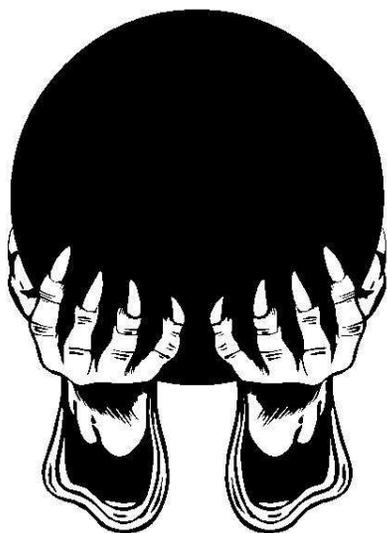


BACK POCKET DUNGEON 2: VAULT OF THE WYRM PRINCE



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VAULT OF THE WYRM PRINCE

A first-level **fourthcore** dungeon delve for 2-5 players, designed as an impromptu dungeon delve for casual play at conventions or as a backup for game days when 1 or more players cancel.

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ADVENTURE BACKGROUND

When the fires smoldered in the belly of an ancient red dragon tyrant, and his thirst had been slaked by the blood of countless innocents, the old wyrm made a deal with a succubus to spawn him a son and ensure his name would live forever. The demon held true, though she imbued the wyrmling with her own infernal blood. Those who fear and serve the abominable spawn of this pact know him as the Wyrmling Prince. Cast into the abyss centuries ago by the legendary Three-River Paladin, the Wyrmling Prince licked his wounds and recovered his strength. The Three-River Paladin has passed into legend, and the Wyrmling Prince has resurfaced, his vengeance awakened along with his hunger. The Wyrmling Prince sacked the high city Zhaldanis, slaying its people and claiming the greatest gift from the gods—the Soulstone. At this late hour, you must venture into the catacombs of the Wyrmling Prince before the Soulstone loses its power and all mortal souls are damned.

TIME LIMIT

The Wyrmling Prince has possession of both the Soulstone and its divine guardian, the angelic avatar Azira. While Azira still lives, the Wyrmling Prince cannot destroy the stone. But according to the elders of the realm, Azira's life will end at midnight on Winterwatch—this very night. The crusaders have four hours of real time to complete the quest. Should time run out, Azira perishes and the Wyrmling Prince destroys the Soulstone, claiming its full power and cursing the realm to an eternity of torment. Extended rests are not allowed in this game.

DEATH AND RESPAWNING

When a crusader dies within the Vault, their spirit lingers for a moment before being pulled through a swirling portal of ghostly flames, damned unless the Soulstone is retrieved.

If the player of a slain crusader chooses, they may re-enter the Vault with another character. If so, the new crusader joins the other crusaders at the end of the current encounter, or instantly if there is no ongoing encounter. The players take a 10-minute penalty to their remaining time. Make the players aware of this option before the game so that they may prepare or select backup characters. If a player chooses to sit out, allow them to participate in discussions about potential courses of action, the solutions to puzzles, and so on. A total party kill immediately ends the game in failure.

RUMORS

The cult of the Wyrmling Prince scarred the realm, and tales of his lair are still told to those willing to listen.

At the beginning of the adventure, shuffle the **rumor** cards and allow each player to draw one. Each player then reads his or her rumor aloud. Each rumor is marked as either *reliable* or *unreliable*. Inform the players that four of the five reliable rumors are true and one of the five unreliable rumors is true.

DESTINIES

Each crusader must follow a unique path to death and glory. Destiny cards represent paths to glory that each crusader may take.

After distributing the rumor cards, shuffle the **destiny** cards and allow each player to draw one. Each player then reads his or her destiny aloud. Each destiny outlines a specific goal for the crusader who holds it. If the crusader achieves the goal, he or she claims the boon for achieving the goal. There is no penalty for not fulfilling a destiny.

DUNGEON ENVIRONMENT

Unless otherwise noted, the dungeon has the following features:

Walls: Finely carved granite, shaped as endless writhing devils (Athletics DC 10 to climb).

