

HEROIC

1-10

HARUUC'S TOMB: A NOVEL ADVENTURE

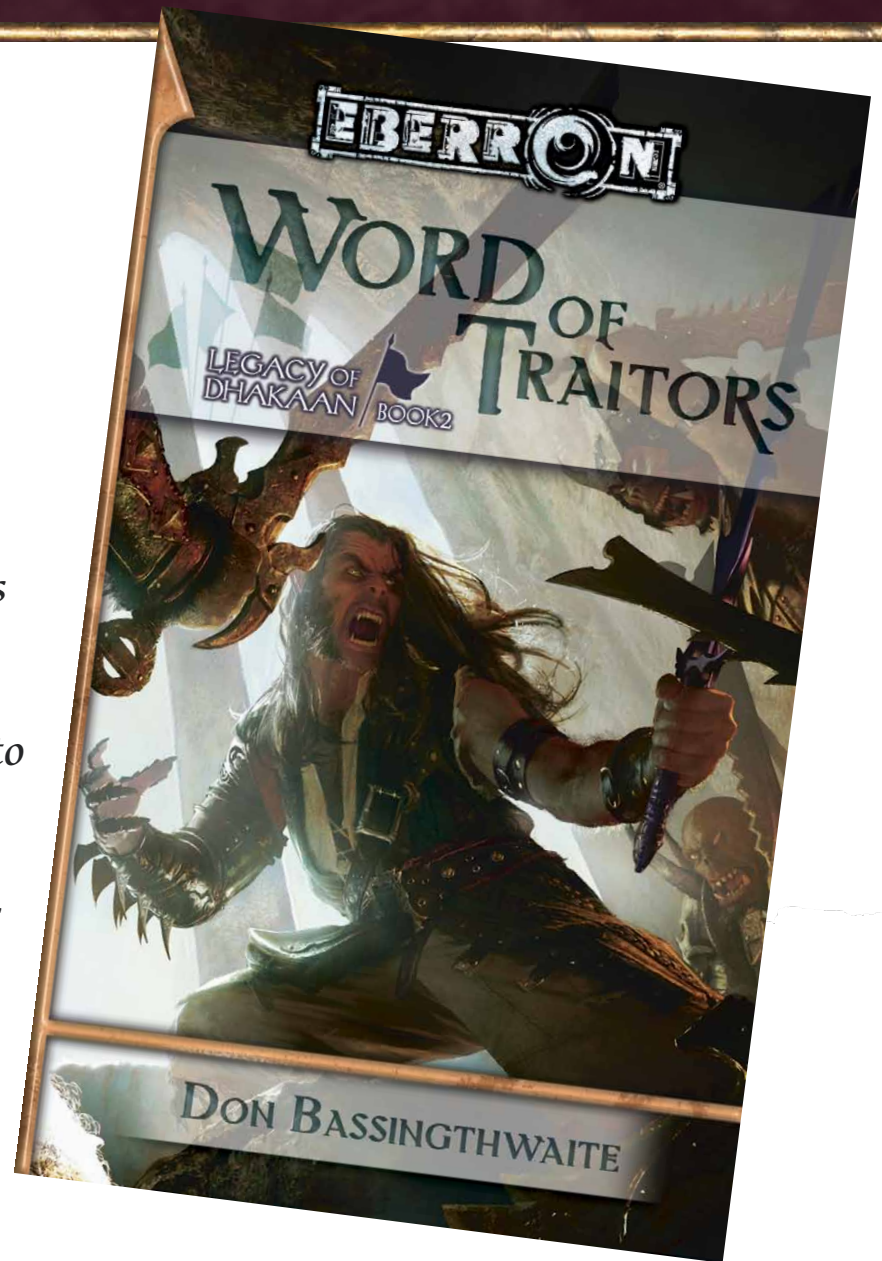
A delve for heroes of 7th-8th level

By Craig A Campbell

illustration by Michael Komarck

Don Basingthwaite's novel, *Word of Traitors*, tells the story of a group of adventurers on a quest to explore the death of Llesh Haruuc, Darguun's goblin king—supposedly assassinated by a warrior sworn to protect him. Yet something darker appears to be at work, as Dharguun's ancient enemies stoke the flames of a new war following Haruuc's demise. With this adventure, your heroes can have a little taste of Don's story.

TM & © 2009 Wizards of the Coast LLC All rights reserved.



IMPORTANT NPCs

Several NPCs from *Word of Traitors* figure prominently in this adventure, albeit slightly modified for the purposes of this story. They are described below.

Haruuc is a dead goblin king. In life, he united the nearby goblin tribes and brought peace to the region. Since his death, several factions have risen to prominence, each wishing to gain glory.

Daavn is a hobgoblin warlord of ill repute. He was once an advisor to the goblin king Haruuc but fell out of favor because of his militant ways. Recently he has begun gathering followers to his cause, hoping to overturn the recent peace in the goblin lands and place himself on a new throne, which unites his goblin brethren against neighboring humans and elves.

