ENCOUNTER 6: UNEARTHED PETS

Encounter Level 2 (725 XP)

Setup

Speelock, kobold scavenger (K)
2 iron defenders (I)
1 ankheg (A)

As the adventurers navigate the area near or in the kobold slum, they run into a kobold who’s been scavenging inside the old arcane workshops of Kiris Dahn. Speelock isn’t expecting anyone to happen by as she rummages around, and she attacks as soon as she notices the adventurers.

The iron defenders were “salvaged” by Speelock and have attuned themselves to her. If the iron defenders detect the adventurers’ presence, they let out shrill, metallic barking noises to alert Speelock. Roll initiative when either side detects the other.

Unlike the iron defenders, the ankheg is not under Speelock’s control and does not appear until Speelock takes certain actions (see “Development”).

The characters probably start on the southeast corner of the map, but they might approach from a different direction depending on where they’ve been exploring.

When the characters spot the iron defenders, read:

Two canine features made of metal plates and spikes flank the road ahead of you, scanning the area all around. It looks like they’re standing guard. A kobold emerges from a nearby building carrying a pack full of scraps and an old, battered wand.

2 Iron Defenders (I) Level 3 Soldier

Medium natural animate (construct, homunculus) XP 150 each

HP 47; Blooded 23 Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 13 Perception +6
Speed 6

Immune disease, poison

Traits

Pursue and Attack

When the iron defender makes an opportunity attack, it shifts 1 square before and after the attack.

Standard Actions

 Bite At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 3 damage.

Guard Creature At-Will

Trigger: An adjacent enemy attacks a creature guarded by the iron defender.

Attack (Immediate Reaction): The iron defender makes a melee basic attack against the triggering enemy.

Str 16 (+4) Dex 15 (+3) Wis 11 (+1)
Con 15 (+3) Int 5 (-2) Cha 8 (+0)

Alignment unaligned Languages –

Speelock, Kobold Scavenger (K)

Small natural humanoid (reptile) XP 125

HP 34; Blooded 17 Initiative +2
AC 16, Fortitude 12, Reflex 15, Will 14 Perception +2
Speed 6

Standard Actions

Dagger (weapon) At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d4 + 3 damage.

Icy Wand (cold, implement) At-Will

Attack: Ranged 10 (one creature); +5 vs. Fortitude
Hit: 1d10 + 3 cold damage, and the target is slowed until the end of Speelock’s next turn.

Splash of Ankheg Oil (poison) Recharge if the power misses

Effect: Speelock throws toxic oil that brings an ankheg to the surface and draws it to anyone the oil coats.

Attack: Close blast 3 (one creature in blast); +5 vs. Reflex
Hit: 1d8 + 3 poison damage, and the target marks the ankheg (save ends).

Animus Rays (implement, radiant) Recharge ⚄ ⚄ ⚄ ⚄

Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex
Hit: 1d8 + 3 radiant damage, and the target is dazed until the end of Speelock’s next turn.

Effect: One ally in the burst can make a melee basic attack as a free action.

Minor Actions

Shifty At-Will

Speelock shifts 1 square.

Skills Arcana +9, Dungeoneering +7, Thievery +7

Str 9 (+0) Dex 13 (+2) Wis 12 (+2)
Con 10 (+1) Int 16 (+4) Cha 14 (+3)

Alignment evil Languages Common, Draconic

Equipment dagger, wand, gourd of ankheg oil

Questioning Speelock

If the characters capture and question Speelock, she tells them she hasn’t seen the slaying stone. She’s heard of the stones but thinks “they all broke.” In her exploration, she’s been to the library and shrines, and she might have some clues about those locations. She knows Rort, the goblin from encounter 7, and can describe his sanctum and abilities to the adventurers.

Tactics

Speelock stays back and uses ranged and area attacks while the iron defenders guard her. She might take refuge in the open building she was just searching while the iron defenders move to guard the doors.

The iron defenders fight to protect Speelock until she dies. (If she’s knocked unconscious, they keep attacking) If Speelock dies, the defenders hold their positions and don’t attack. However, if any enemy attacks them, they both choose that enemy as their new target.

For more information on the ankheg and its role in the battle, see “Development” below.
Development

Speelock carries a gourd of disgusting oil that can attract ankhegs, and she knows that one makes its home near here. When enemies get close to her, the kobold uses splash of ankheg oil so she can get away and summon her unwitting reinforcement. The attack is reliable, so if Speelock misses with the oil, she can try again.

If Speelock successfully splashes an enemy with oil, roll initiative for the ankheg. The ankheg joins the battle on its initiative, attacking and pursuing the target coated in oil. The target of Speelock’s splash of ankheg oil marks the ankheg, which strictly obeys that mark. Once the splashed creature saves against the marked effect, the ankheg is no longer marked by that creature and becomes uncontrolled. The uncontrolled ankheg primarily attacks those who attack it but also provides a flank for both allies and enemies. When the ankheg grabs an enemy, it drags it west toward the farm fields where it lives.

Features of the Area

Illumination: Bright light.

Crates and Barrels: The piles of old barrels, crates, and lumber are difficult terrain.

Towers: A creature can enter either two-story tower. The tower doors are locked, and a lock requires a DC 15 Thievery check to open. (A door can also be smashed open with a DC 16 Strength check.) Upon entering, a creature can spend a move action to move from the bottom floor to the top floor or vice versa. On the top floor, a creature has line of sight to the outside through arrow slits and has superior cover against all attacks. From the top floor, a creature can spend a move action to go through the trapdoor to the roof. (The creature must also use a minor action to open the hatch.)

Houses: A creature can also enter a house. Doors to houses are unlocked. A creature on the ground floor can attack through windows and gains cover against incoming attacks.

Walls: Building walls and demolished walls require a DC 20 Athletics check to climb.

Treasure

Parcel Number: __________ (Suggested: 3)

The adventurers find a magic item among Speelock’s scavenged materials. If one of your characters uses wands, you can place one here and say it was the one Speelock used. Otherwise, Speelock’s wand is just a nonmagical implement.

Ankheg (A) Level 3 Elite Lurker

XP 300

HP 100; Bloodied 50
AC 17, Fortitude 14, Reflex 16, Will 14
Speed 8, burrow 4 (tunneling)
Resist 5 acid
Saving Throws +2; Action Points 1

Mandible Carry

The ankheg can move at normal speed while grabbing a creature that is Medium or smaller.

Standard Actions

✦ Claw ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 5 damage.

✦ Mandible Grab ✦ At-Will

Requirement: The ankheg cannot be grabbing a creature.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 5 damage, and the target is grabbed.

Acid Spray (acid) ✦ Recharge when first bloodied

Attack: Close blast 3 (creatures in blast); +8 vs. Reflex
Hit: 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).

Minor Actions

✦ Gnaw and Scuttle (acid) ✦ At-Will (1/round)

Attack: Melee 1 (one creature grabbed by the ankheg); +8 vs. AC
Hit: 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to a square adjacent to its new location.

Skills

Stealth +11
Str 15 (+3) -
Dex 20 (+6) -
Wis 16 (+4) -
Con 18 (+5) -
Int 2 (-3) -
Cha 4 (-2) -

Alignment unaligned

Languages -

Guard Creature

Each iron defender can be attuned to a creature, and these are currently attuned to Speelock the kobold. Attuning an iron defender takes 1 minute and can be done only by the iron defender’s new owner. The iron defender can use its guard creature power to defend its owner.