

5. Small Problems

This encounter takes place in Area 4 of the temple ruins. Ancient summoning wards protect the temple ruins from unannounced visitors who desire to intrude on the temple proper.

When the characters enter Area 4, read the following:

You enter an oval shaped room with a door on the far side. Strange purple and red markings are engraved on the floor in circles. The temperature in this room is a little low, and you notice patches of ice on the floor, interspersed among the circles.

When a character touches the door on the far end of the hall, or if a character fails on a Thievery check to disable one of the circles, the summoning circles bring forth imps and the encounter begins.

When the circles are activated, read the following aloud:

In small puffs of smoke, tiny creatures form inside the circles around the room. They have wicked barbed tails and menacing grins. The demonic creatures bare their claws and their weapons!

Small Problems Encounter

Level 2
XP 623

- ◆ 1 bright imp (250 XP)
- ◆ 5 squares of ice patch (125 XP)
- ◆ 8 ice imps (31 XP each)

For 4 characters, **remove** 4 ice imps and their appropriate summoning circles

For 6 characters, **add** 4 ice imps and their appropriate summoning circles

Skill Checks

Arcana

- ✧ DC 10: The engraved markings are summoning circles, designed to summon imps from another plane.
- ✧ DC 15: The summoning circles are keyed to activate when triggered by something specific. This success opens up the use of the Dungeoneering and Thievery skills. Disabling the circles will be a difficult task.
- ✧ DC 20: The red summoning circle is different, and will be even more difficult to disable than the others.

Bright Imp Lore (Religion)

- ✧ DC 15: Flighty and calculating, these devils are willing to wait for an opponent to make a mistake before taking advantage of it.
- ✧ DC 20: Bright imps disappear often in combat, and attempt to disable opponents as they reenter the fray.

Dungeoneering

- ✧ DC 15: The character determines that touching the far door is the trigger to activate the summoning circles. If a character succeeds at this check, the party gains a surprise round during combat with the imps if they purposely trigger the summoning circles by touching the door.



Ice Imp Lore (Religion)

- ✧ DC 15: Ice imps are some of the weakest devils in existence. They will only attack armed foes if forced to by a stronger devil or compulsion spells.
- ✧ DC 20: Drawn to the cold, these creatures take comfort near areas of extremely low temperature. They are able to channel the frost into deflecting enemy attacks.

Thievery

- ✧ DC 20: The character can disable one of the blue summoning circles. Failing this check causes all the remaining circles to activate.
- ✧ DC 25: The character can disable the red summoning circle. Failing this check causes all the remaining circles to activate.

Tactics

The ice imps rush to engage the characters wherever they are standing. Whenever possible, they attack a player from a space adjacent to one of the patches of ice. The bright imp hangs back and tries to pick off characters that seem weak. It vanishes as often as it can in order to gain combat advantage and hide itself from harm.

Bright Imp	Level 2 Elite Lurker	
Tiny Immortal Humanoid	XP 250	
Initiative +7	Senses Perception: +2; darkvision	
HP 64; Bloodied 32		
AC 18; Fortitude 14, Reflex 16, Will 14		
Resist 10 radiant		
Saving Throws +2		
Speed 4; fly 6 (hover)		
Action Points 1		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d6+1 damage.		
⊕ Bright Claw (standard; encounter) ♦ Radiant		
+7 vs. AC; 1d10+1 damage, and the bright imp makes a secondary attack against the target. Secondary attack: +5 vs Fortitude: Target is dazed and suffers a -2 penalty to Reflex defense (saves ends both).		
Shimmering Image (immediate interrupt, when targeted by a charge; at-will) ♦ Illusion		
The bright imp may shift 1 square.		
Vanish (standard; at-will) ♦ Illusion		
The bright imp becomes invisible until the end of its next turn or it attacks. The imp's <i>bright claw</i> ability recharges.		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +8, Bluff +8, Stealth +8		
Str 10 (+1)	Dex 15 (+3)	Wis 12 (+2)
Con 14 (+3)	Int 14 (+3)	Cha 14 (+3)



Ice Imp	Level 2 Minion Soldier	
Tiny Immortal Humanoid	XP 31	
Initiative +4	Senses Perception: +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 14, Reflex 13, Will 13		
Immune cold; Resist 5 cold		
Speed 6; teleport 3		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+7 vs. AC; 4 damage.		
Ice Shield		
An ice imp gains +2 to its defenses when while standing in or adjacent to a patch of ice or other ice effects. An ice imp is immune to the effects of patches of ice.		
Alignment Evil	Languages Supernal	
Str 14 (+3)	Dex 12 (+2)	Wis 12 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment chainmail, light shield, short sword		

Ice Patch	Level 2 Obstacle
Trap	XP 125
Trap: Patches of ice fill 5 squares in the area, turning them into difficult terrain.	
Perception	
♦ No check is necessary to notice the ice.	
Additional Skill: Nature	
♦ DC 15: The character identifies the patches of treacherous ice.	
Trigger	
The ice attacks when a creature enters or starts its turn in a square of ice. It also attacks when a creature stands up from prone in a square of ice.	
Attack	
Opportunity Action	Melee
Target: Any creature that enters or starts its turn in one of the ice patch squares.	
Attack: +4 vs. Reflex	
Hit: 1d6+1 damage and fall prone. If the creature is already prone, no damage but its turn ends immediately.	
Countermeasures	
♦ With a DC 15 Acrobatic check and a move action, a character can move into a square of treacherous ice without risk of falling. If the check fails or the character moves more than 1 square, the ice attacks.	
♦ A creature can remove an ice patch by dealing 5 points of fire damage to it. (AC 10, other defenses 8)	