Maaka is a bugbear who was recently the chief of his tribe. He was blamed for the devastation wrought by invaders and fled his homeland. After this, a vision of the Fury visited him and invested him with the power to bring destruction to those who oppose his matron. When he was 'called,' he carved the holy symbol of The Fury into his chest. This symbol stands now as a scar that he holds dear.

Pradoor is an old goblin priestess who worships the Dark Six. She is responsible for Maaka's 'awakening,' calling him to service some months ago. She was stricken blind several years ago, and her eyes are now covered with a milky film. Her faith in the Dark Six has provided her with a blind sense that she uses to smite her foes.

ADVENTURE BACKGROUND

The goblin king Haruuc is dead. As is the way with his people, his body has been entombed in an ancient natural cavern set in the side of a large hill. A great set of stone double doors was constructed at the mouth of the cave to seal within the cavern the dead king and the treasures with which he was buried.

Recently, a trio of goblinoid malcontents led by the hobgoblin warlord Daavn have learned that an item of great power was buried with Haruuc, and they have set about opening the tomb to retrieve this item for their own nefarious purposes.

Individual DMs can decide what this item is and how these goblinoids plan to use it. Daavn's group might be seeking Haruuc's magic sword, his bone crown, or his royal seal. They might be seeking the corpse of the goblin king.

You can use any number of hooks to interest the heroes in investigating the tomb. They might learn about the location of the tomb from a member of a nearby goblin tribe. They might accidentally come upon Daavn and his cronies as they attempt to open the tomb doors. Or they might be seeking a powerful or valuable item and learn that the item they seek was buried with the dead goblin king.

In *Word of Traitors*, the story takes place in the goblin nation of Darguun in the Eberron campaign setting. Although parts of this adventure reference that region and other specifics of Eberron, this adventure can be placed easily in any D&D® campaign setting.

A NOTE ON SPOILERS

This short adventure is inspired by events and characters presented in *Word of Traitors*. To that end, it replicates some aspects of the novel. Several monsters are statistics blocks that recreate the villains in the story, and the entire adventure is inspired by a pivotal encounter in the book.

Although care has been taken not to spoil important plot elements in the novel for this adventure, some would consider even the slightest aspects of this adventure to be spoilers. If you are reading or plan to read *Word of Traitors* and wish to avoid such minor spoilers, don't continue reading this adventure. You have been warned.

BUILDING UP TO THIS ADVENTURE

Although this adventure is written as a side trek, and you could have the heroes stumble upon Daavn and his cronies, it is better utilized as the culmination of a series of events that lead the heroes closer to a greater goal.

DMs can plant the seeds of this adventure with their players by giving the characters glimpses of what's to come during earlier adventures. The following suggestions can help DMs figure out how the heroes might begin their journey toward this adventure.

- ◆ The goblin tribes once led by Haruuc have been united recently in peaceful co-existence with their nongoblin neighbors, primarily through Haruuc's deeds while alive. The heroes discover that a sect of goblinoids led by Daavn wishes to upset this balance and seeks to defile the tomb and retrieve its treasures to incite discord within the goblin tribes.
- ◆ The heroes might come upon Daavn or some of his followers some time before the events of this adventure. During these encounters, the heroes learn what Daavn is up to. In an effort to stop future goblin problems in the region, they are drawn into the web of goblin intrigue surrounding this adventure.
- ◆ The events that lead the heroes to the tomb might begin some distance away from Haruuc's final resting place. DMs could use this to set up a race to the tomb.

ADVENTURE SYNOPSIS

This adventure consists of three encounters.

- ◆ In the first encounter, the heroes arrive at Haruuc's tomb and discover Daavn and his allies attempting to break through the doors of the tomb. The heroes must confront and defeat them to have a chance to examine the tomb before it is cleaned out.
- ◆ The second encounter has the heroes engaging in a skill challenge to open the tomb doors. This challenge involves the heroes deciphering a poem on the tomb doors and performing a series of actions to unlock the tomb.
- ◆ The final encounter features the heroes entering the tomb. After surveying the treasures within it, more of Daavn's allies attack and the adventurers must defeat them to quash Daavn's plans and secure the spoils of the tomb for themselves.

ENCOUNTER 1: KNOCKING ON THE DOOR

Encounter Level 8 (1,900 XP)

SETUP

Daavn (D)

2 bugbear redcord guards (R)

4 hobgoblin archers (A)

This encounter takes place at the entrance to Haruuc's tomb. Daavn and several of his followers are already present when the heroes arrive. Two particularly large bugbears, each wearing the knotted, woven leather armbands of redcord tomb honor guards, are attempting to break open the tomb doors with massive war picks.

Daavn is intent upon opening the tomb and is grimly excited to be so close to doing so. He doesn't notice the heroes' approach, but some of his allies might.

The encounter takes place at whatever time the heroes decide to arrive at the tomb. A large tree near the dirt road blocks Daavn and his group from seeing the adventurers at first, but the adventurers can see beyond it.

When the characters stop to survey the scene, read:

At the end of the dirt road you've been following stands a pair of stone doors set into the side of a large, barren hillside. Two large bugbears batter at the doors with war picks while a well-armed and well-armored hobgoblin watches, rubbing his hands together in anticipation.

