Encounter Level 9 (2,000 XP)

Setup

3 Human Outlaws (O)
2 Human Archers (A)
Inferno room/teleport hall trap (T)

Location 11: A gang of criminals led by the dragonborn Gharash Vren was recently drawn into the Pyramid of Shadows and has staked out this network of chambers (Locations 11–13) as its own. The criminals are on constant alert against attacks from the lizardfolk in Location 5 and other intruders. The sound of combat in Location 5 brings these guards to the barricade at the ready, but even with no warning at least one guard stays within 5 squares of the barricade at all times. Gharash has been uneasy since entering the pyramid, and he has worked his followers into a paranoid frenzy that makes them all highly alert for danger.

When the adventurers enter the room from Location 5, read:
A heap of debris—crates and barrels, broken weapons, shields, logs, and other materials—forms a barricade dividing this room in half. On the near side of the barricade, a heavy door leads to the east. Five figures stand arrayed behind the barricade, obviously waiting for you to arrive.

If the adventurers enter the area from Location 13, read:
This plain room features two doors on the far wall and a strange bronze panel to your left. A thicket of levers sprouts from the panel, which is positioned beneath a silvered mirror set at a human’s eye level.

3 Human Outlaws (O)
Medium natural humanoid
Initiative +8 Senses Perception +4
HP 87; Bloodied 43
AC 24; Fortitude 18, Reflex 20, Will 19
Speed 5

- Halberd (standard; at-will) Weapon
  Reach 2; +15 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the outlaw’s next turn.
- Pushback Strike (standard; recharge ×3) Weapon
  Requires halberd; reach 2; +15 vs. AC; 1d10 +10 damage, and the target is pushed 1 square and knocked prone.
- Crossbow (standard; at-will) Weapon
  Ranged 15/30; +14 vs. AC; 2d8 + 3 damage.

Alignment Unaligned
Languages Common
Str 14 (+5) Dex 16 (+6) Wis 12 (+4)
Con 14 (+5) Int 12 (+4) Cha 13 (+5)
Equipment chainmail, halberd, crossbow, quiver of 20 bolts

2 Human Archers (A)
Medium natural humanoid
Initiative +6 Senses Perception +4
HP 62; Bloodied 31
AC 19; Fortitude 18, Reflex 19, Will 17
Speed 6

- Club (standard; at-will) Weapon
  +12 vs. AC; 1d6 + 2 damage.
- Crossbow (standard; at-will) Weapon
  Ranged 15/30; +14 vs. AC; 2d8 + 3 damage.
- Bullseye Bolt (standard; recharge ×11)
  Ranged 15/30; +14 vs. AC; 3d8 +3 damage and the target is dazed (save ends).

Alignment Unaligned
Languages Common
Str 14 (+5) Dex 16 (+6) Wis 12 (+4)
Con 14 (+5) Int 12 (+4) Cha 13 (+5)
Equipment club, crossbow, 20 bolts

Tactics

The five criminals have been ordered to protect this area at all costs. They know how the traps in this area work, and they have come up with tactics that take advantage of the traps when they get into a battle.

The criminals respond to any sound of approaching intruders by positioning themselves behind the barricade. The outlaws use their halberds to attack across the barricade, pushing characters back before they can scramble over. The archers make the most of the cover the barricade offers while loosing their crossbows at characters as they appear at the top of the stairs or those that hang back.

As soon as a character attempts to open the door leading into the inferno hall, one of the archers runs to the control panel. It takes the archer 1 round to reach the far room (the guards leave the doors open for quick movement). In the second round, the archer moves up to the panel and uses a standard action to pull a lever if a character is inside the inferno hall at the time. If a character has already passed the dangerous part of the inferno hall, the archer calls for help, and an outlaw runs to his aid. The outlaw tries to push the character back into the inferno hall so that the archer can spring the trap.

As long as an archer remains at the control panel, he readsies an action each round to pull both levers if a character enters either the inferno hall or the teleport hall (see “Features of the Area” for details).

When one or more characters crosses the barricade, both archers flee to the eastern chamber and take up positions beside the control panel. One readsies actions to pull levers, while the other readsies crossbow attacks (including bullseye bolt when it’s available) to use against characters who enter the room.
If the characters enter this area from Location 13, the guards are less prepared for the attack. They try to get into the western room and pull the characters through either trapped hallway after them, while attempting to leave one of their number behind to activate the control panel.

**Features of the Area**

**Illumination:** Dimly lit.

**Barricade:** The criminals erected a makeshift barricade across the western room, using heaped furniture, crates, barrels, and other debris. The barricade is 4 feet high. A creature adjacent to the barricade has cover against attacks made across it. A character can scramble across the barricade (moving at half speed) with a DC 19 Athletics check, but failure means the character falls in among the debris of the barricade and is restrained until he makes a successful check with another move action.

**Doors:** The doors leading in and out of the inferno hall are stuck, requiring a DC 21 Strength check (standard action) to open. The doors leading in and out of the teleport hall open freely.

**Inferno Hall and Teleport Hall:** The two halls connecting the eastern and western rooms are part of an elaborate trap operated from a control panel in the eastern room. One lever on the panel activates the magic of the southern hall, instantly teleporting every creature in the hall to random squares in the northern hall. Another lever sends jets of flame spewing into the northern hall (the inferno hall), incinerating creatures within. (Additional levers control the intensity of the fiery jets and activate or deactivate specific jets, but the criminals do not adjust these levers in the course of the encounter.)

A character can pull one or two levers as a standard action. Typically, a criminal uses a readied action to pull both levers, teleporting one or more characters from the teleport hall into the inferno hall and then activating the jets of fire.

**Control Panel:** The control panel is a bronze plate with twelve levers. Two mirrorlike panels above the levers show the interiors of both the inferno hall and the teleport hall, allowing a character at the panel to pull the levers when enemies are in the appropriate locations.

If a player character tries to activate the trap, have the player roll 1d12. On a 1, the character activates the teleport hall. On a 12, the character activates the inferno hall. On any other result, the fire damage the trap deals in one quadrant of the room is reduced by half.