ENCOUNTER C8: HONOR GUARD

Encounter Level 3 (750 XP)

Setup
1 troop captain, elite skeleton (T)
3 skeletons (S)

The long-dead honor guard in this chamber has been replaced by a group of skeletal warriors from the ossuary (Location C3). They now lie strewn upon the floor like the rest of the dead, attacking only if the trap is activated. If intruders manage to make it through this room without activating the trap, the undead let them pass freely.

Unless the PCs specifically inform you that they are making Perception checks to search every single square of the room, each character has a 25% chance of triggering the trap each round he or she moves within the chamber.

When the trap is triggered, read:
The floor tile you have stepped on depresses slightly with your weight, a faint click quickly drowned out by the door behind you slamming shut. With a grinding of stone on stone, several iron-grated openings suddenly appear where the walls meet the ceiling. A roaring sound is heard, followed by a flood of water pouring into the room through these vents.

Just as suddenly, the bones strewn across the floor begin to move of their own accord. Four skeletons rise, rusted longswords raised as they attack.

Troop Captain, Elite Skeleton (T) Level 3 Elite Soldier
Medium natural animate (undead) XP 300

Initiative +6
Senses Perception +3; darkvision
HP 90; Bloodied 45
AC 20; Fortitude 17, Reflex 16, Will 17
Saving Throws +2
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed 5
Action Point 1
✦ Longsword (standard; at-will) + Weapon
+10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the troop captain’s next turn; see also speed of the dead.
Skeletal Rebuke (immediate reaction; at-will)
When hit by a melee attack, make a basic attack.
Speed of the Dead
When making an opportunity attack, the troop captain gains a +2 bonus to the attack roll and deals 1d6 extra damage.
Alignment Unaligned
Languages –
Str 15 (+3 )  Dex 17 (+4)  Wis 14 (+3)
Con 13 (+2)  Int 3 (-3)  Cha 3 (-3)
Equipment chainmail, heavy shield, longsword

3 Skeletons (S) Level 3 Soldier
Medium natural animate (undead) XP 150 each

Initiative +6
Senses Perception +3; darkvision
HP 45; Bloodied 22
AC 18; Fortitude 15, Reflex 16, Will 15
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed 5
✦ Longsword (standard; at-will) + Weapon
+10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton’s next turn; see also speed of the dead.
Speed of the Dead
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals 1d6 extra damage.
Alignment Unaligned
Languages –
Str 15 (+3 )  Dex 17 (+4)  Wis 14 (+3)
Con 13 (+2)  Int 3 (-3)  Cha 3 (-3)
Equipment chainmail, heavy shield, longsword

Tactics
The skeletons remain quiescent until the trap is activated. When combat begins, they flank PCs and attempt to keep them away from the doors. The skeletons fight until destroyed.

Features of the Area
Illumination: None (dark).
Flood Waters: As water fills this chamber, it begins to impose penalties on those in the area. At waist deep...
When fighting underwater, the following modifiers apply:

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls.
- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the Player's Handbook.

Drowning

At the end of three minutes underwater, the PC must succeed on a DC 20 Endurance check, Success buys the character another round. Then the check is repeated at DC 25, then at DC 30, and so on. When a character fails the check, he loses one healing surge and must continue to make checks. A character without healing surges who fails a check takes damage equal to his level.

In strenuous situations such as combat, going without air is much harder. A character holding his breath during underwater combat, for example, must make a DC 20 Endurance check at the end of each round where he takes damage.

A character cannot regain healing surges lost to suffocation until he gains access to air again.

A character with 0 or fewer hit points who continues to suffer from one of these effects keeps taking damage as described above until he dies or is rescued.