If characters survey the scene a bit more from their starting point, have them make Perception checks.

Perception Check

DC 14: The two bugbears chipping away at the tomb doors wear ceremonial redcord armbands, the mark of honor guards who are charged with guarding such a tomb.

DC 19: You see two hobgoblins with bows in hand crouching behind the trunk of a tree.

DC 26: You see two more hobgoblins with bows hiding within a large thicket near the tomb doors.

If the characters attempt to sneak closer, have them make opposed Stealth checks against the hidden hobgoblin archers' Perception (make one combined check for the archers). Daavn and the redcord guards are too busy with breaking into the tomb to see the adventurers coming.

If any of the monsters notice the characters, they call a warning to Daavn and combat begins. If the monsters fail to notice the characters, the characters gain a surprise round in which to act.

The encounter map can be assembled using tiles from *Sinister Woods* and *Halls of the Giant Kings*.

TACTICS

Daavn seeks out the greatest apparent threat among the characters and focuses his attacks on that target. He uses *relentless pursuit* and kick attacks to keep the characters away from the tomb doors. If all his allies are bloodied or dead and Daavn is bloodied, he uses *blinding escape* to move out of melee and flee to gather reinforcements. If Daavn escapes, make a note of his current hit point total, since he might reappear in Encounter 3.

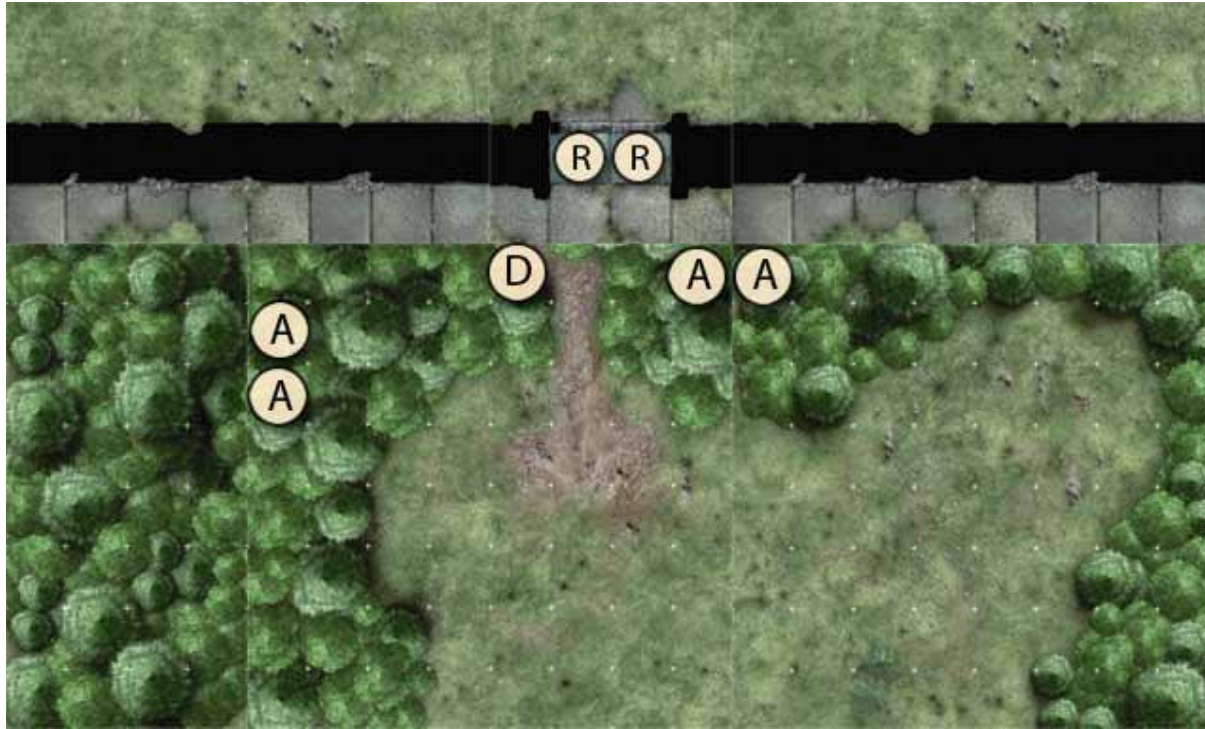
The hobgoblin redcord guards move to engage the characters as quickly as possible to keep them away from their archer allies. They use *redcord trip* whenever possible, following up with *strike the fallen* to deal damage and shift out of melee. They stay on the move to gain extra damage from their *skirmish* ability. As the redcord guards move into melee, the hobgoblin redcord guards remove their ceremonial redcord armbands and wield them in their off hands as whips.

The hobgoblin archers stay out of melee as much as possible. They focus their longbow attacks against common targets to provide their archer partners with bonuses to hit.

