.

TACTICS

The vampires take advantage of their climb speeds to swarm the party. Some exit through the outer walls and crawl over the hedges or across the walls and roof of the building, attempting to surround or flank PCs.

The spawn simply attack the nearest target, clawing rabidly. Cali finds a fairly safe location (such as the roof of the mausoleum) and uses *dominating gaze*, preferably against a defender or striker. After that, she enters melee and attacks with her short sword at a target she has combat advantage against, using *deft strike* when possible. She uses *imperiling strike* and focuses on that target, draining blood when she can, or targets a foe with *dominating gaze* again if the power recharges.

The spawn fight until destroyed. Cali keeps fighting until five or fewer spawn remain. When that happens, she assumes *mist form* and flees into the mausoleum, where she can make her way to area 18 of the mansion through the network of dry pipes.

FEATURES OF THE AREA

Door: The mausoleum’s door is completely hidden behind the false hedge (see below). The door is bronze and locked but can be opened from the inside without a key (The Kinceps were a little worried about being buried alive). Jaccobux and Cali each have a key.

A DC 25 Strength check is required to break down the door. The Thievery DC to pick the lock is 22.

False Hedge: The 15-foot-long section of hedge in front of the mausoleum’s door looks just like the rest of the hedges in the maze, but it is actually hollow. Anyone standing inside the false hedge has total

| Cali, Vampire Lord (C) | | Level 11 Elite Skirmisher |
|---|----------------------------------|---------------------------|
| Medium natural humanoid (undead) | | XP 1,200 |
| Initiative +12 | Senses Perception +8; darkvision | |
| Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses. | | |
| HP 248; Bloodied 124; see also <i>dead blood</i> | | |
| AC 28; Fortitude 28, Reflex 27, Will 21 | | |
| Immune disease, poison; Resist 10 necrotic; | | |
| Vulnerable 10 radiant | | |
| Saving Throws +2 | | |
| Speed 8, climb 4 (spider climb) | | |
| Action Points 1 | | |
| ⊕ Short Sword (standard; at-will) ♦ Weapon | | |
| +13 vs. AC; 1d6 + 8 damage. | | |
| ⊕ Deft Strick (standard; at will) ♦ Weapon | | |
| Cali moves up to 2 squares and makes a short sword attack; +15 vs. AC; 1d6 + 10 damage. | | |
| ⊕ Imperiling Strike (standard; encounter) | | |
| +15 vs. Fortitude; 1d6 + 10 damage, and the target takes a -3 penalty to AC and Reflex defenses until the end of Cali’s next turn. | | |
| ⊕ Blood Drain (standard; encounter; recharges when an adjacent creature becomes bloodied) ♦ Healing | | |
| Requires combat advantage; +13 vs. Fortitude; 2d12 + 8 damage, the target is weakened (save ends), and Cali regains 46 hit points; see also <i>combat advantage</i> . | | |
| ✂ Dominating Gaze (minor; recharge ☹) ♦ Charm | | |
| Ranged 5; +13 vs. Will; the target is dominated (save ends, with a -2 penalty on the saving throw). <i>Aftereffect:</i> The target is dazed (save ends). Cali can dominate only one creature at a time. | | |
| Combat Advantage | | |
| Cali deals an extra 3d6 damage with her attacks against any target she has combat advantage against. | | |
| Mist Form (standard; encounter) ♦ Polymorph | | |
| Cali becomes insubstantial and gains a fly speed of 12, but cannot make attacks. Cali can remain in mist form for up to 1 hour or end the effect as a minor action. | | |
| Second Wind (standard; encounter) ♦ Healing | | |
| Cali spends a healing surge and regains 46 hit points. She gains a +2 bonus to all defenses until the start of her next turn. | | |
| Alignment Evil | Languages Common | |
| Skills Acrobatics +15, Athletics +13, Bluff +13, Intimidate +13, Stealth +15, Thievery +15 | | |
| Str 16 (+8) | Dex 20 (+10) | Wis 11 (+5) |
| Con 13 (+6) | Int 12 (+6) | Cha 16 (+8) |
| Equipment leather armor, short sword | | |

