

Studybi

- Delayed action, so that Muninn can string together a bunch of attacks.
- Getting into Beowolf's range without provoking an opportunity attack.
- lock picking probabilities and what other things are out there for thieves
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elements that enemies can use in combat, commonly used by my players:

polearms to keep folks away

second wind

heroic effort

flanking

Allies

The archer allies (the lookouts) were:

Human Archer		Level 1 Artillery
Medium humanoid natural (human)		XP 100
HP 23; Bloodied 11		Initiative +1
AC 13; Fortitude 12; Reflex 13; Will 12		Perception -1
Speed 6		
Standard Actions		
⊕ Club (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 2 damage		
⊕ crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 2d8 damage		
⚡ Bullseye Bolt • Recharge ☒ II		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 2d8 + 1 damage and the target is dazed (save ends)		
Str 11 (+0)	Dex 13 (+1)	Wis 9 (-1)
Con 11 (+0)	Int 9 (-1)	Cha 10 (+0)
Alignment unaligned		Languages Common
Equipment club, crossbow, crossbow bolts (20)		

and the watchmen allies were:

Human Watchman		Level 1 Soldier
Medium humanoid natural (human)		XP 100
HP 31; Bloodied 15	Initiative +3	
AC 17; Fortitude 17; Reflex 13; Will 12	Perception +0	
Speed 6		
Standard Actions		
⊕ Short sword (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 1d6 + 4 damage.		
<i>Effect:</i> The watchman marks the target until the end of the watchman's next turn		
‡ Tide of Iron (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 1d6 + 4 damage and the human watchman pushes the target 1 square and can shift 1 square into the square the target vacated		
‡ Brutal Cut (weapon) • Encounter		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 3d6 + 4 damage		
Move Actions		
↳ Get Over Here • Encounter		
<i>Effect:</i> The guardsman can slide a willing target 2 squares to a square that's adjacent to you.		
Skills Athletics +8, Endurance +8, Intimidate +5		
Str 15 (+2)	Dex 12 (+1)	Wis 11 (+0)
Con 15 (+2)	Int 9 (-1)	Cha 10 (+0)
Alignment unaligned	Languages Common, Dwarven	
Equipment wrist-buckler, bag of marbles, short sword, leather armor		

Getting to the tower

The characters are ambushed in the forest by the iron men and their wolf allies. These should include some archers who can target Beowolf.

There should be a level 3 character -- wolf, duelist, archer for each PC and maybe one or two more.

Bandit Leader	Level 7 Soldier (Leader)	
Medium humanoid natural	XP 300	
HP 81; Bloodied 40	Initiative +8	
AC 22; Fortitude 20; Reflex 19; Will 19	Perception +9	
Speed 5		
Standard Actions		
⊕ Longspear (weapon) • At-Will		
<i>Attack:</i> Reach 2; +14 vs. AC		
<i>Hit:</i> 1d10 + 4 damage, and the target is marked until the end of the leader's next turn		
↓ Sweeping Strike (weapon) • Recharge ☒ ☐		
<i>Requirement:</i> Requires longspear		
<i>Attack:</i> reach 2; +14 vs. AC		
<i>Hit:</i> 1d10 + 9 damage, and the target is knocked prone		
↓ Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +13 vs. AC		
<i>Hit:</i> 1d8 + 3 damage		
Skills Streetwise +11, Thievery +11		
Str 18 (+7)	Dex 16 (+6)	Wis 13 (+4)
Con 17 (+6)	Int 12 (+4)	Cha 17 (+6)
Alignment evil		Languages Common
Equipment key to vault and chests, chainmail, longspear, crossbow bolts (20)		