Daavn (D)	Level 8 Elite Soldier
Medium natural humanoid, hobgoblin	XP 700
Initiative +9	Senses Perception +4
HP 180; Bloodied 90	
AC 24; Fortitude 22, Reflex 20, Will 19	
Saving Throws +2	
Speed 5	
Action Points 1	
⬇ Longsword (standard; at-will) ♦ Weapon +15 vs. AC; 1d8 + 8 damage, and the target is marked until the end of Daavn's next turn.	
⬇ Kick (standard; at-will) +15 vs. AC; 2d6 + 5 damage, and the target is pushed 1 square, and Daavn shifts to the square previously occupied by the target.	
⬇ Double Attack (standard; at-will) Daavn makes two basic attacks.	
⬇ Relentless Pursuit (standard; recharge 5 6) ♦ Weapon +13 vs. Fortitude; 1d8 + 8 damage, and Daavn pushes the target 3 squares and knocks the target prone. Daavn shifts 3 squares to a space adjacent to the target and makes a secondary attack against the same target. <i>Secondary Attack:</i> +15 vs. AC; 1d8 + 3 damage, and ongoing 5 damage (save ends).	
⬅ Blinding Escape (standard; encounter) ♦ Weapon Close burst 1; +13 vs. Reflex; 2d8 + 8 damage, and the target is blinded (save ends). <i>Effect:</i> Daavn shifts 3 squares and his speed increases by 3 until the end of his next turn.	
Hobgoblin Resilience (immediate reaction, when Daavn suffers an effect that a save can end; encounter) Daavn rolls a saving throw against the effect.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +14, Bluff +11, History +11, Insight +9	
Str 20 (+9)	Dex 17 (+7) Wis 11 (+4)
Con 18 (+8)	Int 14 (+6) Cha 15 (+6)
Equipment chain armor, longsword	

2 Bugbear Redcord Guards (R)	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +8	Senses Perception +10
HP 80; Bloodied 40	
AC 21; Fortitude 20, Reflex 18, Will 18	
Speed 8	
⬇ War Pick (standard; at-will) ♦ Weapon +12 vs. AC; 1d8 + 8 damage.	
⬇ Mobile Attack (standard; at-will) The bugbear redcord guard shifts 4 squares and makes one basic attack during the move.	
⬇ Redcord Trip (minor; recharge 5 6) +10 vs. Reflex; the target falls prone.	
⬇ Strike the Fallen (standard; recharges when first bloodied) ♦ Weapon Targets a prone creature; +12 vs. AC; 3d8 + 8 damage, and the bugbear redcord guard shifts 2 squares.	
Skirmish If a bugbear redcord guard ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra damage until the start of its next turn.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +12, Stealth +11	
Str 19 (+7)	Dex 16 (+6) Wis 14 (+5)
Con 16 (+6)	Int 10 (+3) Cha 11 (+3)
Equipment leather armor, war pick, ceremonial redcord armband	

4 Hobgoblin Archers (A)	Level 3 Artillery
Medium natural humanoid, goblin	XP 150
Initiative +7	Senses Perception +8; low-light vision
HP 39; Bloodied 19	
AC 17; Fortitude 13, Reflex 15, Will 13	
Speed 6	
⬇ Longsword (standard; at-will) ♦ Weapon +6 vs. AC; 1d8 + 2 damage.	
⌚ Longbow (standard; at-will) ♦ Weapon Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter) The hobgoblin archer makes a saving throw against the triggering effect.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +5, History +6	
Str 14 (+3)	Dex 19 (+5) Wis 14 (+3)
Con 15 (+3)	Int 11 (+1) Cha 10 (+1)
Equipment leather armor, longbow, arrows (30), longsword	



FEATURES OF THE AREA

Illumination: The illumination for this encounter is based on whatever time of day the characters arrive at the tomb.

Thicket: A 2-by-4 square area of thickets stands near the tomb door and hides two hobgoblin archers. Treat this area as difficult terrain. The thicket also provides concealment to those within it.

Pool of Water: A 3-by-3 square area on the east end of the map is a pool (1 foot deep). Treat these squares as difficult terrain.

Trees: Several trees dot the map. The square taken up by the tree's trunk is impassable, but the area is otherwise open. The trees are 40 feet tall and require

a DC 12 Athletics check to climb. Any creature that climbs up into a tree (10 feet or higher) gains concealment. At 20 feet or higher, targets on the ground also have concealment from the character in the tree.

Rocky Outcroppings: Several rocky outcroppings dot the map. Treat these areas as difficult terrain.

Ridge Line: The two rows of squares across the top edge of the map are devoid of plant growth but strewn with rubble. Treat these spaces as difficult terrain.

Tomb Doors: A 1-by-2 square area centered on the north edge of the map denotes the heavy stone double doors that seal the entrance to Haruuc's tomb.

ENCOUNTER 2: OPENING THE DOOR

Encounter Level 8 (700 XP)

SETUP

For this skill challenge, the heroes must decipher the poem carved into the doors of Haruuc's tomb and solve its puzzle to open the tomb doors. This skill challenge is similar to the standard skill challenge with one difference: The skill checks must be performed in a specific order, based on the poem.

