

# ENCOUNTER A5 - LURKING HORRORS (AREA 4-6)

Encounter Level 9 (2,100 XP)

## SETUP

3 Crypt Lurkers (level 11 lurker)

*NOTE: Even though there are only three crypt lurkers, due to the nature of this encounter you may wish to consider awarding the players the full XP equivalent to a level 11 solo encounter (3,000 XP).*

**When the party first sees the room, read or paraphrase the following:**

*The smell of death and decay assaults your senses as you enter a dark, cobweb-filled crypt. Eight identical stone sarcophagi stand in two rows in the center of the room, each one's lid decorated with intricate etchings.*

**When the entire party enters, read or paraphrase the following:**

*As you pass through the doorway, it violently slams shut and you can hear it lock even though there is nothing there. Throughout the room you can hear what sounds like faint laughter as wind begins to blow across the room.*

This is the crypt of the original founders of the Temple of Blackfire, long abandoned by the Order. Three undead spirits known as crypt lurkers have made themselves at home amongst the sarcophagi, just waiting for living creatures to enter so they can take them and feed off their life energy.

## FEATURES OF THE AREA

**Illumination:** The room is dark.

**Wind:** A moderately strong wind blows throughout the room while the lurkers are present. The wind has no effect beyond making the lurkers hard to locate (this is already reflected in the DCs listed below).

**Sarcophagi:** Each sarcophagus is approximately eight feet long and three feet high. Each lid has ornate carvings depicting a different member of the Blackfire Order, most of them appearing to be either a priest or an arcanist. None of the lids have names or other markings.

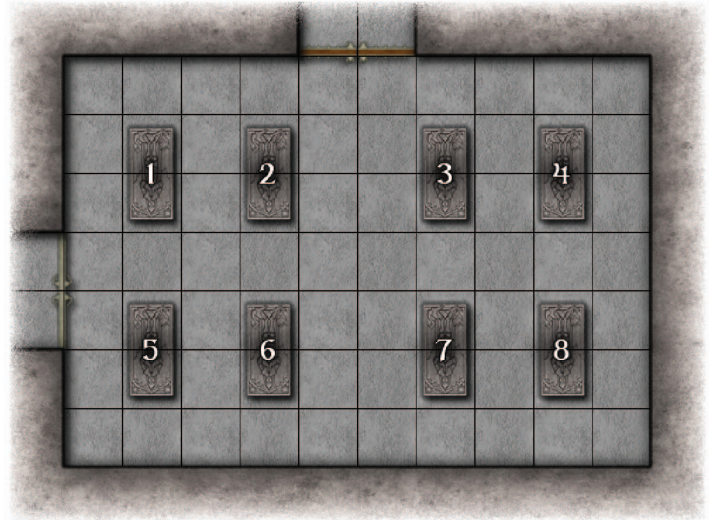
After the crypt lurkers have been destroyed or have fled, each sarcophagus can be opened with a Strength or Thievery DC 18 check.

**Doors:** So long as the crypt lurkers are active the doors are magically sealed and cannot be opened by conventional means.

Once all three lurkers are destroyed or flee, the doors will open by themselves.

**Treasure:** Place between one and two treasure packages inside random sarcophagi.

**\* INFORMATION REDACTED \***



## THE CRYPT LURKERS

Three undead creatures known as crypt lurkers live within the sarcophagi, moving freely between them and attempting to pull unsuspecting living creatures inside where they can feast on their life energy.

At the start of the encounter, roll three d8s to determine the starting positions of the three lurkers. The lurkers are hidden within the sarcophagi and are very hard to detect with the ongoing wind in the room; a character that analyzes a sarcophagus can detect a lurker's presence within it with a Religion DC 20 check (as a minor action). If the player performs a check but does not target a specific sarcophagus, the DC increases to 24 and will only reveal the presence of a lurker if it is within 4 squares of the player.

Once the encounter begins, the lurkers will use their Stealth skill to try and remain hidden after they teleport between sarcophagi using *grave shift*. Regardless of their Stealth roll, they can still be detected using the Religion skill as described above.

The lurkers seek to entomb as many players as they can, draining their life energy until they are dead.

## VISIBILITY

Each lurker is hidden within a given sarcophagus, and while inside the sarcophagi there is no line of sight or line of effect to it; it cannot be attacked, even by burst attacks. In order to destroy it the party must first drive it out of its hiding place.

When a lurker is driven out of a sarcophagus, it will hover above it like a gray ghost-like apparition until it can use *Grave Shift* to return to another sarcophagus.

In order to drive it out and make it vulnerable to attack, there are a variety of options:

- The sarcophagus can be destroyed, which reveals the crypt lurker and makes it targetable. This also frees anyone inside the sarcophagi and prevents the lurker from returning to that position. If all eight sarcophagi are destroyed, the lurkers have nowhere to go and leave the area.

