

AGE 12+

# DUNGEONS & DRAGONS®

LAIR ASSAULT



## ATTACK OF THE TYRANTCLAW™

A CHALLENGE FOR CHARACTERS OF 6<sup>TH</sup> LEVEL

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# ATTACK OF THE TYRANTCLAW

*A dryad druid named Hyacinth has recently learned of a ruined village called Tanaroa on the shores of the mysterious Isle of Dread. Now she hopes to land there and delve into the ruins of this long-ago society. She has chartered a ship to the island and hired adventurers to protect her. The job won't be easy, for a savage clan of orcs called the Tyrantclaw dwells on the island, along with great reptilian beasts.*

Welcome to the DUNGEONS & DRAGONS LAIR ASSAULT program! You hold a booklet that contains an ultra-challenging encounter designed to be played in a single game session. This material is designed for five 6th-level characters (see page 14 for rules on playing with four or six characters). Odds are, the player characters will be annihilated, but that's part of the fun!

In this adventure, the heroes must defend the dryad druid Hyacinth while she performs a ritual to reveal the secrets of an ancient obelisk. The heroes must establish defenses and ensure the druid remains protected from the foul Tyrantclaw orc tribe. Only the most clever and tactically proficient adventuring party has any hope of success.

As the DM, your job is not simply to challenge the player characters, but also to kill them outright—all in good fun, of course. (Make sure your players know that!) Don't play favorites or fudge die rolls. The encounter is tough enough that you can let the dice fall as they may.

Despite the nature of this program, it's important to remember that the challenge is supposed to be fun as well as difficult. If you and the players reach a rules impasse, consider ruling in the players' favor. Targeting particular characters for strategic reasons is fine, but be sensitive to whether a player might feel frustrated by being singled out.

## CHARACTER CREATION

Players should create characters of 6th level, using any official 4th Edition DUNGEONS & DRAGONS sources (print products available in stores or anything currently available in the D&D Character Builder). Players can also use D&D Fortune Cards during the challenge.

A character has three magic items: one of 5th level or lower, one of 6th level or lower, and one of 7th level or lower. The items can be of any rarity. The player also has 1,000 gp to spend on other items, only two of which can be consumables. The consumables must be 6th level or lower.

Going into this challenge, players should understand that the encounter is intentionally difficult, and characters and parties optimized for success are the most likely to succeed. If some players know details about the challenge from previous sessions, they are free to share that information with other players.



# BACKGROUND

Many legends surround the fabled Isle of Dread, and what information has returned to civilization is largely truth confounded with lies. The majority of those who have reached the island do so by no fault of their own. Ravaging storms and chaotic seas sunder any ship that nears a shifting ley line that bridges the natural world to the Feywild. Those who survive usually find themselves on the isle's sandy beaches, unaware that they have traveled between planes.

Although the Isle of Dread is typically reached through the Feywild, the place serves as a nexus between multiple planes of existence. The island was once part of the kingdom of the kopru, an ancient race of heat-loving amphibians of great intelligence and power. The kopru kingdom eventually crumbled as the result of a native rebellion.

The natives have long since abandoned the village of Tanaroa, and the kopru, if legend can be believed, have disappeared. The secrets of these ancient societies are believed to be locked away in several obelisks around the island, one of which lies within ruined Tanaroa. Hyacinth hopes that by deciphering one of these obelisks, she can learn how the matriarchs of Tanaroa were able to alter their forms into—yes—dinosaurs.

## BEFORE THE CHALLENGE

Allow the players to introduce their characters before beginning the challenge.

### When you're ready to start, read:

*You have been contracted to protect an intrepid druid named Hyacinth. It's a little odd working for a dryad, but the pay is good, and she assures you that your help is essential to her mission.*

*As for the mission, it's no less than an expedition to the mysterious Isle of Dread. Hyacinth needs your help reaching a powerful obelisk deep in the jungle. She has said that she needs your protection while she performs a ritual at the obelisk, which will lay bare the secrets of the powerful transformation magic that the island's natives once used. The only hitch: The island is home to a host of terrible creatures, including dinosaurs and a tribe of savage orcs known as the Tyrantclaw.*

*Hyacinth has provided you with a selection of resources to aid in the expedition. Choose wisely, because it could mean the difference between life and death.*

Prior to the encounter, give the players the list of resources that accompanies this booklet. These resources represent what is available to them in setting up a defense around the obelisk. The players have 100 resource points to use in purchasing items off the list. Any combination of resources is permissible as long as it does not exceed 100. Give the players about ten minutes to choose their resources. Then have the players place each resource in an unoccupied space on the starting map (the map that has the smaller pits of tar). Items can be placed on top of the walls.



## Small Crate

This wooden shipping crate is 5 feet wide on each side.

### Small Crate

5 Resource Points

Medium Object

HP 20; AC 12, Fortitude 10, Reflex 10, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

##### Blocking Terrain

The crate is blocking terrain. Creatures can enter the crate's square only by climbing over it, which requires a DC 11 Athletics check.

## Large Crate

This wooden shipping crate is 10 feet wide on each side.

### Large Crate

20 Resource Points

Large Object

HP 40; AC 12, Fortitude 10, Reflex 10, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

##### Blocking Terrain

The crate is blocking terrain. Creatures can enter the crate's squares only by climbing over it, which requires a DC 11 Athletics check.