When the characters approach the door of Haruuc's tomb, read:

You stand before the heavy stone doors of Haruuc's tomb. The doors have been pummeled by picks recently, but they are virtually intact. They sport an intricate carving of a goblin bearing a longsword along with several other images. The doors appear to be very heavy, perhaps immovable.

Characters investigating the doors can determine that they are very heavy and very solid. It is easy to tell that the doors are somehow ensorcelled and likely cannot be opened by normal means (DC 12 Arcana check to determine). Furthermore, a poorly disguised six-line poem has been carved into the face of the doors.

If the characters examine the doors in more detail, provide them with descriptions of the carvings and the poem, as defined below.

THE DOORS AND ARCH

The Arch: The doors are set in a red stone archway. The keystone of this arch is larger than the other stones and has a carved depiction of the sun.

Both Doors: The doors share a depiction of a regal goblin wearing a crown and bearing a longsword held high above his head and pointing toward the keystone. The image of this goblin sits half on one door and half on the other, with the image split down the middle.

Left Door: This door depicts one half of the goblin along with images of invaders rushing toward him. The goblin has one hand outstretched held palm out as if to say "stop" to the carvings of the invaders. No handle is on this door.

Right Door: This door depicts one half of the goblin along with depictions of several goblin soldiers with weapons at the ready, seemingly waiting for orders from the main goblin figure. The main goblin figure depicted here is holding his sword high, pointing upward, toward the keystone of the archway. A handle with a keyhole is below it on this door.

Stone Tiles: In front of the archway is a small area covered in interlocking stone tiles. One of these tiles is missing.

The poem is below, with each line's number noted for reference in the skill challenge description.

THE POEM

Line 1: To free that which he held dear, Haruuc undertook a five-fold quest.

Line 2: With arms of steel, Haruuc pushed back the invading hordes.

Line 3: With high-held sword, Haruuc shattered the keystone of oppression.

Line 4: With nimble hands, Haruuc stole the strength of the earth beneath him.

Line 5: With keening eyes, Haruuc lent his new strength to the sun above.

Line 6: With welcoming arms, Haruuc called his followers to him and opened the door of freedom.

The skill challenge follows. The actions the characters must take are described in order, with reference numbers coinciding with the lines of the poem. If the players are having problems deciphering the poem's clues, have them make appropriate skill checks to learn more (that is, give them some hints).

OPENING THE TOMB DOORS

The adventurer's actions here allow them to open the doors to Haruuc's tomb.

Level: 8 (XP 700).

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Athletics, Insight, Perception, Thievery.

Special: Attack roll required.

Line 1

Insight (DC 14): The adventurers glean that the poem describes a series of actions that must be taken in a specific order to open the tomb doors. The second thru sixth lines of the poem each describe a single action to be taken. This skill can provide a maximum of 1 success.

Line 2

Athletics (DC 19): The adventurer presses his or her hands into the depiction of the goblin king's hand on the left-side door, and the goblin king's hand sinks into the door an inch. The adventurer hears a click within the door. This skill can provide a maximum of 1 success.

Line 3

Attack Roll (AC 14): The adventurer strikes the keystone of the arch, right on the sun carving, shattering its face. The adventurer hears a click within the arch. This attack can provide a maximum of 1 success.

Line 4

Thievery (DC 19): The adventurer digs into the ground at the missing floor tile, grabs a small item,

and removes it, revealing it to be a key made of carved bone. This skill can provide a maximum of 1 success.

Line 5

Perception (DC 14): Scanning the door and arch, the adventurer spots a keyhole in the keystone behind where the sun carving was. As the adventurer turns the bone key in the keyhole, he or she hears a loud click. This skill can provide a maximum of 1 success.

Line 6

Athletics (DC 19): The adventurer grasps the handle on the right-side door, turns it, and pulls, opening the tomb door wide. This skill can provide a maximum of 1 success.

Success: The characters successfully open the tomb doors, revealing the treasures beyond.

Failure: The tomb door puzzle locks down, preventing the doors from being opened. The characters have to find another way into the tomb. That said, skill challenges should not prevent the story from unfolding; if the characters fail the challenge, you might allow them to attempt to use brute force to find their way inside (with the number of success reached before failure determining the difficulty of doing so), thus alerting their enemies and hastening the start of the next encounter. Alternatively, failure at the door could mean precisely that—failure. In which case, the characters should have the option of returning to a nearby settlement to research the poem and return for a second attempt. Of course, Maaka and Pradoor might also be encountered outside the tomb and might also have insight into the poem that the adventurers can win or coerce from them to gain a second attempt to succeed.

ENCOUNTER 3: BEYOND THE DOOR

Encounter Level 9 (2,300 XP)

SETUP

Maaka (M)

Pradoor (P)

2 bugbear wardancers (W)

This encounter takes place within Haruuc's tomb. The characters have the opportunity to survey the tomb and sift through some of the treasure before Daavn's followers arrive.

Do not lay out the tomb map until it becomes necessary. How the characters react to being in a treasure-filled tomb determines where they are when combat begins.