Doors: Reinforced black iron, unlocked.

Floors: Reflective red-and-black tiled marble.

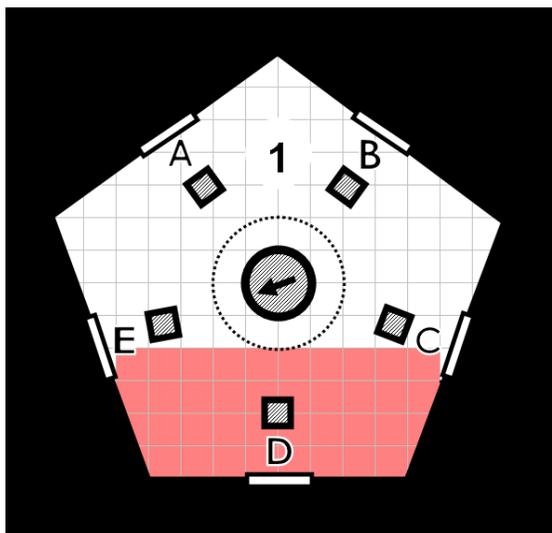
Illumination: Darkness.

ENTERING THE VAULT

As a ghoulish yellow moon peeks over the broken spires of Zhaldanis, the crusaders journey to the supposed location of the Wyrm Prince's lair. At the base of a shattered watchtower, a jagged, 20-foot wide hole in the flagstone leads down into a barely-lit chamber 30 feet below. The crusaders may lower themselves down without making checks.

1. FIVE-POINT VESTIBULE

This pentagonal entry chamber is the nexus of the entire dungeon complex and serves as an enormous lock for a secret chamber.



A-Hydra, B-Knight, C-Minotaur, D-Wraith, E-Dragon

FEATURES OF THE ROOM

- A rune-scribed pedestal with a ten-foot wide base dominates a large, pentagonal chamber.
- An obsidian sculpture of an open-mouthed dragon perches atop the pedestal.
- Five thrones made from large ribcages surround the pedestal.
- Kneeling before each throne in supplication is a sculpted snakefolk, arms raised, fingertips nearly touching, as if holding some unseen object.
- At the center of each of the five walls is set an iron door, and each door is embossed with the image of a different creature—a hydra (A), a knight (B), a minotaur (C), a wraith (D), and a dragon (E).

EXPLORATION

Draconic Pedestal

- The dragon faces door E (the door marked with the dragon). The pedestal is ringed with draconic runes that read, "AT THE END, THE WYRM PRINCE WILL INSCRIBE HIS NAME UPON YOUR SOUL." Additionally, the pedestal has a three-inch diameter hole straight through.
- Thievery/Dungeoneering (DC 15): The entire pedestal structure can be rotated.
- History (DC 15): The sculpture depicts the ancient red dragon Thran, the Wyrm Prince's father.

Thrones of Bone

- The thrones are speckled with a dry, crusty gray substance.
- Heal/Nature (DC 15): The substance is dried brain matter.
- Perception (DC 17): A crude, **obsidian dagger** is hidden beneath one of the thrones. It can be used in Room 11 to open a secret door. Those trained in Arcana who inspect the dagger closely detect faint, indistinct magic in the blade.
- A crusader who sits on a throne is subjected to a vision from the life of the Wyrm Prince. Read the vision that corresponds to the letter of the door that the throne is nearest to.

All visions are seen from the first-person perspective of a many-legged draconic monstrosity.

- You stand at the entrance of a coliseum-sized tomb and speak in a rumbling voice, "THRAN. FATHER."
- Under a blackened sky, a lone mounted warrior charges toward you, gleaming sword clenched in a blue-steel gauntlet. Your jaws wrench forward, fast as a lightning strike, and as you snap off the warrior's hand, you feel his sword plunge into your belly. The world dissolves in pain.
- You sit atop a massive throne in the center of a burning city. A hundred shackled demons are crushed under burdens of treasure they bring to your feet. Circling over them are young dragon overseers.