| 12 Vampire Spawn Bloodhunters | | Level 10 Minion |
|---|----------------------------------|-----------------|
| Medium natural humanoid (undead) | | XP 125 each |
| Initiative +8 | Senses Perception +6; darkvision | |
| HP 1; a missed attack never damages a minion. | | |
| AC 25; Fortitude 22, Reflex 23, Will 22 | | |
| Immune disease, poison; Resist 10 necrotic | | |
| Saving Throws +2 | | |
| Speed 7, climb 4 (spider climb) | | |
| Action Points 1 | | |
| Ⓢ Claws (standard; at-will) ♦ Necrotic | | |
| +16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target). | | |
| Destroyed by Sunlight | | |
| A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed. | | |
| Alignment Evil | Languages Common | |
| Str 14 (+7) | Dex 16 (+8) | Wis 12 (+6) |
| Con 14 (+7) | Int 10 (+5) | Cha 14 (+7) |

concealment against those outside but can see out; a creature outside has concealment against a viewer inside the hedge.

The false hedge does not impair movement. Creatures can't climb on the false hedge (they fall through).

Hedges: The maze walls are formed from mounds of earth about a foot high, with dense foliage 12 feet high growing on top. The hedges block line of sight and line of effect.

Through the hedges are very thick and strong, a creature can force its way through them. It takes 2 squares of movement and a DC 25 Strength check to push through a hedge square. A failed check ends the creature's movement for the turn, leaving it inside the hedge square; a creature can stop voluntarily in a hedge. A creature inside a hedge gains both concealment (treat as heavily obscured terrain) and cover but is effectively restrained, except that it can move to exit the square.

With a DC 20 Athletics check, a creature can climb a hedge, though the branches tend to droop. (The vampires can use their climb speeds to cross the

hedges without checks.) It costs 4 squares of movement to climb over a hedge. A creature can stop atop a hedge, gaining combat advantage against foes standing on the ground. However, the creature must make a DC 20 Acrobatics check at the end of its turn to avoid falling off. If the check fails, that creature lands prone in a randomly determined square adjacent to the hedge, even one occupied by another creature.

Paths: Packed gravel covers the paths, with weeds poking through. Despite this growth, the gravel shifts and crunches underfoot, imposing a -2 penalty on Athletics and Stealth checks.

Trees: Only the area's biggest trees are shown on the map. The trees block movement, though creatures can climb them (Athletics DC 15). The trees' rounded trunks allow creatures to cross the corners of their spaces, but an entire square provides cover when line of effect passes through a corner. A creature has total cover and concealment when line of effect and line of sight pass through the tree's space.

The trees' thick canopies are not shown on the map but block sunlight. The area below is dimly lit during the day, allowing the vampires to act safely.

Roof: The mausoleum's pitched roof is made of thick timbers and covered with slate shingles. It's very slick and requires a DC 25 Athletics check to traverse.

A creature standing atop the roof has combat advantage against foes of its size or smaller. However, the creature must make a DC 20 Acrobatics check at the end of its turn to avoid slipping on the mossy tiles. If the check fails, that creature lands prone in a randomly determined square adjacent to the hedge, even one occupied by another creature, and takes 2d10 damage.

The roof provides cover if line of effect or line of sight for an attack passes through the roof's ridge, even when a creature is standing on the roof.



Walls: The mausoleum's walls are 5 feet thick and made of hewn stone. They have a break DC of 43. The walls rise 18 feet to the eaves of the roof and require a DC 20 Athletics check to climb.

Each square of the wall (except those at the corners) has two loose blocks that effectively work as secret doors. One is at ground level, and the second is about 12 feet up. A creature can crawl through the loose block, treating the wall square as difficult terrain unless it is Small. A DC 25 Perception check is required to locate a loose block. To slide a block out takes a DC 20 Strength check from the outside, or a DC 10 check from inside.

DEVELOPMENT

The ghouls from the hedge maze (area 15) join the battle here if the PCs engage the vampires first. If Cali escapes, she flees to the library (area 18) and warns Jacobux of the intruders.

IN THE LIBRARY

Encounter Level 12 (3,600 XP)

Setup

When the party finally reaches the library, they meet Jaccobux, the mansion's ghost. He spends all his time here, engrossed in his books.

This encounter includes the following creatures:

- Jaccobux (J)
- 1 shield guardian (S)
- 1 guardian statue (G)
- 1 leaping statue (L)

In addition, the werewolf archer from the balcony (area 17) might be here if the party has not yet dealt with him. Cali the vampire lord might have retreated here from the mausoleum as well.