**Sarcophagus**

Object

**Object Properties****HP** 80**AC** 18; **Fortitude** 18, **Reflex** 10, **Will** --**Immune** disease, necrotic, poison, forced movement, all status effects, ongoing damage**Resist** 5 all except radiant**Vulnerable** 10 radiant, 10 thunder

- If the sarcophagus containing a lurker is hit with a radiant attack that causes more than 20 damage (taking in to consideration the sarcophagi's vulnerability to radiant damage), the crypt lurker itself takes 10 damage and will be driven out of the sarcophagi, hovering above it until it can use *grave shift* again.
- If a player makes a successful Religion DC 20 check (as a standard action), the crypt lurker takes 5 damage and is driven out of the sarcophagus until it can use *grave shift* again.

While a lurker is exposed, it can be attacked as if it were a normal creature (see stat block below).

Once a lurker is dropped to 0 hit points, it is destroyed. Once all three lurkers are destroyed, the wind stops and the room goes calm. Any person entombed within a sarcophagi is still trapped inside, but they are no longer under attack.

## MOVEMENT

The lurkers can't physically move beyond the bounds of a sarcophagus, so they must teleport between them as a move action by using *grave shift*. This teleportation is transparent, and allows a lurker to possess another sarcophagus instantly by teleporting in to its center. After its movement, it can attempt a Stealth check to become hidden regardless of the distance it moved.

Two of them will move strategically to positions where they can strike at the party while the third will move randomly amongst the other sarcophagi (roll a d8, re-rolling if the sarcophagi is occupied, to determine which one it moves to).

If a lurker has a target trapped in a sarcophagi (see below), it cannot move until the creature inside is free or dead.

If a lurker has nowhere to go - in other words, the party has destroyed enough sarcophagi so that there isn't a vacant one available - it will leave the room.

## ATTACK

If a crypt lurker does not have a creature entombed, it will try to move to a position where it can reach out and grab a living creature using death's grasp.

**NOTE:** *The crypt lurkers will not attack undead creatures; only living ones.*

If the attack hits causes the target to end up adjacent to the sarcophagi, the target is entombed inside and the lurker begins to attack it using *life drain*. Each sarcophagus can only have one person entombed in it at a time.

An entombed creature is immobilized, has line of sight or line of effect only to the sarcophagus itself, and no creature has line of sight or line of effect to the entombed creature.

Each lurker that has a target entombed will attack it using *life drain* until the target is dead. Once the target is dead, after which it will eject the corpse from the sarcophagi as a free action and attempt to attack someone else.

## FREEDING THE ENTOMBED

There are a few ways by which a person inside a sarcophagi can be freed:

- The sarcophagi can be attacked. If a single attack causes more than 25 damage or if the sarcophagus is destroyed outright, the person inside is freed.
- An adjacent creature can free an entombed creature with a Strength or Thievery DC 18 check as a standard action.

Once a creature is freed, it lands prone in an square adjacent to the sarcophagus.

## VICTORY CONDITION

There are only two ways to get out of the room alive:

- Destroy the three crypt lurkers by continually driving them out of the sarcophagi, making them vulnerable, then attacking them until they are dead.
- Destroy all eight sarcophagi.

<b>Crypt Lurker</b>	<b>Level 12 Lurker</b>
Medium natural humanoid (undead)	700 XP
<b>Initiative</b> +12	<b>Senses</b> Perception +13, darkvision
<b>HP</b> 90; <b>Bloodied</b> 45	
<b>AC</b> 26; <b>Fortitude</b> 22, <b>Reflex</b> 25, <b>Will</b> 21	
<b>Immune</b> disease, necrotic, poison, prone, forced movement	
<b>Vulnerable</b> 10 radiant	
<b>Speed</b> See <i>Grave Shift</i>	
<b>Standard Actions</b>	
⊕ <b>Death's Grasp</b> (necrotic) • <b>At-Will</b>	
<i>Requirement:</i> The crypt lurker must not have a creature entombed in a sarcophagus.	
<i>Attack:</i> Melee 3 (one living creature); +15 vs Reflex	
<i>Hit:</i> The target is grabbed and pulled 2 squares. If the target is adjacent to the sarcophagus, it is entombed inside the sarcophagus.	
An entombed creature is immobilized, has line of sight or line of effect only to the sarcophagus itself, and no creature has line of sight or line of effect to the entombed creature.	
⊕ <b>Life Leech</b> (necrotic) • <b>At-Will</b>	
<i>Requirement:</i> The crypt lurker must have an creature entombed in a sarcophagus.	
<i>Attack:</i> Melee touch (entombed creature); +15 vs Fortitude	
<i>Hit:</i> 3d8 +6 necrotic damage, and the target cannot use healing surges (save ends). In addition, the crypt lurker heals 5 hit points.	
<b>Move Actions</b>	
⊕ <b>Grave Shift</b> • <b>At-Will</b>	
<i>Requirement:</i> The lurker cannot move or teleport if it has a creature entombed in a sarcophagus.	
<i>Effect:</i> The crypt lurker teleports to another intact sarcophagus that does not have another crypt lurker already in it. After it teleports, it can make a Stealth check to become hidden.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> --
<b>Skills</b> Stealth +17	
<b>Str</b> 14 (+8)	<b>Dex</b> 22 (+12)
<b>Con</b> 16 (+9)	<b>Int</b> 8 (+5)
	<b>Wis</b> 14 (+8)
	<b>Cha</b> 8 (+5)