

Avalon Adventures



Blockade

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Blockade

It might seem like a nice day for a walk, but that's all about to change. A blockade has been built across the road and the players are going to have to figure out how to get past. This is an Avalon adventure for a 1st-3rd level party.

The Set Up

The players are traveling down the road and about five hundred feet or so ahead, a wooden structure stretches across the road. The players can just make out the signs of movement on the top of the wooden structure. The structure looks like the entry to a castle made of wood with crenellations across the top.

Once the players are within two hundred feet they will be able to see several goblins and orcs running across the top of the ramparts and shouting. If any of the players speak in the goblin or Orc tongue they will hear that the humanoids are aiming something in the player's direction.

Once the players are within one hundred feet a large arrow will be launched from a ballista that the orcs and goblins have mounted on the rampart. The two orc gunners are quite adept at using the ballista and are capable of successfully

targeting players from this range. When using the ballista the orcs have a +2 to their basic attack. If hit, the ballista does 2d10 damage. A DC 20 Reflex save will avoid the ballista bolt. It takes two turns to load and aim the ballista after firing.

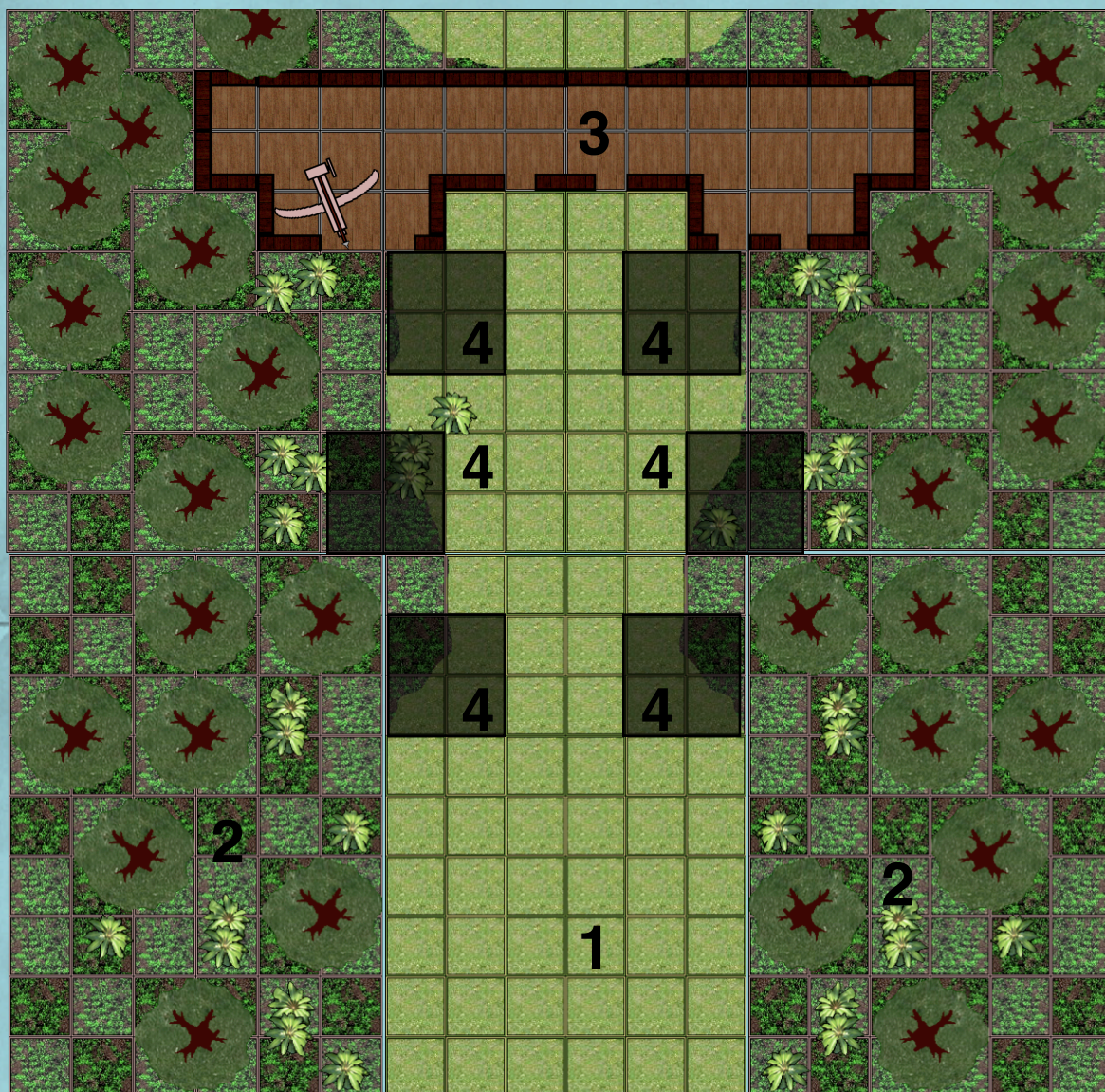
Traps

As the players get closer to the structure they might come across the two pit traps the goblins have set up out front of the structure. These are dug to either side of the road leading to the closed gate of the structure in an attempt to funnel those that don't fall into the pit traps, making an easier target for the ballista gunners.

If a PC should fall into the 10' deep pit, they will sustain 1d6 falling damage. The pits are not that well disguised and a perception check DC 15 will reveal the outlines of the pits underneath the sticks and brambles lying across it. A DC 20 Reflex avoids falling into the pit.

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1 square = 5'



- 1: Road
- 2: Tree Line
- 3: Blockade
- 4: Pits