## Light Ballista

This weapon sends heavy darts over great distances. It is used to impede advancing forces and to destroy lightly fortified structures.

### Light Ballista

30 Resource Points

Medium Object

Detect Perception –

Initiative –

HP 40; AC 20, Fortitude 18, Reflex 14, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

##### Blocking Terrain

The ballista is blocking terrain. However, creatures can move diagonally across its corners.

##### Siege Weapon

- ♦ The ballista does not have actions. Instead, a creature with an Intelligence of 8 or higher can use the ballista to make the attack below.
- ♦ A monster cannot use the ballista while a player character is adjacent to it.

#### STANDARD ACTIONS

↻ **Heavy Bolt** (weapon) ♦ **Recharge** when a creature adjacent to the ballista spends a minor action to reload it

**Attack:** Ranged 30 (one creature); +9 vs. Reflex. Making this attack does not provoke opportunity attacks.

**Hit:** 3d8 + 12 damage, and the target is pushed 1 square and falls prone.

## Magic Crossbow Turret

A crossbow turret springs up from the ground and lets loose a bolt at an intruder. The trap rolls initiative at the start of the encounter and acts on its initiative.

<b>Magic Crossbow Turret</b>	<b>30 Resource Points</b>
Small Object	
HP 30; AC 16, Fortitude 13, Reflex 13, Will –	Initiative +3
Immune necrotic, poison, psychic, forced movement, all conditions	
TRAITS	
<b>Blocking Terrain</b>	
The turret is blocking terrain. However, creatures can move diagonally across its corners.	
TRIGGERED ACTIONS	
☞ Bolt (weapon) ♦ At-Will	
<i>Trigger:</i> The turret starts its turn.	
<i>Attack (Free Action):</i> Ranged 10 (the enemy nearest to the turret); +11 vs. AC. Making this attack does not provoke opportunity attacks.	
<i>Hit:</i> 1d8 + 3 damage.	

## Choosing Monsters

Groups of monsters arrive in waves. If you don't have time to prepare, have the monsters appear in the order below. Otherwise, before the challenge begins, determine the order of the waves as you see fit. You can choose to have the orcs enter battle mounted on the dinosaurs.

**Wave A:** 4 orc savages and 8 orc fanatics

**Wave B:** 2 orc pummelers and 2 triceratops

**Wave C:** 2 orc storm conjurers and 2 ankylosauruses

**Wave D:** 2 orc reavers and 2 pterodactyls

Each wave appears at the edge of the map, and each side of the map receives one wave of monsters during the challenge. Thus, by the fifth round, a wave will have arrived from each side.

Unlike the player characters, the monsters have no trouble passing through the dense jungle. The orcs are accustomed to moving in such terrain, and the dinosaurs can simply trample the foliage.



# STARTING THE CHALLENGE

The characters begin the encounter after traveling through the Feywild by ship to reach the Isle of Dread.

## What the Players Know

The players might know some of the details of the challenge prior to the encounter. However, they will not know the order in which the monsters will appear.

### When the players are ready to start, read:

*After an hour of carving a path through the dense jungle, you come to a clearing where the scattered ruins of Tanaroa lie. Nearby stands a 50-foot-high wall built of stone blocks. The towers of the wall, along with the rest of the village, are long abandoned. In the center of the wall once stood a pair of massive wooden gates, long since destroyed.*

*After you haul your gear into the ruins of Tanaroa, Hyacinth is ready to begin the ritual. She explains that after she has begun to perform it, she will be entranced and totally vulnerable to attack.*

*Around you, the air is thick with humidity and the smell of plant life. Aside from the vegetation, all you see are a few ruined huts and some pools of bubbling tar.*

*As you place the last of your resources, Hyacinth positions herself before the black obelisk, which has a golden glyph on each face. There, she conjures vines to hold herself in place and then begins the ritual.*

*Nothing happens for a few minutes. The jungle is silent. Then, as she nears completion of the ritual, you see shadows moving in the jungle, and you hear the crash of movement all around you. It's the orcs of the Tyrantclaw tribe!*

*The ground beneath you begins to rumble and shake. "I need only a few more seconds," Hyacinth whispers in her entranced state. "Protect me."*

### Explain the following circumstances of the challenge:

- ◆ The goal of the challenge is to keep Hyacinth alive. Letting Hyacinth die (or killing her) causes the party to lose the challenge.
- ◆ There are no short rests during the challenge, and the characters don't have time to perform rituals before the attack begins.
- ◆ Due to the nature of the Feywild, and the immense power of the Isle of Dread, any character who has the fey origin gains a +1 bonus to attack rolls.
- ◆ Moving off the map is difficult. Each square of jungle beyond the map is blocking terrain. A creature can spend a standard action to clear one square of foliage, making it difficult terrain.
- ◆ The power that Hyacinth is channeling causes the ground to be unstable, making Athletics and Acrobatics checks increasingly difficult.

Have the players place their miniatures or tokens anywhere on the map (including on the wall, if they choose) and roll initiative. The players choose where to place Hyacinth adjacent to the obelisk. Have the players roll initiative for any crossbow turrets as well.

You can then roll initiative for the monsters and place the first wave on the edge of one side of the map.

## RUNNING THE CHALLENGE

This section presents some guidelines for running the encounter.