When the party enters the library, read:

The door opens to reveal a lofty room lined with tall windows. The air feels warm and comfortable, and it carries the scents of dust and parchment. A long table covered with a deep green cloth (fading to yellow in spots) stands before the entrance. Dozens and dozens of books and scrolls lie heaped on it. A pair of statues flanks the table.

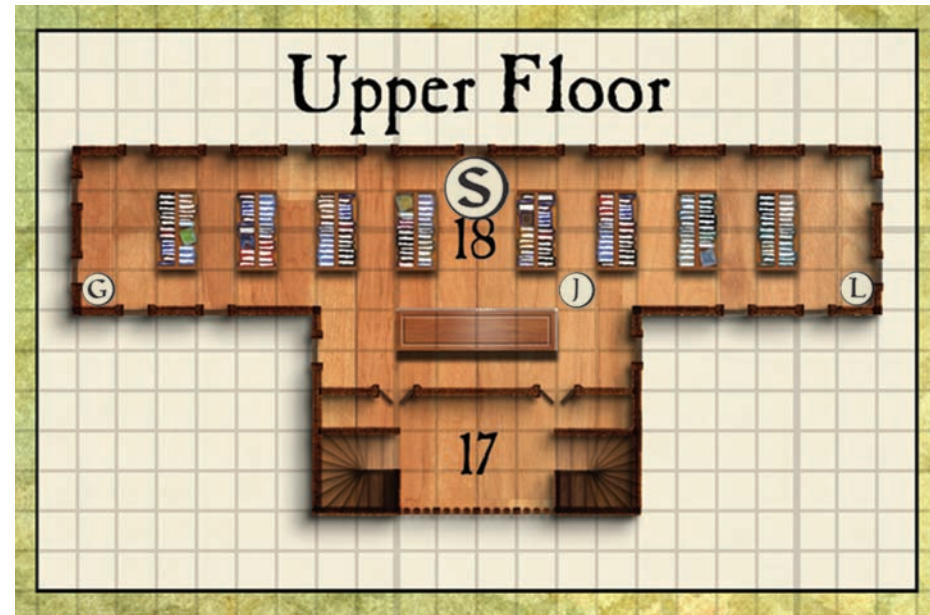
Hovering in the air near the table is a balding man holding a book in his gnarled hands. Several more books float nearby. Behind the man is a row of bookshelves, which brim with many more dusty tomes. A bulky figure of wood, metal, and stone stands beside them, near the floating man.

"Hush!" The man hisses. "I'm translating."

TACTICS

Jaccobux would much rather keep reading than talk to the PCs, let alone fight them. If attacked, he uses *terrifying shriek*, trying to shove characters out a window or onto the balcony (area 17) and from there into a stairwell or over the railing. He then casts *Bigby's icy grasp* on the foe giving him the most trouble and sustains the spell against that target for as long as he can. After that, he alternates *death's visage* and his remaining spells, aimed at anyone who has damaged him. He uses *terrifying shriek* again whenever it recharges. If attacks hit him twice or more, he bolsters his defenses with *blur*. All the while, he expresses his bafflement at the aggressive behavior of the PCs—why would they want to attack a harmless scholar? He's more than willing to cease hostilities and talk things out—unless the party has damaged any of his books. In such a case, he goes berserk and uses an action point to make multiple attacks against the destructive character.

Jaccobux's shield guardian moves adjacent to him as quickly as it can, to help keep its master from being flanked. It might leave his side to attack foes if none are close by, but it always keeps Jaccobux inside its *shield other* aura. The guardian statue uses similar tactics, except that it might venture farther away from Jaccobux to attack foes and to bring its powers into



| Guardian Statue (G) | | Level 12 Soldier |
|--|----------------------|------------------|
| Medium natural animate (undead) | | XP 700 |
| Initiative +10 | Senses Perception +7 | |
| HP 122; Bloodied 61 | | |
| AC 28; Fortitude 28, Reflex 26, Will 25 | | |
| Immune disease, poison, sleep | | |
| Speed 6 | | |
| ⚔ Bastard Sword (standard; at-will) ♦ Weapon | | |
| +19 vs. AC; 1d10 + 5 damage. | | |
| Reactive Strike (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ Weapon | | |
| The guardian statue makes a melee basic attack against an enemy, even if the enemy is shifting. | | |
| Martial Expertise (free, when the guardian statue misses with a melee attack; recharges when the statue uses expert strike) ♦ Weapon | | |
| The guardian statue makes another melee attack against the same target. | | |
| Expert Strike | | |
| If the guardian statue hits with an opportunity attack, the target is also knocked prone. | | |
| Alignment Unaligned | Languages — | |
| Str 21 (+11) | Dex 15 (+8) | Wis 12 (+7) |
| Con 18 (+10) | Int 3 (+2) | Cha 10 (+6) |