- D) A red mist coalesces before you into an infernal spirit, flanked by two white dragons. You speak to the spirit in a voice that shakes the dark chamber: "YOU HAVE INTERFERED WITH MY DESIGNS FOR THE LAST TIME, GOLGOTHAN." You nod once, and the spirit screams or perhaps laughs as the dragons breathe a frozen torrent on it.
- E) You look down on a marble pedestal, atop which sits a crystalline sphere glowing with countless points of light that dance skitterishly within it. You laugh—a deep, heartless sound—and seize the sphere with a claw, swallowing it with a single bite.

Embossed Doors

- Each of the doors has a creature embossed on it (A-Dragon, B-Knight, C-Minotaur, D-Wraith, E-Hydra). Furthermore, each image prominently features a single many-faceted diamond set into the door.
- Thievery (DC 17): The crusader removes a diamond from the door. If a diamond is removed, *obliteration rays* fired at that door do not scatter. Furthermore, the puzzle cannot be solved while a diamond has been removed.
- Perception (DC 13): Door E (the Dragon door) is magically sealed by three bar locks.
- Perception (DC 17): The floor in the area near the door is perforated with countless needle-thin holes (a result of the *scattered obliteration ray*, see below).
- If any door is touched, the dragon sculpture atop the pedestal fires an *obliteration ray* at whatever door it points to.

The ray passes straight through the empty space between the hands of the snakefolk and into the diamond set in the door. The ray scatters, affecting squares up to the dais. For example, if the ray is fired at Door D, the shaded squares are affected (see figure on previous page).

Activated doors make the following attack:

Scattered Obliteration Ray

Attack: Close blast 4; +6 vs. Reflex.

Hit: 2d6+9 radiant and lightning damage.

Creatures directly in the line of the primary ray must make a saving throw.

Fail: the target takes 2d6+9 unhealable radiant and lightning damage.

Crusaders sitting on the throne in the line of fire must make a saving throw:

Fail: the obliteration ray pierces the crusader's skull, killing him or her instantly.

SOLVING THE PUZZLE

The entire chamber works as a kind of combination lock. To solve the puzzle, the crusaders must place the great emerald from Room 2 in the hands of the snakefolk statues, then fire the *obliteration ray* through it. Filtered through the emerald, the ray turns green, and when it strikes the diamond set in one of the doors, that door glows with green runes that do not fade. The entire dais can be rotated with some kind of rod or staff inserted through the hole in the pedestal. To open the lock, the crusaders

must activate the doors in the following order: Knight (B), Wraith (D), Minotaur (C), Hydra (A), Dragon (E). The reason for this order lies in the draconic runes on the pedestal, which read, "AT THE END, THE WYRM PRINCE WILL INSCRIBE HIS NAME UPON YOUR SOUL." The Prince's inherited name is Thran, which can be spelled with the final letter in each of the creatures' names.

If the doors are activated in the proper order using the great emerald, the dais opens, revealing a spiral staircase leading down into Room 10. If the doors are activated in the wrong order, a poisonous gas pours out of the dragon's mouth and fills the chamber, causing the following attack against all creatures in the chamber:

Putrescent Balor Blood Vapor

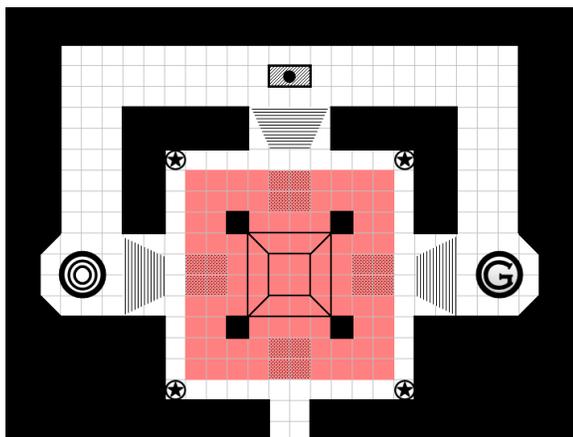
Attack: All creatures in room; +6 vs. Fortitude.