**One Initiative List:** The easiest way to run D&D LAIR ASSAULT is to have a single initiative list that you track throughout the encounter. As new creatures enter the fray, roll initiative for them and add them to the existing list.

**Sophisticated Tactics:** Even creatures with low Intelligence have tactics. Orcs do everything possible to win quickly and efficiently, and the dinosaurs have become more intelligent due to the island's influence.

**Fair Game:** Orcs on the map use everything to their advantage. For example, if characters bring along a ballista and then abandon it, an orc seizes the opportunity to use it.

**Hyacinth:** Until the fifth round, the druid is the orcs' target. While performing the ritual, Hyacinth is stunned. She uses primal magic to bind herself in place, making her immune to forced movement and teleportation. Hyacinth has the following statistics: HP 75; Initiative +3; AC 21, Fortitude 18, Reflex 20, Will 19. Hyacinth also has one healing surge, and her healing surge value is 19.

### Round Five

At the start of the fifth round, the ground begins to tremble.

#### When this occurs, read:

*The ground begins to rumble as Hyacinth opens her eyes: "I can't control it!" Her words are almost lost as the rumbling grows to an all-out earthquake. With a groan, the ground splits open, revealing vast pools of boiling tar.*

*An explosion from the obelisk sends a wave of cold, white light outward, knocking you back. Hyacinth's body begins to contort and expand. The vines holding her in place split and fall away as she grows larger and larger, until standing before you is an enormous creature with razor-sharp teeth and powerfully large legs. It rears its giant head high into the sky as it lets out a bone-chilling roar.*

Mark the characters' and monsters' positions on the mini-map, and then flip over the poster map. The challenge undergoes the following changes.

**Hyacinth:** Hyacinth transforms into a Huge tyrannosaurus rex. At least one square of her new space must include her former square. Any creatures or objects (such as ballistas) are pushed to squares adjacent to her to make room for her. Her growth does not provoke opportunity attacks.



The tyrannosaurus rex retains any benefits bestowed on Hyacinth by the characters earlier in the challenge. Roll a new initiative for the tyrannosaurus rex.

The goal of the challenge changes. The new goal is to defeat the tyrannosaurus rex.

**Tar Pits:** The ground falls away into pools of tar. When the pits appear, any creature in a tar square that is adjacent to a non-tar square can make a saving throw. On a save, that creature can shift to an adjacent square.

**Dinosaurs Flee:** Any dinosaur that is bloodied or becomes bloodied flees at the sight of the tyrannosaurus rex, once it is able to do so. When one of these dinosaurs moves off the map, it is no longer part of the challenge. Fleeing dinosaurs continue to avoid opportunity attacks and hazardous terrain, if possible.

## Features of the Area

The following features and qualities are consistent throughout the challenge.

**Illumination:** Bright light.

**Earthquake:** Until the start of the fifth round, the DC of any Athletics check and Acrobatics check increases by 2 at the end of each round of combat. At the start of the fifth round, the DCs revert to their original values.

**Huts:** The walls of the huts are 10 feet high. Climbing the wall of a hut requires a DC 15 Athletics check.

**Jungle:** Jungle squares provide partial concealment.

**Obelisk:** The obelisk is made of dark stone and contains a golden glyph on each side. The obelisk is 10 feet tall and is blocking terrain. Its pedestal is only a few inches off the ground and is normal terrain.

The obelisk contains the powerful magic of the Tamaroan people. The Tamaroan druids once used it to transform into beasts before venturing into the island's dangerous jungles. Time has done little to diminish the obelisk's power.

Any character within 2 squares of the obelisk can make a DC 23 Nature check to recognize the power in the obelisk and learn that its energy can be tapped. If a character succeeds on the check, tell the player that as a standard action, a creature adjacent to the obelisk can make a Nature check to dominate a dinosaur (including the tyrannosaurus rex) until the end of that dinosaur's next turn. The DC to dominate a dinosaur is equal to its Will + 5.

Each time a character uses this ability, whether or not the domination attempt succeeds, one of the glyphs glows bright. The obelisk's ability can be used four times before it needs to recharge (requiring a week).

**Tar Pits:** The tar is difficult terrain, and it is boiling hot. The first time a creature enters a square of tar during a turn, that creature takes 10 fire damage, and it takes ongoing 10 fire damage (save ends). Creatures take a -5 penalty to saving throws against this ongoing damage.

**Walls and Ramparts:** The walls are 50 feet tall. The ramparts are difficult terrain and provide partial cover against attacks from the ground. Characters can place resources on the walls. The walls require a DC 15 Athletics check to climb.

# MONSTERS

## 4 Orc Savages (Wave A)

Medium natural humanoid

## Level 4 Minion Brute

XP 44



**HP** 1; a missed attack never damages a minion. **Initiative** +3  
**AC** 16, **Fortitude** 16, **Reflex** 14, **Will** 12 **Perception** +1  
**Speed** 6 **Low-light vision**

### STANDARD ACTIONS

- ⊕ **Handaxe (weapon) ♦ At-Will**  
*Attack:* Melee 1 (one creature); +9 vs. AC  
*Hit:* 8 damage, or 10 with a charge attack.
- ⊕ **Handaxe (weapon) ♦ At-Will**  
*Attack:* Ranged 5 (one creature); +9 vs. AC  
*Hit:* 6 damage.