Jacobux Kincep, Ghost (J) **Level 12 Elite Artillery**
 Medium shadow humanoid (undead) XP 1,400

Initiative +8 **Senses** Perception +13; darkvision
HP 182; **Bloodied** 91
AC 25; **Fortitude** 25, **Reflex** 25, **Will** 26
Immune disease, poison; **Resist** insubstantial
Saving Throws +2
Speed fly 6 (hover); phasing
Action Points 1

⊕ **Spirit Touch** (standard; at-will) ♦ **Necrotic**
 +15 vs. Reflex; 1d10 + 2 necrotic damage.

⊕ **Magic Missile** (standard; at-will) ♦ **Arcane, Force, Implement**
 Requires wand; ranged 20; +19 vs. Reflex; 2d4 + 3 force damage (crit 3d6 + 14).

↗ **Death's Visage** (standard; at-will) ♦ **Fear, Psychic**
 Requires wand; ranged 5; +15 vs. Will; 2d6 + 3 psychic damage, and the target takes a -2 penalty to all defenses (save ends).

↖ **Terrifying Shriek** (standard; recharge ☐☐) ♦ **Fear, Psychic**
 Close burst 5; targets enemies; +15 vs. Will; 2d8 + 3 psychic damage, and the target is pushed 5 squares and is immobilized (save ends).

↖ **Color Spray** (standard; encounter) ♦ **Arcane, Implement, Radiant**
 Requires wand; close blast 5; +19 vs. Will; 1d6 + 6 radiant damage (crit 3d6 + 12), and the target is dazed until the end of Jacobux's next turn.

↗ **Spectral Ram** (standard; encounter) ♦ **Arcane, Force, Implement**

play. The leaping statue fights on the move, taking advantage of *skirmish* whenever it can.

The werewolf archer, if present, stays in human form and tries to fight from a distance with its bow. It uses much the same tactics as the werewolf archer in the "Who Goes There?" tactical encounter (page 54), assuming dire wolf form and fleeing if reduced to 20 hit points or below.

Cali, if present, uses the same tactics as in the "Murder in the Mausoleum" tactical encounter (page 65). She is not about to wait around for the party to turn Jacobux against her and attempts to dominate anyone who strikes up a conversation with the ghost.

Requires wand; ranged 10; +19 vs. Fortitude; 2d10 + 6 force damage (crit 3d6 + 26), and target is pushed 3 squares and knocked prone.

Wand of Accuracy (free; encounter) ♦ **Implement**
 Requires wand; Jacobux gains a +2 bonus to a single attack roll.

Blur (minor; daily) ♦ **Arcane, Illusion**
 Until the end of the encounter, Jacobux gains a +2 power bonus to all defenses, and enemies 5 or more squares away cannot see him.

↗ **Bigby's Icy Grasp** (standard; sustain minor; daily) ♦ **Arcane, Cold, Conjuration, Implement**
 Requires wand; ranged 20; Jacobux conjures a 5-foot tall hand of ice in an unoccupied square within range, and the hand attacks one target adjacent to it; +19 vs. Reflex; 2d8 + 6 cold damage (crit 3d6 + 22) and the target is grabbed (until escape, DC 23). As a move action, Jacobux can move the hand up to 6 squares.
 When Jacobux sustains the hand, a target it has grabbed takes 1d8 + 6 cold damage. As a standard action, Jacobux can attack another target with the hand, but it must release a target it has grabbed.

Alignment Unaligned **Languages** Abyssal, Common, Draconic, Elven, Primordial

Skills Arcana +14

| | | |
|--------------------|--------------------|--------------------|
| Str 14 (+8) | Dex 15 (+8) | Wis 14 (+8) |
| Con 13 (+7) | Int 17 (+9) | Cha 17 (+9) |

Equipment +3 *magic wand*

After a few rounds of that, Jacobux gets annoyed and orders her off the property. He prefers to let the party deal with the vampire, but he eventually joins the attack if things are going badly for the PCs.