Hit: The target loses 1d4 healing surges and takes a cumulative -1 penalty to Fortitude and Will for the remainder of the game. Crusaders reduced to 0 or fewer healing surges by this attack die of asphyxiation.

2. GRAVEN LORD'S SHRINE

This huge shrine houses a large gargoye in memorial to the Wyrm Prince's father, whose draconic rage is channeled through the construct.

If the crusaders made no mistakes in their sacrifices in Room 7 and used the altar and knives, the *graven lord* has crumbled to dust.



FEATURES OF THE ROOM

- Four pillars surround a square pit in the center of a massive shrine-chamber.
- Four statues of skeletal dragonspawn priests each hold a stone book in one hand and an iron box in the other.
- Mortared like morbid cobblestones into the floor between the pillars are horned skulls.
- Stairs lead up to a higher tier of the chamber, where there sits a stone altar. Atop the altar rests a statuette of a four-headed hydra.

EXPLORATION

Pillars

- The pillars are carved with countless hydra heads that twist up and into the darkness.

Pit

- The pit is 20 feet deep. At the bottom of the pit is a pile of gold pieces (2000 gp) as well as a number of crumbling, headless skeletons.
- Perception (DC 15): The skeletal remains at the base of the pit have been corroded.
- Dungeoneering (DC 19): The skeletal remains were partially dissolved in acid.
- Perception (DC 19): The entire pit is filled with a virtually invisible, gelatinous substance (see "Gelatinous Pit" below).

Morbid Cobblestones

- The skulls are fractured and once belonged to demons and tieflings.
- Arcana (DC 15): The fluxing power of the hydra idol is channeled through these infernal skulls.

Skeletal Dragonspawn Priest Statues

- The iron boxes feature hinges on the back and can be easily opened. Nothing is contained within.
- The book that each statue holds features no words—instead, a simple, prominent hieroglyph is chiseled into each. Starting with the northeast statue and moving clockwise, the books feature a lightning bolt, a snowflake, a skull, and a tongue of flame.
- Arcana (DC 17): The statues contain a powerful *disintegration wave* spell.

- If the gemstones from the hydra statuette are placed in the correct configuration (sapphire in the lightning box, pearl in the snowflake box, jade in the skull box, and ruby in the fire box), a *disintegration wave* dissolves all creatures in the shaded area shown below, except for creatures totally submerged in the pit (see "Solving the Puzzle" below).
- If the gemstones are placed in an incorrect configuration, once the final gemstone is placed in its box, each dragonspawn priest breathes a *putrefying cloud*. Each living creature in a close burst 2 of each statue must make a saving throw. *Failure*: The target decays to rotting, grub-infested soil in an instant. *Success*: The target is reduced to 0 hit points.

Altar of the Hydra

- The eyes of the hydra's heads are formed from four different gemstones, one type of gem for each head: ruby, sapphire, jade, and pearl.
- Nature (DC 15): The idol depicts a chaos hydra, a beast that channels chaotic spells through its various heads.
- Arcana (DC 17): The statuette of the hydra is suffused with conjuration, healing and petrification magics.
- Thievery (DC 17, adjacent crusaders only, minor action): A crusader may remove one pair of gem eyes (500 gp). The corresponding power of the *morbid cobblestones* can no longer be activated.

Ancient Dragon Gargoyle

- A gargoyle fashioned as an ancient red dragon perches on a pedestal down the eastern corridor. Chunks of the gargoyle's ribcage are missing, revealing a massive green emerald pulsing with blinding light within the gargoyle's chest.