### TRIGGERED ACTIONS

#### Savage Demise

*Trigger:* The orc drops to 0 hit points.  
*Effect (Free Action):* The orc takes a standard action.

**Str** 16 (+5) **Dex** 13 (+3) **Wis** 9 (+1)  
**Con** 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)  
**Alignment** chaotic evil **Languages** Common, Giant  
**Equipment** hide armor, 4 handaxes

## 8 Orc Fanatic (Wave A)

Medium natural humanoid, orc

## Level 7 Minion Skirmisher

XP 75



**HP** 1; a missed attack never damages a minion. **Initiative** +6  
**AC** 21, **Fortitude** 20, **Reflex** 17, **Will** 18 **Perception** +2  
**Speed** 6 **Low-light vision**

### TRAITS

#### Rush into Battle

Whenever the fanatic hits a creature with a charge attack, the target grants combat advantage until the end of the fanatic's next turn.

### STANDARD ACTIONS

- ⊕ **Club (weapon) ♦ At-Will**  
*Attack:* Melee 1 (one creature); +12 vs. AC  
*Hit:* 7 damage.

### TRIGGERED ACTIONS

#### Savage Demise

*Trigger:* The orc drops to 0 hit points.  
*Effect (Free Action):* The orc takes a standard action.

**Str** 16 (+6) **Dex** 13 (+4) **Wis** 9 (+2)  
**Con** 13 (+4) **Int** 8 (+2) **Cha** 8 (+2)  
**Alignment** chaotic evil **Languages** Common, Giant  
**Equipment** hide armor, club



## 2 Triceratops (Wave B)

Large natural beast (mount, reptile)

## Level 6 Soldier

XP 250

HP 71; Bloodied 35

Initiative +7

AC 22, Fortitude 19, Reflex 17, Will 17

Perception +4

Speed 7



### STANDARD ACTIONS

#### ⊕ Head Butt ⊕ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d8 + 5 damage, and the target is marked until the end of the triceratops's next turn. When charging, the triceratops also pushes the target 1 square.

### TRIGGERED ACTIONS

#### ⊕ Threatening Bash ⊕ At-Will

Trigger: An adjacent enemy that is marked by the triceratops shifts.

Effect (Immediate Interrupt): The triceratops uses head butt against the triggering enemy. On a hit, the enemy also falls prone.

#### Insult to Injury (mount) ⊕ At-Will

Trigger: The triceratops has a friendly rider of 6th level or higher mounted on it, and the rider hits with a charge attack.

Effect (Free Action): The triceratops pushes the target of the charge 1 square.

Str 19 (+7)

Dex 14 (+5)

Wis 12 (+4)

Con 15 (+5)

Int 6 (+1)

Cha 6 (+1)

Alignment unaligned

Languages –

## 2 Orc Pummelers (Wave B)

Medium natural humanoid

## Level 6 Controller

XP 250

HP 76; Bloodied 38

Initiative +5

AC 20, Fortitude 20, Reflex 17, Will 16

Perception +3

Speed 6

Low-light vision



### STANDARD ACTIONS

#### ⊕ Stone Maul (weapon) ⊕ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d6 + 7 damage, and the target falls prone.

#### ↖ Earthshaking Slam ⊕ Encounter

Attack: Close burst 2 (creatures in the burst); +9 vs. Fortitude

Hit: 3d6 + 5 damage, and the target is dazed until the end of the orc's next turn.

Effect: The orc pushes each target up to 2 squares.

### TRIGGERED ACTIONS

#### ⊕ Intercepting Swat ⊕ Recharge ☼☼☼☼☼☼

Trigger: An enemy makes an opportunity attack against the orc.

Effect (Free Action): The orc uses stone maul against the triggering enemy.

#### Savage Demise

Trigger: The orc drops to 0 hit points.

Effect (Free Action): The orc takes a standard action.

Str 21 (+8)

Dex 14 (+5)

Wis 10 (+3)

Con 20 (+8)

Int 8 (+2)

Cha 8 (+2)

Alignment chaotic evil

Languages Common, Giant

Equipment scale armor, stone maul



## 2 Ankylosauruses (Wave C)

Large natural beast (reptile)

## Level 6 Brute

XP 250

HP 88; Bloodied 44

Initiative +4

AC 18; Fortitude 20, Reflex 18, Will 16

Perception +6

Speed 5



### STANDARD ACTIONS

#### ⊕ Spiked Tail ♦ At-Will

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 2d6 + 6 damage, and ongoing 5 damage (save ends).

#### ↵ Tail Sweep ♦ Recharge ☼ ☼

Attack: Close burst 1 (enemies in the burst); +9 vs. Reflex

Hit: 2d8 + 8 damage, and the target falls prone.

### TRIGGERED ACTIONS

#### ↵ Bloodied Sweep ♦ Encounter

Trigger: The ankylosaurus is bloodied.

Attack (Free Action): Close burst 1 (enemies in the burst); +9 vs. Fortitude

Hit: 2d8 + 8 damage, and the ankylosaurus pushes the target up to 2 squares.