Leaping Statue (L) **Level 10 Skirmisher**
 Medium natural animate (construct) XP 500

Initiative +11 **Senses** Perception +7; darkvision
HP 105; **Bloodied** 52
AC 24; **Fortitude** 23, **Reflex** 24, **Will** 22
Immune disease, poison, sleep
Speed 8

⊕ **Slam** (standard; at-will)
 Before it makes a slam attack, the leaping statue can make a standing long jump (as a free action) without provoking opportunity attacks; +15 vs. AC; 1d6 + 4 damage.

↗ **Hand Crossbow** (standard; at-will) ♦ **Weapon**
 Ranged 10/20; +15 vs. AC; 1d6 + 4 damage.

Agile Skirmisher
 A leaping statue gains a +4 bonus to AC against opportunity attacks that its movement triggers.

Melee Agility (minor, after hitting with a melee attack; at-will)
 The leaping statue shifts 1 square.

Skirmish +2d6
 If, on its turn, the leaping statue ends its move at least 4 squares away from its starting point, it deals an extra 2d6 damage with its melee attacks until the start of its next turn.

Alignment Unaligned **Languages** –

Skills Jump +14

| | | |
|--------------------|--------------------|--------------------|
| Str 18 (+9) | Dex 18 (+9) | Wis 15 (+7) |
| Con 17 (+8) | Int 3 (+1) | Cha 10 (+5) |

Shield Guardian (S) **Level 14 Soldier**
 Large natural animate (construct) XP 1,000

Initiative +9 **Senses** Perception +15; darkvision
Shield Other aura 2; as long as Jacobux is within the aura, the shield guardian grants Jacobux a +2 bonus to all defenses and takes half of Jacobux's damage until it is destroyed.
HP 138; **Bloodied** 69
AC 30; **Fortitude** 29, **Reflex** 22, **Will** 27
Immune charm, disease, fear, poison, sleep
Speed 4

⊕ **Slam** (standard; at-will)
 Reach 2; +20 vs. AC; 2d6 + 7 damage.

Alignment Unaligned **Languages** –

| | | |
|---------------------|--------------------|---------------------|
| Str 24 (+14) | Dex 10 (+7) | Wis 16 (+10) |
| Con 18 (+11) | Int 7 (+5) | Cha 9 (+6) |

FEATURES OF THE AREA

Bookshelves: These are 10 feet high and crammed with books. They block movement, line of effect, and line of sight.

As a standard action, a creature can push over a bookshelf with a DC 25 Strength check. A fallen shelf covers an area 2 squares on a side. Any creature in a square the shelf falls in is subject to a melee attack: +15 vs. Reflex; 3d6 damage, and the target is grabbed until escape (DC 15).

A fallen shelf creates difficult terrain in the squares it covers.

Table: This heavy library table is made from thick wood (break DC 22). It's about 4 feet high and covered with a linen cloth that trails almost to the floor on all sides. Books and papers are piled in an unsteady heap atop the table to a depth of nearly 2 feet.

With a DC 20 Athletics check, a creature can leap up on the table; otherwise it takes 2 squares of movement to clamber up. A creature standing atop the table gaining combat advantage against foes of its size or smaller. However, the creature must make a DC 25 Acrobatics check at the end of its turn to avoid

stumbling over the books and papers. If the check fails, that creature lands prone in a randomly determined square adjacent to the hedge, even one occupied by another creature.

The table is as crammed with junk underneath as it is on top. A creature of Medium size or smaller can crawl under it and gain cover, but the junk makes these squares difficult terrain. Among the junk under the table is Cali's backup coffin.

A character can make a DC 15 Strength check to tip over the table, which then grants superior cover. ✕

About the Author

Skip Williams keeps busy with freelance projects for several different game companies and was the Sage of *Dragon Magazine* for many years. Skip was a co-designer of the D&D® 3rd Edition game and the chief architect of the 3rd Edition *Monster Manual*®. When not devising swift and cruel deaths for player characters, Skip puts in his kitchen or garden (rabbits and deer are not Skip's friends) or works on repairing and improving the century-old farmhouse that he shares with his wife, Penny, and a growing menagerie of pets.