Human Duelist		Level 3 Soldier
Medium humanoid natural		XP 150
HP 42; Bloodied 21		Initiative +6
AC 19; Fortitude 14; Reflex 17; Will 15		Perception +3
Speed 6		
Traits		
Duelist's Poise		
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.		
Standard Actions		
⊕ Longsword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC		
<i>Hit:</i> 2d8 + 5 damage.		
<i>Effect:</i> The duelist marks the target until the end of the swordsman's next turn.		
Triggered Actions		
‡ Advantageous Jab (weapon) • At-Will		
<i>Trigger:</i> An enemy marked by the duelist makes an attack that doesn't include it as a target.		
<i>Attack (Immediate Interrupt):</i> Melee 1 (the triggering enemy); +8 vs. AC		
<i>Hit:</i> 1d8 + 6 damage.		
<i>Effect:</i> The target takes a -2 penalty to attack rolls until the end of this turn.		
Skills Athletics +7		
Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 10 (+1)	Int 7 (-1)	Cha 6 (-1)
Alignment unaligned		Languages Common
Equipment leather armor, longsword		

Human Sniper		Level 3 Artillery	
Medium humanoid natural (human)		XP 150	
HP 33; Bloodied 16		Initiative +5	
AC 15; Fortitude 12; Reflex 17; Will 15		Perception +8	
Speed 6			
Traits			
Sharp Eye			
When making a ranged attack, the human sniper ignores concealment (but not total concealment).			
Standard Actions			
⚔ Bayonet (weapon) • At-Will			
<i>Attack:</i> +8 vs. AC			
<i>Hit:</i> 2d4 + 0 damage			
🏹 Crossbow (weapon) • At-Will			
<i>Attack:</i> Ranged 15/30; +10 vs. AC			
<i>Hit:</i> 1d8 + 4 damage			
🔪 Bleeding Bolt (weapon) • Recharge [1]			
<i>Attack:</i> Ranged 15/30; +10 vs. AC			
<i>Hit:</i> 1d8 + 4 damage, and the target takes ongoing 5 damage (save ends).			
<i>Aftereffect:</i> Weakened until the end of the sniper's next turn			
☠ Acrid Bolt (acid, weapon) • Encounter			
<i>Attack:</i> Area burst 1 within 15; +8 vs. Reflex			
<i>Hit:</i> 1d10 acid damage			
Skills Stealth +10			
Str 6 (-1)	Dex 19 (+5)	Wis 14 (+3)	
Con 9 (+0)	Int 6 (-1)	Cha 8 (+0)	
Alignment evil		Languages Common	
Equipment cloak, poison bolts, crossbow			

Gray Wolf		Level 3 Skirmisher
Medium beast natural		XP 150
HP 46; Bloodied 23		Initiative +6
AC 17; Fortitude 15; Reflex 16; Will 14		Perception +7
Speed 8		Low-light vision
Standard Actions		
⊕ Bite • At-Will		
<i>Effect:</i> Melee Basic 1 (one creature); +8 vs. AC		
<i>Hit:</i> 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the wolf has combat advantage against the target, the target falls prone.		
<i>Effect:</i> The wolf shifts up to 4 squares.		
Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)
Alignment unaligned	Languages —	

Muninn

The characters enter a 110 x 125 foot room through a door. When they shine their lights into the room, they see two things. First, there's a vault-like door at the far end. Second, a lone wolf was sleeping by the vault and the light has woken him. Watching him get up, you see he has thin straggly fur that's matted in some places and missing in some others. Through the fur you can see that his body is gaunt with age. But, he's grown large over many years and he has cruel looking yellow fangs. He could be the patriarch of the other wolves you've seen.

He takes a few seconds to study the characters, and shakes off his sleep and age. Then he starts to pace back and forth with his tail down. You're disturbed to notice that he doesn't call out to any other wolves.

Dire Wolf		Level 5 Skirmisher	
Large beast natural		XP 200	
(mount)			
HP 67; Bloodied 33		Initiative +7	
AC 19; Fortitude 18; Reflex 17; Will 16		Perception +9	
Speed 8		Low-light vision	
Traits			
Pack Harrier			
The wolf has combat advantage against any enemy that is adjacent to two or more of the wolf's allies.			
Pack Hunter (mount)			
The wolf's rider has combat advantage against any enemy that is adjacent to one of the rider's allies other than the wolf.			
Standard Actions			
⊕ Bite • At-Will			
<i>Attack:</i> Melee Basic 1 (one creature); +10 vs. AC			
<i>Hit:</i> 2d8 + 4 damage, or 3d8 + 4 against a prone target. The target falls prone if the wolf has combat advantage against it.			
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)	
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)	
Alignment unaligned		Languages —	

Let's take the basic stats of the Level 5 Dire Wolf, except:

- Turns / round: Muninn gets num_adversaries turns per round.
- HP: Muninn gets 45 * num_adversaries hit points.
- His speed is 12, not the Dire Wolf's 8.