Str 19 (+7)

Dex 12 (+4)

Wis 16 (+6)

Con 18 (+7)

Int 6 (+1)

Cha 6 (+1)

Alignment unaligned

Languages –

## 2 Orc Storm Conjurers (Wave C)

Medium natural humanoid

## Level 6 Artillery

XP 250

HP 54; Bloodied 27

Initiative +7

AC 20; Fortitude 16, Reflex 19, Will 18

Perception +6

Speed 6

Low-light vision



### STANDARD ACTIONS

#### ⊕ Scimitar (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 1d8 + 8 damage.

#### ⊕ Lightning Strike (lightning) ♦ At-Will

Attack: Ranged 30 (one creature); +11 vs. Reflex

Hit: 1d10 + 8 lightning damage, and one enemy within 5 squares of the target takes 5 lightning damage.

#### ⚡ Vengeful Whirlwind (lightning, thunder, zone) ♦ Recharge when first bloodied

Attack: Area burst 1 within 10 (enemies in the burst); +11 vs. Fortitude

Hit: 2d10 + 4 lightning and thunder damage, and the target falls prone. Then the conjurer slides the target up to 2 squares.

Miss: Half damage, and the conjurer can slide the target 1 square.

### Savage Demise

Trigger: The orc drops to 0 hit points.

Effect (Free Action): The orc takes a standard action.

Str 16 (+6)

Dex 19 (+7)

Wis 16 (+6)

Con 12 (+4)

Int 8 (+2)

Cha 9 (+2)

Alignment chaotic evil

Languages Common, Giant

Equipment hide armor, scimitar



## 2 Orc Reavers (Wave D)

Medium natural humanoid

## Level 5 Skirmisher

XP 200



HP 63; **Bloodied** 31

AC 19, **Fortitude** 18, **Reflex** 18, **Will** 16

**Speed** 6 (8 when charging)

**Initiative** +7

**Perception** +3

Low-light vision

### STANDARD ACTIONS

⊕ **Battleaxe** (weapon) ♦ **At-Will**

**Attack:** Melee 1 (one creature); +10 vs. AC

**Hit:** 1d10 + 8 damage.

**Effect:** After the attack, the orc can shift 1 square.

✂ **Javelin** (weapon) ♦ **At-Will**

**Attack:** Ranged 20 (one creature); +10 vs. AC

**Hit:** 2d6 + 6 damage, and the orc can push the target 1 square.

### TRIGGERED ACTIONS

⊥ **Blood-Crazed Charge** ♦ **Encounter**

**Trigger:** The orc hits an enemy.

**Effect (Free Action):** The orc charges an enemy and gains a +4 bonus to all defenses during the charge.

**Savage Demise**

**Trigger:** The orc drops to 0 hit points.

**Effect (Free Action):** The orc takes a standard action.

**Str** 18 (+6)

**Dex** 17 (+5)

**Wis** 13 (+3)

**Con** 15 (+4)

**Int** 8 (+1)

**Cha** 8 (+1)

**Alignment** chaotic evil

**Languages** Common, Giant

**Equipment** hide armor, battleaxe, 4 javelins

## 2 Pterodactyls (Wave D)

Large natural beast (mount, reptile)

## Level 7 Skirmisher

XP 300



HP 79; **Bloodied** 39

AC 21, **Fortitude** 19, **Reflex** 21, **Will** 19

**Speed** 2 (clumsy), fly 8

**Initiative** +9

**Perception** +3

### TRAITS

**Drag Off**

When the pterodactyl moves, it can pull with it any creature grabbed by it. When it does so, it does not provoke an opportunity attack from the grabbed creature.

### STANDARD ACTIONS

⊕ **Bite** ♦ **At-Will**

**Attack:** Melee 1 (one creature); +12 vs. AC

**Hit:** 2d6 + 8 damage.

⊥ **Flyby Attack** ♦ **At-Will**

**Effect:** The pterodactyl flies up to its fly speed and uses *bite* at any point during the movement. The pterodactyl does not provoke an opportunity attack from the target when moving away from it.

⊥ **Grasping Talons** ♦ **Recharge** ☼ ☼

**Effect:** The pterodactyl uses *flyby attack*, and if the attack hits, the pterodactyl grabs the target of the attack (escape DC 16).

**Str** 14 (+5)

**Dex** 19 (+7)

**Wis** 11 (+3)

**Con** 15 (+5)

**Int** 6 (+1)

**Cha** 6 (+1)

**Alignment** unaligned

**Languages** –





## Tyrannosaurus Rex Level 10 Elite Brute

Huge natural beast (reptile) XP 1,000

HP 254; Bloodied 127 Initiative +7

AC 22, Fortitude 24, Reflex 20, Will 22 Perception +8

Speed 8

Saving Throws +2; Action Points 1

### TRAITS

#### Rampage

While bloodied, the tyrannosaurus takes a -2 penalty to attack rolls but gains a +5 power bonus to damage rolls.

#### Unstoppable

At the start of the tyrannosaurus's turn, the tyrannosaurus automatically ends any immobilizing or slowing effect on itself, even if that effect doesn't normally end on a save.

### STANDARD ACTIONS

#### ① Bite ♦ At-Will

Attack: Melee 3 (one creature); +15 vs. AC

Hit: 3d10 + 6 damage.

#### ‡ Double Attack ♦ At-Will

Effect: The tyrannosaurus uses *bite* twice. If it attacks the same target both times, each attack deals half damage to the target on a miss.

