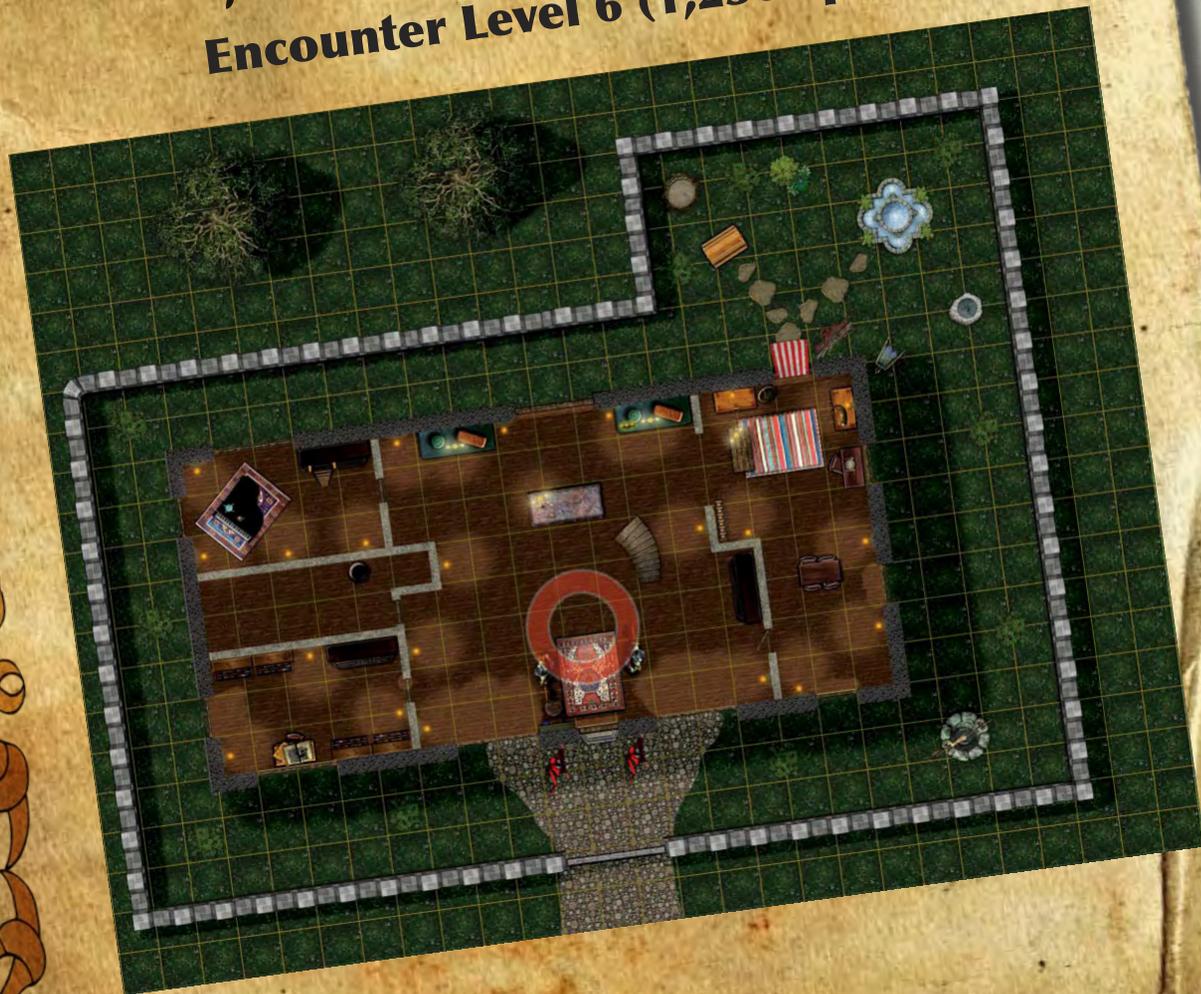


# ENCOUNTER a dealing with INTRUDERS

Encounter Level 6 (1,250 xp)



The PCs have been discovered! Alerted to their intrusion, Cecil Nevanmoor races down to face the thieves head on.