Muninn's powers:

Ragdoll -- rechargeable encounter power

Same as the basic bite attack, but Muninn shakes the target like a rag doll and knocks it prone.

Then on a subsequent attack his normal power can take advantage of prone.

Bone crush -- daily power

Twice the damage of the normal bite attack, so particularly deadly against prone characters. Make it either a rechargeable encounter power or three times if Krill and Burns are present, so he can use it on them.

Lick wounds -- encounter power, not rechargeable

It's the same as Second Wind -- he gets ¼ of his hit points back.

Cornered animal -- encounter power

Kicks in when he's bloodied. It's Rag Doll, but the character is also knocked prone on a miss.

Tactics

It seems like a reasonable idea of Muninn would be to keep his distance from the crowd with superior speed, run in and do the attacks at his leisure, and then run out of melee range. He would delay his actions until he could do them all in the row at the end of the turn, and then do a bunch more at the beginning of the next turn. He'd look to take out a few of the key fighters right away, e.g., Beowolf, Krill, Burns.

Wilheim

I'm designing both of the encounters to be closer to 50/50 for the PCs. If they are beaten in either encounter, the renegade Wilhelm can show up on the scene with a few of his native

warriors. He has sufficiently high level healing potions to fix everything except death. To fix death, we're going to need a vision.

He'll appear in his snow-covered parka with his face covered etc.

Warleader Grikfell	Level 9 Elite Soldier	
Medium humanoid natural	XP 800	
HP 194; Bloodied 97	Initiative +8	
AC 27; Fortitude 24; Reflex 20; Will 19	Perception +5	
Speed 5 (7 while charging)	Low-light vision	
Saving Throws +2; Action Points 1		
Standard Actions		
⊕ Greataxe (weapon) • At-Will		
<i>Attack:</i> +16 vs. AC		
<i>Hit:</i> 2d6 + 6 damage, and the target is marked until the end of Grikfell's next turn		
‡ Warrior's Surge • Encounter		
<i>Attack:</i> +15 vs. AC		
<i>Hit:</i> 2d6 + 6 and Grikfell regains 48 hit points		
‡ Wild Strike • At-Will		
<i>Requirement:</i> usable while wielding a greataxe		
<i>Attack:</i> +17 vs. AC		
<i>Hit:</i> 2d6 + 6 the target is marked until the end of its next turn, and is pushed 1 square		
Minor Actions		
← Inspiring Shout • Recharge ☒ ☐		
<i>Effect:</i> Blast 5; Allies within blast make a basic attack as a free action;		
Triggered Actions		
‡ Opportune Strike (weapon) • At-Will		
<i>Trigger:</i> when an ally moves into a flank with Grikfell		
<i>Attack (Immediate Reaction):</i> +16 vs. AC		
<i>Hit:</i> Grikfell makes a melee basic attack against the newly flanked enemy		
Skills Endurance +14, Intimidate +9		
Str 20 (+9)	Dex 14 (+6)	Wis 12 (+5)
Con 17 (+7)	Int 10 (+4)	Cha 11 (+4)
Alignment chaotic evil	Languages Common, Goblin	
Equipment scale armor, greataxe		