#### ‡ Trample ♦ Recharge when dazed or first bloodied

Effect: The tyrannosaurus shifts up to its speed + 2 and can enter enemies' spaces during the move. Each time the tyrannosaurus enters an enemy's space for the first time during the move, it can use *bite* against that enemy.

### TRIGGERED ACTIONS

#### ‡ Tail Slam ♦ At-Will

Trigger: An enemy within 3 squares of the tyrannosaurus hits it with a melee or a ranged attack.

Attack (Immediate Reaction): Melee 3 (triggering enemy); +13 vs. Fortitude

Hit: The tyrannosaurus pushes the target up to 2 squares and knocks it prone.

Skills Athletics +15

Str 20 (+10)

Dex 14 (+7)

Wis 16 (+8)

Con 17 (+8)

Int 4 (+2)

Cha 9 (+4)

Alignment unaligned

Languages –

## Other Ways to Play

**Four or Six Players:** If you're playing with four players, remove four orc fanatics and one dinosaur from two different waves. If you're playing with six players, add a dinosaur to each wave. The dinosaur should be the same kind as those already in the wave.

**Nightmare Mode:** Some players might want to add extra difficulty to the challenge. If all the players agree, you can run the encounter on nightmare mode. To do so, add an additional dinosaur (excluding the tyrannosaurus) to each wave.



# AWARDS

In this D&D LAIR ASSAULT challenge, characters can gain up to twenty awards. Each award earns a player glory. Each award is worth 10 glory, so a player can earn a total of 200 glory for collecting all the awards. Have players record their awards and glory and report them on the player tracking form. A player can earn each award only once, regardless of the number of times he or she plays the challenge.

## General Awards

**Can We Leave Now?:** At least one member of the party survives the challenge.

**Commando:** Complete the challenge without using magic items or consumables.

**Epic Win:** Defeat the challenge on nightmare mode (see opposite page).

**Fossil Record:** Die during the challenge.

**Gift of the Fey:** Complete the challenge with a group of fey characters.

**Isle of Dreadfully Easy:** Complete the challenge without spending a healing surge.

**Nature Finds a Way:** Play a character who uses the primal power source.

**Survival of the Fittest:** Drop to 0 hit points or fewer at least three times during the encounter.

**That'll Leave a Mark:** Score a critical hit.

**TPK:** Every character in the party dies.

## Challenge Awards

**Dryad Defender:** Hyacinth doesn't take damage from orcs or dinosaurs during the challenge.

**I Got One, I Got One!:** Knock a pterodactyl out of the sky.

**Let's Hunt Some Orc:** Kill three or more orcs with a single attack.

**Mass Extinction:** Kill three or more dinosaurs.

**Preserved for All Time:** Knock an enemy into tar.

**Why Won't You Die?:** Get reduced to 0 hit points or fewer by an orc using *savage demise*.

## Secret Awards

This challenge has secret awards that the players can earn. At the end of the challenge, reveal only the awards that were fulfilled.

**Pterodactyl Droppings (Secret 1):** Get dropped by a pterodactyl in the air.

**Dino Mind Control (Secret 2):** Use the obelisk to dominate a dinosaur.

**Shoot Her! (Secret 3):** Make a ranged attack against the tyrannosaurus rex.

**Snack Attack (Secret 4):** Suffer a critical hit from the tyrannosaurus rex.



# DUNGEONS & DRAGONS®

## LAIR ASSAULT

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! Each award is worth 10 glory, so you can earn a total of 200 glory for collecting all the awards.

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!

### General Awards

These awards are not specific to this challenge, and are often present in other challenges as well.

**Can We Leave Now?**

At least one member of the party survives the challenge.

**Commando**

Complete the challenge without using magic items or consumables.

**Epic Win**

Defeat the challenge on nightmare mode.

**Fossil Record**

Die during the challenge.

**Gift of the Fey**

Complete the challenge with a group of fey characters.

**Isle of Dreadfully Easy**

Complete the challenge without spending a healing surge.

**Nature Finds a Way**

Play a character who uses the primal power source.

**Survival of the Fittest**

Drop to 0 hit points or fewer at least three times during the encounter.

**That'll Leave a Mark**

Score a critical hit.

**TPK**

Every character in the party dies.

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## ATTACK OF THE TYRANTCLAW™ GLORY AWARDS

# DUNGEONS & DRAGONS®

## LAIR ASSAULT

Login with your  
Wizards Community account at  
[community.wizards.com](http://community.wizards.com)  
to report your accomplishments!

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! Each award is worth 10 glory, so you can earn a total of 200 glory for collecting all the awards.

Login with your  
Wizards Community account at  
[community.wizards.com](http://community.wizards.com)  
to report your accomplishments!

### Challenge Awards

These awards are specific to this challenge.

**Dryad Defender**

Hyacinth doesn't take damage from orcs or dinosaurs during the challenge.

**I Got One, I Got One!**

Knock a pterodactyl out of the sky.

**Let's Hunt Some Orc**

Kill three or more orcs with a single attack.

**Mass Extinction**

Kill three or more dinosaurs.

**Preserved for All Time**

Knock an enemy into tar.

**Why Won't You Die?**

Get reduced to 0 hit points or fewer by an orc using savage demise.

### Secret Awards

These awards are only revealed by the Dungeon Master when you've earned them. Write down the name of the award in the space provided upon earning it.