Read or paraphrase the following passage to the players when the encounter begins:

***"You shall not touch my Vault!!!"** comes the angry scream of a man on the top floor, followed by the thundering footsteps as he races through the house to intercept you. Barely granting you time to grab your weapons and prepare for the fight, you see the lithe form of the old man barreling towards you, papers and loose objects from bookshelves and tables tossed into the air as if he were running fast enough to dislodge them from their resting places. A strange aura of power bursts from his mind and a voice similar to the one heard upstairs dominates your every thought.*

***"Do not touch my Vault, heathen! Never touch her!!"***

## Cecil Nevanmoor

Level 6 Solo Controller

Medium natural humanoid (human)

XP 1,250

*Meek in build and mild in temper, this elderly figure walks with a slight hunch from years of investigating tiny objects and studying books. He looks as if a slight breeze could bowl him over.*

HP 240; Bloodied 120

Initiative +7

AC 23, Fortitude 17, Reflex 19, Will 20

Senses Perception +7;

(see Read Your Mind)

(+12 within 100'

Speed 6

of the Endless Vault)

Immune all attacks from undead creatures, Resist 20 necrotic

Saving Throws +2

Action Points 2

### TRAITS

**Brainscan** • Aura 1

Any creature who enters or starts their turn within the aura grants combat advantage.

**Motionless**

If Cecil does not move from his square during his turn (except for teleportation), he is immune to all forced movement until the start of his next turn.

### STANDARD ACTIONS

☞ **Concussive Assault** (force) • At-Will

*Attack:* Ranged 5 (two attacks; one creature each); +9 vs Fortitude

*Hit:* 2d6+10 force damage and target is pushed 2 squares. The target is pushed 5 squares on a critical hit.

*Secondary Effect:* If the target is pushed against an object or another creature, it loses a healing surge and falls prone.

✳ **Battering Debris** • Recharge ☞ ☞

*Attack:* Area 1 within 10 squares (all creatures); +11 vs AC

*Hit:* 1d10+6 damage and target is dazed (save ends)

### MOVE ACTIONS

**Gift of the Vault** (teleportation) • At-Will

*Effect:* Cecil teleports a number of squares equal to his speed.

### TRIGGERED ACTIONS

**Read Your Mind** • At-Will

*Trigger:* An enemy grants Cecil combat advantage.

*Effect (Free):* Cecil gains a +1 bonus to all defenses from any attack made by the target and does not provoke opportunity attacks from the target. This power ends when the target no longer grants combat advantage.

☜ **Stand Back!** (force) • Encounter

*Trigger:* When bloodied

*Attack (Immediate Reaction):* Close burst 2; +9 vs Fortitude

*Hit:* 2d10 force damage and target is pushed 5 squares.

*Secondary Effect:* If the target is pushed against an object or another creature, it falls prone and suffers an additional 1d10 damage

**Continue to Serve** (healing) • Encounter

*Trigger:* Cecil is reduced to 0 hp.

*Effect (Immediate Interrupt):* Cecil gains 60 hp.

**Skills** Arcana +10, Religion +10

**Str** 11(+2)

**Dex** 12(+3)

**Wis** 17(+5)

**Con** 13(+3)

**Int** 22(+8)

**Cha** 16(+5)

**Unaligned**

**Languages** common, draconic, dwarven, elven

## Setup

Regardless of how Cecil discovers the intruding PCs – whether he is captured, overhears them, or senses their approach to the basement – the old man is a difficult target to overpower. As soon as he spots the first intruder, he unleashes his full power on them and the PCs quickly learn Cecil is not some old wizard: he's a psion.

This encounter assumes the fight takes place at any room in the house and carries over throughout the entire property. Cecil willingly destroys his home in order to defend the Endless Vault and uses the terrain and furniture to bruise, batter, and kill the PCs. At this point, the entire house becomes a combat encounter.

**Upon Entering the Basement:** If the PCs have gone as far as finding the hidden staircase to the basement without alerting Cecil, their cover is blown as soon as they head downstairs. Due to his psychic connection with the Endless Vault, Cecil is aware of any creature standing within the same room as his precious artifact and immediately uses double moves to reach the intruders.

## Tactics

Cecil's first thought is to keep the PCs away from the Endless Vault or the stairway leading down to the basement. Using *gift of the vault* to teleport his speed, and *concussive assault* to push a target aside, the psion uses *brainscan* to gain combat advantage over adjacent targets and avoid opportunity attacks as he unleashes a ranged barrage with additional uses of *concussive assault*.

He will drop himself down to 0 hp and use *continue to serve* to regain some more, all the while deceiving the PCs into believing he has been knocked unconscious. When the time is right, he will lash out once more and start the fight anew, requiring a second initiative roll from the party.