When the characters enter the tomb, read:

The massive tomb doors swing wide. A soft red glow emanates from within the area ahead, bathing it in dim red light. Beyond, you see a dimly lit natural cavern. To your left and right are piles of treasure, arms and armor, sacks and barrels, and sundry other objects of value. The floor in the center of the chamber has a complex series of glowing red runes. In the middle of this area is an ornate stone throne, upon which sits the corpse of a goblin wearing fine regalia.

Once you have described the scene, ask each player to describe what his or her character does.

For characters who investigate the nearby treasure piles, describe what they find. The treasure piles contain many items. Be creative in your descriptions. Play up the fact that they are standing in the middle of great wealth (or at least in the middle of history).

If any character stays near the entrance, make a note of this.

If the adventurers produce light sources, describe the chamber layout in more detail, including the wooden platform and rough dimensions of the cavern.

If none of the characters immediately approach Haruuc's throne, allow the players to play out the scene until such time that one of them does so.

If even one character chooses to investigate Haruuc's throne, combat begins when the character reaches the red dotted line on the map. At this point, lay out the tomb map and place the characters on it as appropriate to the actions they have taken thus far. Then place the monsters on the map where indicated.

When combat begins, Maaka and his cohorts gain the benefit of a surprise round unless one or more of the characters has been keeping an eye on the tomb entrance.

If Daavn escaped in Encounter 1, Maaka and his cohorts arrive in this encounter on his orders. If Daavn was defeated in Encounter 1, the monsters arrive here as a result of their patrols around the area and seeing the tomb doors opened.

The encounter map can be assembled using tiles from *Caves of Carnage* and *Halls of the Giant Kings*.

TACTICS

Maaka focuses on the adventurer he feels is the greatest threat, likely a heavily armored enemy. He invokes *challenge of the fury* continually on this target. He favors attacking prone targets, using *staggering strike* as often as possible. If he gets an upper hand on his target, he spends his action point to make an additional attack.

Pradoor enters combat riding on Maaka's shoulders. She uses her ranged basic attacks to keep characters from approaching her (and Maaka). She uses *plague of locusts* to cripple ranged attackers and sustains it for as long as she can. While she is near Maaka, her *smite of the dark* six power is particularly effective against the adventurer Maaka targets with *challenge of the fury*. She saves her action point until she needs it to dismount Maaka and move to a safer position.

The bugbear wardancers work in tandem, focusing their attacks on the first adventurer they encounter. They use *flail assault* to push characters away from the tomb entrance so that Maaka and Pradoor can enter more easily.

FEATURES OF THE AREA

Illumination: The red runes in the center of the chamber provide dim light throughout the cavern.

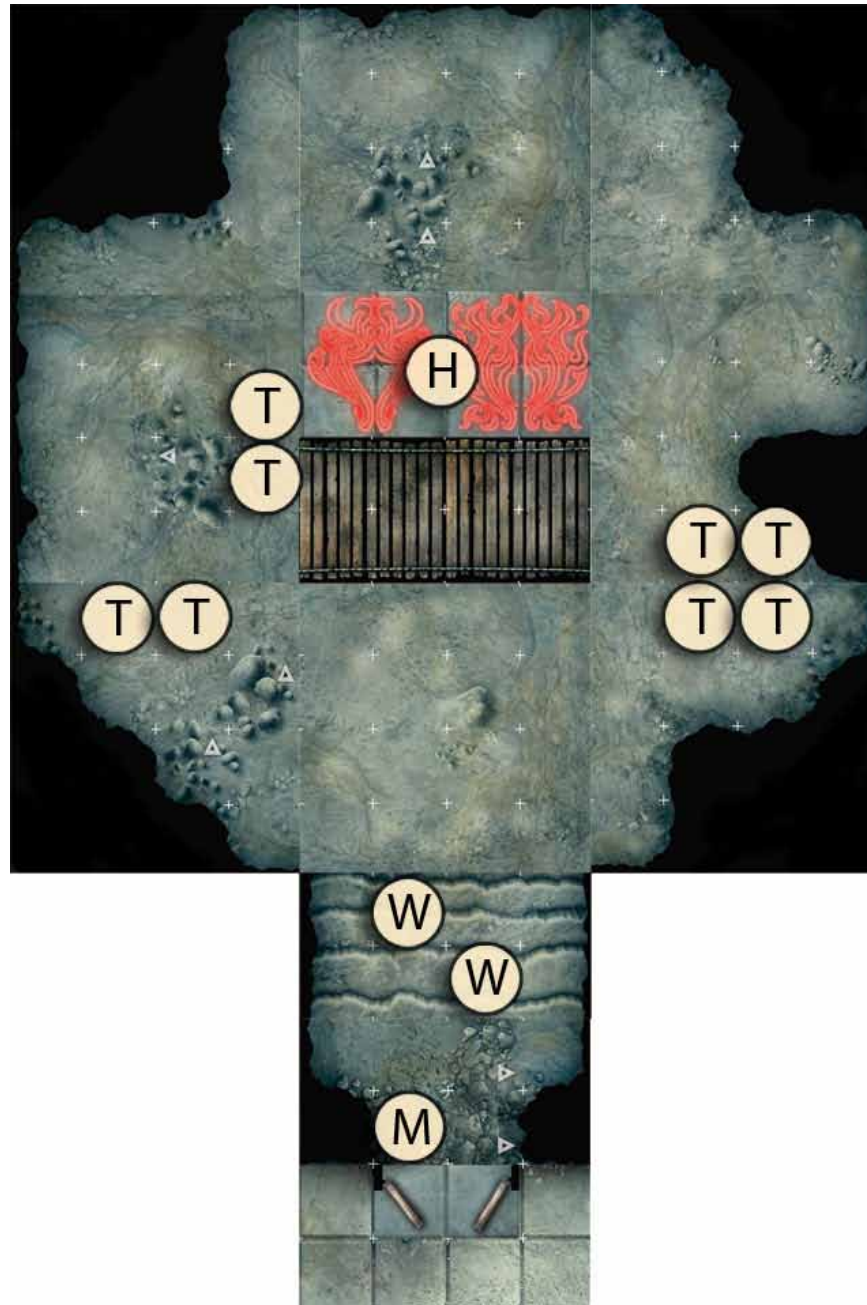
Ceiling: The ceiling of the chamber is 5 squares above the floor.