**Secret 1**

\_\_\_\_\_

**Secret 2**

\_\_\_\_\_

**Secret 3**

\_\_\_\_\_

**Secret 4**

\_\_\_\_\_

## ATTACK OF THE TYRANTCLAW™ GLORY AWARDS

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!



# Player Resource Sheet

The players have 100 resource points to use to purchase items off this list. Players can check off boxes to indicate which resources they've selected, and can use this sheet as a reference during the encounter.

## Small Crate

This wooden shipping crate is 5 feet wide on each side.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Small Crate

Medium Object

HP 20; AC 12, Fortitude 10, Reflex 10, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

#### Blocking Terrain

The crate is blocking terrain. Creatures can enter the crate's square only by climbing over it, which requires a DC 11 Athletics check.

5 Resource Points

## Magic Crossbow Turret

A crossbow turret springs up from the ground and lets loose a bolt at an intruder. The trap rolls initiative at the start of the encounter and acts on its initiative.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### Magic Crossbow Turret

Small Object

HP 30; AC 16, Fortitude 13, Reflex 13, Will – Initiative +3

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

#### Blocking Terrain

The turret is blocking terrain. However, creatures can move diagonally across its corners.

#### TRIGGERED ACTIONS

➤ Bolt (weapon) ➤ At-Will

Trigger: The turret starts its turn.

Attack (Free Action): Ranged 10 (the enemy nearest to the turret of the party's choice); +11 vs. AC. Making this attack does not provoke opportunity attacks.

Hit: 1d8 + 3 damage.

## Large Crate

This wooden shipping crate is 10 feet wide on each side.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### Large Crate

Large Object

HP 40; AC 12, Fortitude 10, Reflex 10, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

#### Blocking Terrain

The crate is blocking terrain. Creatures can enter the crate's squares only by climbing over it, which requires a DC 11 Athletics check.

20 Resource Points

## Light Ballista

This weapon sends heavy darts over great distances. It is used to impede advancing forces and to destroy lightly fortified structures.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### Light Ballista

Medium Object

Detect Perception –

Initiative –

HP 40; AC 20, Fortitude 18, Reflex 14, Will –

Immune necrotic, poison, psychic, forced movement, all conditions

#### TRAITS

#### Blocking Terrain

The ballista is blocking terrain. However, creatures can move diagonally across its corners.

#### Stiege Weapon

➤ The ballista does not have actions. Instead, a creature with an Intelligence of 8 or higher can use the ballista to make the attack below.

➤ A monster cannot use the ballista while a player character is adjacent to it.

#### STANDARD ACTIONS

➤ Heavy Bolt (weapon) ➤ Recharge when a creature adjacent to the ballista spends a minor action to reload it

Attack: Ranged 30 (one creature); +9 vs. Reflex. Making this attack does not provoke opportunity attacks.

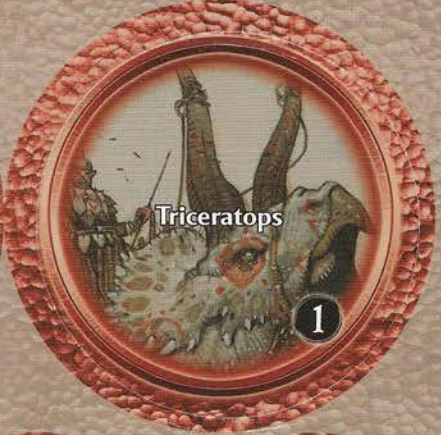
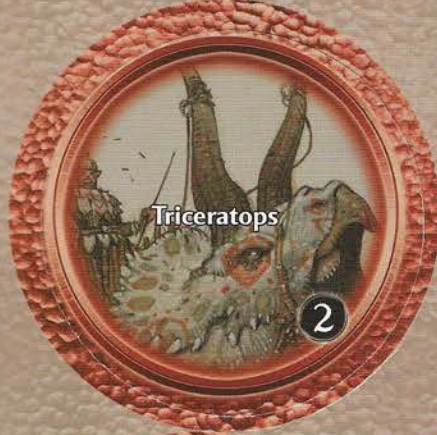
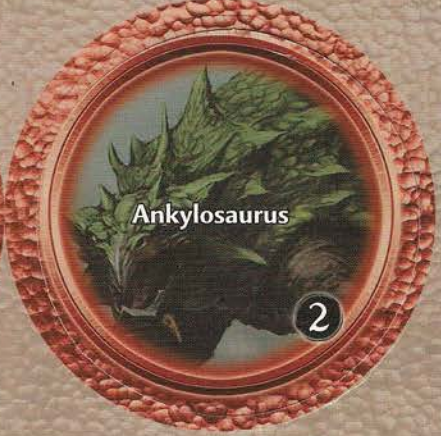
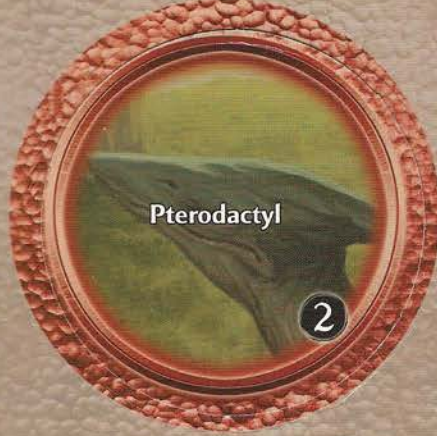
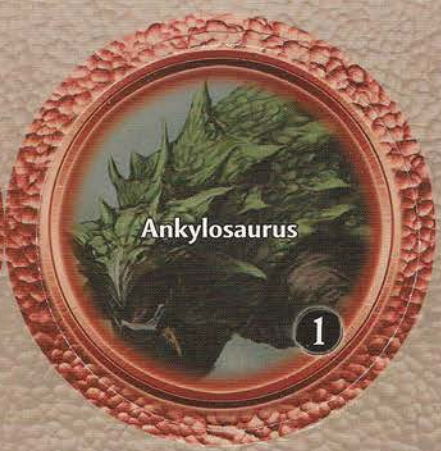
Hit: 3d8 + 12 damage, and the target is pushed 1 square and falls prone.