Human Guard		Level 3 Soldier	
Medium humanoid natural		XP 150	
HP 47; Bloodied 23		Initiative +5	
AC 18; Fortitude 16; Reflex 15; Will 14		Perception +6	
Speed 5			
Standard Actions			
⊕ Halberd (weapon) • At-Will			
<i>Attack:</i> Reach 2; +10 vs. AC			
<i>Hit:</i> 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn			
↓ Powerful Strike (weapon) • Recharge ☒ ☐			
<i>Requirement:</i> Requires halberd			
<i>Attack:</i> reach 2; +10 vs. AC			
<i>Hit:</i> 1d10 + 6 damage, and the target is knocked prone			
⚔ Crossbow (weapon) • At-Will			
<i>Attack:</i> Ranged 15/30; +9 vs. AC			
<i>Hit:</i> 1d8 + 2 damage			
Skills Streetwise +7			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Alignment any		Languages Common	
Equipment chainmail, halberd, crossbow, crossbow bolts (20)			

visions

- You're on Apogee looking down on Braddock. The stillness of the air is unnatural and stifling. You see a flashing down in the city. Suddenly, a tornado comes over the horizon and touches down right in Braddock. Matchsticks that used to be buildings are flying everywhere. Then after the tornado lifts off, in the blankness left by the tornado, you see two women suddenly exposed, not sure which way to turn or how to escape being seen.
- witches dancing around a maypole
- globster
- bull in the shambles
- in the desert, the well is everything
- dream of their own confusion; they don't know the language, they can't control their own actions in their dream
- a J Peterman story
- faceless enemy
- There's a big cart stuck in a hairpin turn and no one can get it out.
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Treasure from previous adventures

So, the DMG suggests that for the entire run up to second level, the characters should get five magic items of levels 2-4; plus gold worth two 1st level items, which would be $360 * 2$.

The characters share is $6 * 1/333$ of the expedition = $1 / 55$ of the expedition. So, could the Durst be worth $720 * 55 = 40K$ gp. Sure, that's reasonable. OK, so characters buyout of the ship would be 120 gp each. Krill and Burns offer the characters half of that now, or the full fraction of the share price when they sell the ship.

Ah, but there's the greencake. Let's have that stand in for the magic items. So, if we do that it's worth much more than the ship. The PC's payoff of that stuff is going to be $360 * 2 + 520 + 680 + 840 = 2,760$... or about 150K...wow, that's very valuable for two boxes of that stuff!

What valuables might the Durst have e.g. in the captain's cabin? A gold telescope or navigation device? A valuable map of something near Hilde -- maybe Pitcairn, or some area near there? That would make sense, they captured the Durst there? Or, they were searching for Kurtz? Map of Kurtz's camp? Something special to the characters? Lockpicks for Kasskar? A spear that actually gives Beowulf threatening reach? Or a weapon that actually gives Kasskar two handed fighting -- like an encounter or daily two handed? Shruikens or similar for Kasskar?

How about alchemical components? Lots of rum or some other kind of booze the characters would enjoy (some wine)? There's some guano on board or whale oil on board?

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OK, so treasures from the previous adventures:

About debating it, Burns has convinced Krill not to hang Mikal; and because Mikal fought on their side in the recent fights, to include Mikal for a 1/333 share of the expedition proceeds as with Beowolf, Jennish, and Kasskar. Similarly, for Aeris and Prosper, they would like them to join (or re-up in Aeris's case as an impressed man) for 1/333 but for the expedition proceeds excluding the captured ship Durst and treasure that was found on it.

Burns estimates that the captured ship Durst will sell for roughly 40,000 gp, which would be 120 gp per character when the ship eventually sells. Given the uncertainty in the sale price and time, Burns offers to give each character 60 gp now, or you can wait to see what the ship eventually sells for. He says fortune favors the bold, and the ship might actually sell for more than 40K gp.

On the Durst you also found:

- From the Durst sailors you fought: a dagger with an encounter power: when used in the second hand it gives an extra attack.
- From the captain's desk: a map of an apparent outpost, labelled Bromwich, whose location you don't know.
- a small lot of alchemical ingredients that might be worth a few (less than 10) gold pieces to the right person in Hollin: saltpeter, mercury, ether, and a hand-cranked device for creating a vacuum or suction.

Burns and Krill plan to sell the greencake back to a Blackwells trading house in Hollin -- basically the same people they just stole it from, but on the civilized side of the Bellem Sea. This is a not-unusual arrangement. But, they don't know yet even to within a factor of 100 how much it is worth.