Rocky Outcroppings: Several rocky outcroppings dot the map. Treat these areas as difficult terrain (requiring 1 extra square of movement to enter).

Treasure: Each square marked with a blue "T" is strewn with various treasure items. Treat these areas as challenging terrain. Any creature that moves into such a square must make a DC 12 Acrobatics check or fall prone and end its movement.

Wooden Platform: A 2-by-4 square area in the center of the map has a crude wooden platform built over a pit. If two creatures stand on the same half of the wooden platform at any time, that half of the platform crumbles (as soon as the second creature moves onto it). Creatures on that half of the platform when it breaks can make a saving throw. Failure results in the creature falling into the pit below the platform. Success results in the creature jumping to the nearest adjacent "nonplatform" space and falling prone.

Pit Below the Platform: The pit is 3 squares deep. Creatures falling into the pit take 3d10 falling damage. Climbing



into or out of the pit requires a DC 13 Athletics check.

Red Runes: A 2-by-4 square area surrounding Haruuc's throne is encircled with glowing red runes. Any creature beginning its turn on the runes takes 5 necrotic damage and is pushed to the nearest space that does not contain runes (DC 17 Arcana or Religion check to ascertain this danger).

Haruuc's Throne: An ornate stone throne stands in the middle of the red runes at the intersection of 4 squares. It is denoted as "H" on the map. Creatures can occupy the squares adjacent to the throne normally since the throne is goblin-sized. Creatures can topple the throne (and Haruuc's corpse) with a DC 20 Athletics check. Doing so results in the throne and corpse falling and filling an adjacent square (toppler's choice) with difficult terrain.

2 Bugbear Wardancers (W) Level 6 Skirmisher
Medium natural humanoid, goblin XP 250

Initiative +9 **Senses** Perception +5; low-light vision
HP 70; **Bloodied** 35
AC 20; **Fortitude** 18, **Reflex** 19, **Will** 18
Speed 7

⊕ **Flail Dance** (standard; at-will) ♦ **Weapon**
+9 vs. Fortitude; 2d6 + 4 damage, the wardancer pushes target 2 squares and knocks it prone. The wardancer shifts 1 square.

↗ **Flail Barrier** (standard; recharge ☒ ☑) ♦ **Weapon**
Close burst 2; targets enemies; no attack roll; 5 damage, and the wardancer takes half damage from weapon attacks until the end of its next turn.

↗ **Flail Assault** (standard; encounter) ♦ **Weapon**
Close burst 2; +9 vs. Reflex; 2d6 damage, and the wardancer pushes the target 2 squares and knocks it prone.

Combat Advantage
A wardancer deals 1d6 extra damage against any creature granting combat advantage to it.

Alignment Evil **Languages** Common, Goblin
Str 16 (+6) **Dex** 19 (+7) **Wis** 14 (+5)
Con 14 (+5) **Int** 11 (+3) **Cha** 16 (+6)
Equipment heavy flail, hide armor.

Maaka (M) Level 9 Elite Soldier
Medium natural humanoid, bugbear XP 800

Initiative +8 **Senses** Perception +11
HP 196; **Bloodied** 98
AC 25; **Fortitude** 23, **Reflex** 20, **Will** 21
Immune fear
Saving Throws +2
Speed 6
Action Points 1

⊕ **Longsword** (standard; at-will) ♦ **Necrotic, Weapon**
+16 vs. AC; 1d8 + 8 damage, and the target is marked until the end of Maaka's next turn. Maaka makes a secondary attack against the target. *Secondary Attack*: +14 vs. Fortitude; the target takes ongoing 5 necrotic damage and a -2 penalty to attack rolls (save ends both).