30 Resource Points

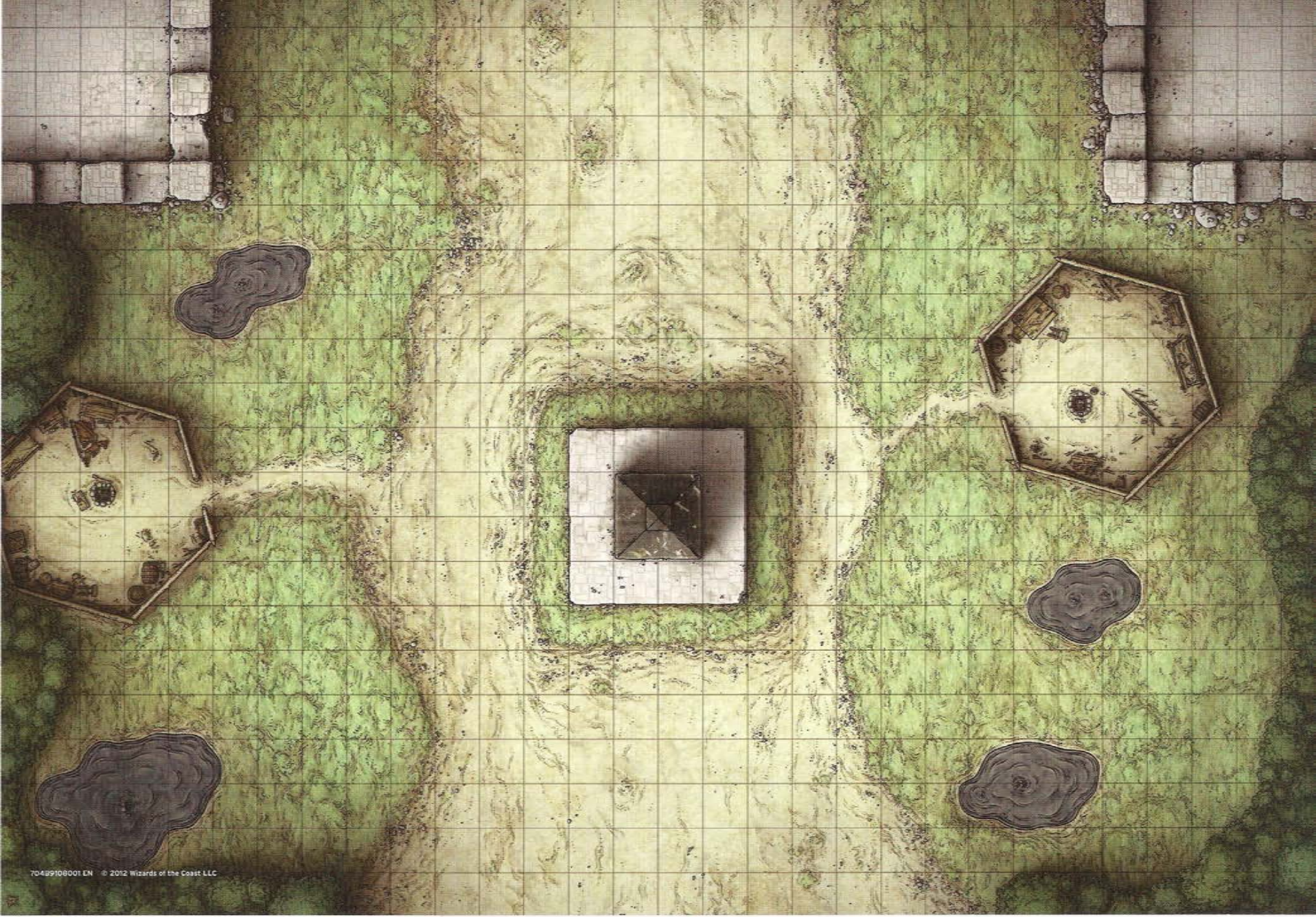


















# DUNGEONS & DRAGONS

LAIR ASSAULT

## EATEN ALIVE

The players think their characters are invincible. It's time for you to show them otherwise. Gather your players—the tacticians, the rules experts, and the power gamers—and let them test their mettle in D&D® LAIR ASSAULT.

*Attack of the Tyrantclaw™* is a DUNGEONS & DRAGONS® Roleplaying Game challenge designed for the March, April, and May 2012 installment of the D&D LAIR ASSAULT official play program. It includes one full-color battle map, one sheet of tokens, a laminated play aid, and information on the D&D LAIR ASSAULT program.

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