Dais

- Down the western corridor sits a wide stone dais. A bleeding tiefling, whipped nearly to death, is chained to the dais.
- Thievery (DC 17) or basic attack (1 hp, AC and Fort 15): The tiefling is freed. She thanks the crusader for letting her die a free being, and whispers a power word as she dies; "*Infernum nix.*" If the party uses a healing power on the tiefling, she lives long enough to tell them, "The emerald is the key."
- If the crusaders wish to speak with the tiefling, use the following notes to guide your interactions:
 - Her name is Aeshma, servant of the Hungering Flame.
 - Aeshma vehemently despises all dragonkind, especially the Wyrms Prince, who decimated and enslaved her race.
 - Aeshma came to the lair with her tiefling clan, equipped with the power word she learned from a scrying ritual, and a rumor from the clan elder. If the crusaders inquire about the rumor, they may draw one extra **rumor** card.
 - In their exploration of the dungeon, the clan quickly surmised that the emerald contained a powerful magic, though its exact nature could not be discerned before they were defeated by the

gargoyle. Her brethren were slain, tortured to death one-by-one. Aeshma is all that remains.

- At the beginning of the third round of combat, Aeshma dies.

"*Infernum nix*": This power word can be used in this chamber to exert some control over both the gelatinous pit and the morbid cobblestones (see below). It can also be used in Room 8 to cast the *damned wretches* back into the *pit*.

SOLVING THE PUZZLE

In order to summon the *disintegration wave* and instantly destroy the gargoyle, the crusaders must make the connection between the gemstones and the boxes of the skeletal dragonspawn priests. The key to solving the puzzle is connecting each of the hieroglyphs to the breath weapon of a specific chromatic dragon and then connecting each chromatic dragon to its corresponding gem by color (red/ruby, blue/sapphire, green/jade, white/pearl).

ENCOUNTER

Starting the Encounter:

The encounter begins when a crusader moves past the first two pillars. The *graven lord gargoyle* animates and moves to attack the crusaders. The first time a crusader moves between the *graven lord* and the *gelatinous pit*, the *graven lord* uses a readied *horned charge* attack against the triggering crusader.

Threats:

The crusaders must navigate a *gelatinous pit* and the *morbid cobblestones* as they engage the *graven lord gargoyle*. The *graven lord* uses its *horned charge* and *stone tail whip* to force crusaders into the pit.

Ending the Encounter: The encounter ends when the *graven lord gargoyle* is destroyed and any crusaders in the *gelatinous pit* die or are rescued.

GRAVEN LORD GARGOYLE

Graven Lord Gargoyle (G)

Level 3 Solo Skirmisher
Large beast (construct)

HP 150 **Bloodied** 75

Initiative +12

Perception +3, darkvision

AC 19, **Fort** 17, **Reflex** 13, **Will** 15

Speed 7, fly 7 (hover)

Immune fire, lightning; **Vulnerable** 5 acid

Saving throws +2, **Action Points** 1

Traits

Blinding Emerald – Aura 2

Creatures in the aura grant combat advantage and take a -5 penalty to Perception checks. When the graven lord scores a critical hit, the target is blinded (save ends).

Inherited Fury

While bloodied, the graven lord can score a critical hit on a roll of 18-20.

Ancient Stone Form

At the beginning of the graven lord's turn, it makes a saving throw against each condition affecting it. When it makes a successful saving throw, it gains resist 5 all until the end of its next turn.

Standard Actions

⌚ **Bite** - At-Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d6+6 damage.

↓ **Claw** – At-Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d6+4 damage and the target is knocked prone.

⚡ **Rampage** – Recharge 4 5 6

Effect: The graven lord makes 2 *Bite* and 2 *Claw* attacks against a single target. If all 4 attacks hit, the target is petrified and devoured. The graven lord regains HP equal to the target's healing surge value.

⚡ **Horned Charge** – At-Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 3d6+6 damage and the target is pushed 6 squares.

Special: The graven lord may use this attack while charging.

⚡ **Stone Predation** – At-Will

Effect: The graven lord flies its speed, making a *bite*, a *claw*, and a *horned charge* attack at any point during this movement.

Minor Actions

↘ **Blinding Beam** - At-Will

Attack: Ranged 10 (one creature); +6 vs. Fortitude.

Hit: The target takes a -5 penalty to Perception checks and all enemies gain partial concealment from the target (save ends). *First failed save:* the target is blinded (save ends). *Second failed save:* the target is blind (no save).