⊕ **Staggering Strike** (standard; recharge ☒ ☑) ♦ **Weapon**
+16 vs. AC; 2d8 + 5 damage, and Maaka pushes the target 2 squares and knocks the target prone.

↖ **Challenge of the Fury** (minor 1/round; at-will) ♦ **Necrotic**
Close burst 10; targets one enemy; until the end of Maaka's next turn, the target is marked. In addition, if the target ends its next turn farther from Maaka than it began the turn, or if it does not make an attack roll against Maaka during its next turn, the target takes 5 necrotic damage.

↖ **Sweeping Sword** (standard; encounter)
Close burst 1; +16 vs. AC; 1d8 + 8 damage, and the target is marked (save ends).

Predatory Eye (minor; encounter)
Maaka deals 1d6 extra damage on the next attack he makes with combat advantage. He must apply this bonus before the end of his next turn.

Sense of Invulnerability (immediate interrupt, when an attack would bloody Maaka; encounter)
Maaka gains a +4 bonus to all defenses until the end of his next turn.

Alignment Chaotic evil **Languages** Common, Goblin
Skills Acrobatics +11, Athletics +14, Intimidate +12
Str 20 (+9) **Dex** 15 (+6) **Wis** 15 (+6)
Con 18 (+8) **Int** 10 (+4) **Cha** 17 (+7)
Equipment hide armor, longsword

Pradoor (P) Level 10 Elite Controller
Small natural humanoid, goblin XP 1,000

Initiative +9 **Senses** Perception +10; blindsight 10
HP 206; **Bloodied** 103
AC 24; **Fortitude** 20, **Reflex** 22, **Will** 23
Saving Throws +2
Speed 6; see also *goblin tactics*
Action Points 1

⊕ **Sacrificial Dagger** (standard; at-will)
+15 vs. AC; 1d6 + 5 damage.

⊕ **Cackle** (standard; at-will) ♦ **Thunder**
Ranged 5; deafened creatures are immune; +14 vs. Will; 1d8 + 5 thunder damage, and the target is dazed until the end of Pradoor's next turn. This attack does not provoke opportunity attacks.

⊕ **Smite of the Dark Six** (standard; at-will) ♦ **Implement, Necrotic**
Ranged 10; +14 vs. Fortitude; 1d8 + 5 necrotic damage, and the target can't move closer to Pradoor on its next turn.

↗ **Double Attack** (standard; at-will)
Pradoor makes two ranged basic attacks.

↖ **Prison of Blades** (standard; encounter) ♦ **Implement**
Close burst 1; +14 vs. Reflex; 2d8 + 5 damage, and if the target moves, it takes 5 damage (save ends).

✱ **Plague of Locusts** (standard; encounter) ♦ **Implement, Zone**
Area burst 2 within 10; +14 vs. Reflex; 2d8 + 5 damage, and the burst creates a zone of biting locusts that lasts until the end of the encounter. The zone blocks line of sight. Any enemy that enters the zone takes 5 damage, and any enemy that ends its turn within the zone takes 10 damage. As a minor action, Pradoor can move the zone 3 squares.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)
Pradoor shifts 1 square.

Ride Maaka
Pradoor can ride on Maaka's shoulders. While doing so, she gains a +1 bonus to AC against melee attacks made by enemies adjacent to Maaka. She can dismount Maaka as a move action, ending this action in a square adjacent to Maaka. If Maaka falls prone, Pradoor falls off him, lands in a square adjacent to Maaka, and makes a saving throw. If she fails this saving throw, she falls prone as well.

Alignment Evil **Languages** Common, Goblin
Skills Bluff +13, Insight +15, Religion +11
Str 7 (+3) **Dex** 18 (+9) **Wis** 21 (+10)
Con 15 (+7) **Int** 13 (+6) **Cha** 16 (+8)
Equipment robes, dagger, holy symbol of the Dark Six



EXPANDING THE ENCOUNTER

If the heroes are having an easy time with this encounter and Daavn escaped in Encounter 1, you can have Daavn join the fight here to up the ante for the heroes.

If Daavn returns here, he enters the fray with the hit points he had remaining from Encounter 1 plus 45 hit points from spending his one healing surge between encounters.

CONCLUSION

Once the goblinoids are defeated, the heroes are free to loot Haruuc's tomb. Provide the heroes with treasure as is appropriate to your campaign.

If your heroes are under-equipped, this is the perfect opportunity to provide them with a major treasure haul and bring them up to speed with magic items, gold, and plot hook items. If your heroes are very well equipped, ramp the treasure down a bit, but make sure they receive something worthwhile out of it.

Above all, give the players the opportunity to enjoy their spoils. After all, tomb raids don't happen every day, even in D&D.

About the Author

Craig Campbell was suckered into playing D&D in 1990 when some of his college friends told him he needed to get out less. In the time since, he's devoured many sourcebooks, transforming himself into a zombie-like creature that constantly seeks to tell amazing stories and eat the brains of his players. Hailing from northeastern Wisconsin (go Packers!), he currently lives in Marietta, Georgia with his all-consuming love of bad movies.