

ENCOUNTER R9: SENTINEL TRAPS

Encounter Level 19 (12,000 XP)

SETUP

- 2 blaspheme imperfect keepers (I)
- 4 blaspheme fragment keepers (F)
- 1 kinetic arches trap (K)
- 1 void extrusion trap (V)

This encounter takes place in Location 15 on the Reliquary map (see *Adventure Book One*, page 15).

Unless the proper countermeasures are executed, the kinetic arches trap triggers this encounter whenever a character moves through it. Ashen Covenant cultists know how to deactivate this trap.

The blasphemes are not initially present when this encounter begins. Place them in the proper alcoves after the kinetic arches trap is triggered, on their initiative count. They appear in a flash of silver radiance.

**When an adventurer moves through the arches marked “K”, read:**

*Both archways explode with silver radiance, producing a sound not unlike the roar of a battle-hardened commander calling troops to the front line. Suddenly, an invisible force grabs you, crushing and hurling you forward, toward the gaping maw in the floor ahead. In the chamber behind you, composite creatures formed of mummified corpse pieces that do not match appear in the formerly empty alcoves to the south.*

TACTICS

If the arches trap is activated, more than a single character is potentially subject to being pushed through the arch and into the void extrusion trap. Both traps attack each round.

The blasphemes that manifest when the arches trap is triggered are undead sentinel creatures not sworn to the Ashen Covenant. They attack any creature in the chamber and attempt to push them into range of the arches. If necessary, the blaspheme minions even put themselves within range of the arches; the blaspheme imperfects endeavor to keep clear of the blast area.

The sentinels and the traps continue to attack every round that intruders remain in the area.

2 Blaspheme Imperfect Keepers (I)

Level 19 Brute

Medium natural animate (construct, undead) XP 2,400 each

Initiative +13 Senses Perception +13; darkvision

Life Sap (Healing, Necrotic) aura 1; any living enemy that starts its turn within the aura takes 5 necrotic damage. Each round, if at least one enemy is damaged by the aura, the blaspheme imperfect keeper regains 5 hit points.

HP 214; Bloodied 107; see also bloodied degeneration

AC 31; Fortitude 32, Reflex 29, Will 29

Immune disease; Resist 15 necrotic; Vulnerable 10 radiant

Speed 7

⊕ Slam (standard; at-will) ♦ Necrotic

+22 vs. AC; 2d12 + 11 necrotic damage.

⬇ Deadly Clutch (standard; at-will) ♦ Necrotic

Requires a free hand; +20 vs. Reflex; 2d12 + 11 necrotic damage, and the target is grabbed; see also life drain.

⬇ Life Drain (standard; at-will) ♦ Healing, Necrotic

Targets a creature grabbed by the blaspheme imperfect keeper; +20 vs. Fortitude; 2d10 + 9 necrotic damage, and the target loses a healing surge, and the blaspheme imperfect keeper regains 15 hit points.

Bloodied Degeneration (while bloodied)

The blaspheme imperfect keeper's body begins to degenerate, and it enters a state of bloodlust. The blaspheme gains vulnerable 5 to all damage and deals 3d6 extra damage on a hit.

Alignment Evil Languages —

Str 24 (+16) Dex 18 (+13) Wis 19 (+13)

Con 14 (+11) Int 14 (+11) Cha 12 (+10)

4 Blaspheme Fragment Keepers (F)

Level 19 Minion

Medium natural animate (construct, undead) XP 600 each

Initiative +16 Senses Perception +12; darkvision

HP 1; a missed attack never damages a minion.

AC 33; Fortitude 32, Reflex 31, Will 27

Immune disease; Resist 15 necrotic, 15 poison

Speed 7

⊕ Slam (standard; at-will)

+22 vs. AC; 12 damage, and the target is slowed (save ends).

Alignment Evil Languages Common

Str 26 (+17) Dex 25 (+16) Wis 17 (+12)

Con 23 (+15) Int 19 (+13) Cha 13 (+10)

Characters who are pushed into the void extrusion suddenly find themselves in swirling mists of silvery luminescence. Here, they experience the touch of the divine. For heightened suspense, do not tell the other players what has become of the missing character until he or she reappears and can describe the experience personally.

Kinetic Arches (K)

Level 19 Blaster

Trap

XP 2,400

A silver net of radiance grabs you in a crushing grip, then throws you through the air like a doll.

**Trap:** When a creature steps through the archway, the area within and around the arches violently slides creatures west.

**Perception**

◆ **DC 27:** A small, wavelike symbol is set upon the top of the arch, protruding slightly like a stud.

**Initiative:** +8

**Trigger**

When a creature moves through the archway, the trap activates and rolls initiative.

**Attack**

**Standard Action**                      **Close burst 2**

**Targets:** Each creature in burst

**Attack:** +22 vs. Reflex

**Hit:** 3d12 + 5 damage, and the target slides 4 squares toward the void extrusion trap.

**Countermeasures**

◆ An adjacent character can disable the trap with three DC 24 Thievery checks made as standard actions.

◆ If the stud has been spotted, pressing it deactivates the trap for 1 round (until the end of the pressing character's next turn).



## FEATURES OF THE AREA

- Illumination:** Darkness. The dim light from Location 14 does not extend into the corridor.
- Arches:** The arches are described in the kinetic arches trap stat block. Once deactivated, the trap remains inactive for one hour. The Ashen Covenant cultists high enough in the organization to work this far inside the reliquary know how to safely deactivate the trap by pressing the stud above the arch.

Void Extrusion (V)

Level 19 Blaster

Trap

XP 2,400

A dark, deep pit in the floor appears to have clouds of silver radiance far within its seemingly bottomless depths.

**Trap:** The trap becomes active when triggered.

**Perception**

◆ **DC 14:** The character can see the pit from Location 14, though the full danger isn't apparent.

**Additional Skill:** Nature or Dungeoneering

◆ **DC 22:** The character recognizes the danger of the extrusion before moving within 3 squares of it (which might not do much good if the character is being propelled by the kinetic arches trap).

**Trigger**

This trap activates when a creature enters the pit. If the arches trap is disabled or bypassed, this trap does not activate, or ceases attacking.

**Special**

Creatures that are pushed or slid into the pit gain a saving throw to hang onto the edge. Creatures that fail the save fall into darkness. In truth, they are teleported into a silvery space of divine creation, not unlike the expanse of the Astral Sea. They remain in this divine space each round (save ends) and are subject to attack.

**Attack**

**Standard Action**

**Targets:** Each creature in the divine space

**Attack:** +22 vs. Will

**Hit:** 4d8 + 7 radiant damage.

**Aftereffect**

A creature that emerges from the divine space appears in Location 14, in the entrance to the trapped corridor. The creature is dazed and takes ongoing 5 psychic damage (save ends) from the experience, and is subject to additional attacks by the kinetic arches (if they are still active).

**Countermeasures**

◆ A creature in the burst can minimize the damage of the extrusion with a DC 33 Acrobatics check made as an immediate interrupt before the attack. With a successful check, the creature takes half damage on a hit, and no damage on a miss.

◆ Leaping beyond the pit into the far side of the corridor cuts off a character from the affects of the kinetic arches trap.

- Floor Cavity:** The hole in the floor is described under the void extrusion trap stat block.
- History on the Walls:** See page 17 in *Adventure Book One* for details.
- Other Features:** The various sarcophagi, statues, and alcoves are described in **Encounter R8: Sarcophagi Chamber** (see page 50).