Triggered Actions

⚡ **Bloodied Rampage** - Encounter

Trigger: The graven lord is bloodied for the first time.

Effect: *Rampage* recharges and the graven lord uses it as a free action if able.

↓ **Stone Tail Whip** – At-Will

Trigger: The graven lord is hit by a melee attack.

Effect: The graven lord makes the following attack as a free action.

Attack: Melee 1 (triggering creature); +16 vs. AC.

Hit: 8 damage and the graven lord slides the target 4 squares.

📖 **Living Reliquary** - Encounter

Trigger: The graven lord is reduced to 0 or fewer hit points.

Effect: The graven lord is reduced to dust, and the **great emerald** appears in one of the squares it was occupying. The emerald is used to solve the puzzle in Room 1 and hints at the location of the Soulstone.

MORBID COBBLESTONES

Morbid Cobblestones Magical Location

Identify Arcana (DC 19): Standing on the stones produces spells both wondrous and terrifying.

Triggered Actions

Channel Chaos

Trigger: A crusader steps on the cobblestones or starts its turn on the cobblestones.

Effect: Roll a d4. The eyes of the corresponding hydra's head pulse once with light and its effect triggers, targeting the crusader that triggered the location.

- 1. Ruby:** The triggering crusader is pulled 3 squares toward the pit.
- 2. Sapphire:** The triggering crusader is slowed (save ends). *First failed save:* the crusader is instead dazed and slowed. *Second failed save:* the crusader is petrified (no save).
- 3. Jade:** The triggering crusader gets a random **spirit weapon** (see **spirit weapon** card accessories) that lasts until the end of the encounter. If a crusader triggers this effect more than once, the new weapon replaces the older.
- 4. Pearl:** The triggering crusader regains the use of a spent encounter or daily power. Alternatively, until the end of the crusader's next turn, he or she may use an encounter or daily power without expending its use.

Countermeasures

Command Word

A crusader that stands on the cobblestones and speaks the command word, "*infernium nix*," may roll twice and keep one effect.

GELATINOUS PIT

Gelatinous Pit Level 3 Obstacle Trap

Initiative +6

Traits

Translucent

The gelatinous pit is invisible until seen (Perception 21) or stepped in. A creature that willfully lowers itself into the pit is automatically hit by *engulf*.

Standard Actions

↓ Digest – At-Will

Attack: Melee 0 (all creatures grabbed by the pit); automatic hit.

Hit: 10 acid damage and the target is pulled down the pit 1 square (4 squares maximum). For each square the target is pulled down, the DC to escape increases by 2 (maximum escape DC 22). Creatures reduced to 0 or fewer HP by this attack are dissolved in the acid (no save).

Triggered Actions

↓ Engulf – At-Will

Trigger: A creature enters one of the pit's squares.

Effect: The pit makes the following attack.

Attack: Melee 0 (the triggering creature); +6 vs. Fortitude.

Hit: The target is grabbed (DC 14 to escape; see also *digest*). While grabbed, the target is also dazed.

Countermeasures

Lifeline

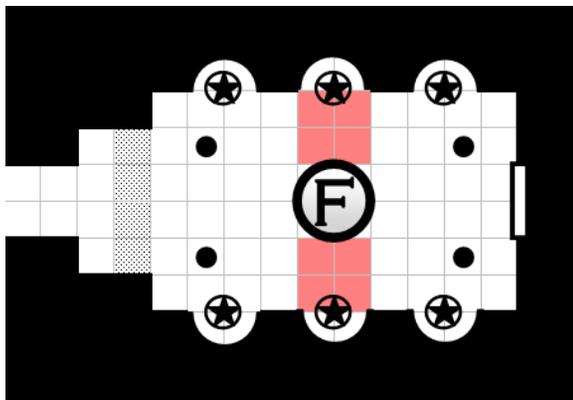
An ally can throw down a rope or other object to help a grabbed crusader, providing a +4 bonus to escape. After one round, the object begins to be dissolve. After two rounds, the object is destroyed.

Power Word

The pit can be partially commanded by the power word, "*infernium nix*." If a crusader speaks the command word within 4 squares of the pit, it deals half damage for the rest of the encounter.

3. SENTRY OF SHIELDS

This room serves as both a place to execute heretics to the Wyrms Prince's cause and a safeguard against intruders. But if the crusaders keep their wits about them, they can enter a hidden crypt.



FEATURES OF THE ROOM

- The chamber is awash with a searing light; a cyclone of flame slowly revolves in the center of the room. Floating within the flames is a multitude of charred skeletons, tossed about slowly as though through water.
- Four pedestals fashioned as dragon's claws stand in the chamber, atop which rest stone skull-shaped basins. Each contains a faintly glowing liquid, the light from which is easily visible from the room's entrance.
- Six statues of dragonspawn brandishing shields are set into alcoves in the north and south walls.

EXPLORATION

Stone Basins

- Starting with the northwest basin and moving counterclockwise, the basins have the following characteristics:
 - Northwest*: Filled with clear green liquid, a brass key rests at the bottom.
 - Southwest*: Filled with clear white liquid. Nothing else is contained in it.
 - Southeast*: Filled with clear, hot, red liquid. A set of iron tongs rest at the bottom.
 - Northeast*: Filled with clear black liquid. Nothing else is contained in it.
- Arcana (DC 17): Both the green and the red liquids are enchanted with a teleportation spell.
- Arcana (DC 19): The liquids have alchemical properties when mixed.
- If a crusader touches either the green or the red liquid, the crusader is instantly teleported into the fiery cyclone, and the trap is triggered (see "Encounter" below).
- If any other item, including a magical item, touches the green or red liquid, the item is destroyed. Only the iron tongs can safely touch the green and red liquids.

Fiery Cyclone

- A reflection of the flames on metal repeatedly gleams from within the fiery cyclone.
- Perception (DC 17): One of the charred skeletons clutches a set of **warforged tools**.

Dragonspawn Statues

- The shields bear the symbol of a four-horned dragon.
- Perception (DC 15): The shields of the two statues at the middle of the room are spattered with dried blood.
- Thievery/Dungeoneering (DC 17): The two statues at the middle of the room have mechanical joints in the arms.
- If a crusader walks in one of the four squares between a statue and the fiery cyclone (shaded red on the map), the statue makes a shield bash attack:
 - Attack*: +7 vs. Fortitude
 - Hit*: The target is pushed 2 squares. (See "Encounter" below).

East Doors

- The doors are locked, and feature a brass lock fashioned as a demonic skull.
- Thievery (DC 17): The lock can be picked. On a failure, however, the would-be thief must make a saving throw, or have his or her body sucked through the lock and sprayed into the corridor beyond the doors.

SOLVING THE PUZZLE

The brass key opens the east doors, but getting the key is the trick. The white and black liquids can be safely manipulated. When they are mixed together, they make a cold, blue liquid. Mixing this blue liquid with the hot, red liquid renders it inert, allowing access to the iron tongs. The iron tongs can then be used to retrieve the key. The puzzle might also be solved by other inventive means; for example, the liquid could be conjured away.

ENCOUNTER

Starting the Encounter:

The encounter begins when a crusader enters the fiery cyclone, whether by touching one of the liquids in the basins or by being shoved in by one of the statues.

Threats:

The fiery cyclone imprisons and burns would-be intruders and eventually spews forth charred skeletons and tongues of fire. Meanwhile, a sliding wall trap threatens to seal the crusaders in the chamber.

Ending the Encounter:

The encounter ends in one of two ways. If the crusaders open the east doors, the charred skeletons crumble to dust and the fiery cyclone spews out any captive crusaders. The east doors open onto a short passage ending in the illusion of a blank stone wall, which can be passed through as though it did not exist. Alternatively, if the crusaders escape the way they came, the skeletons return to the fiery cyclone.

FIERY CYCLONE

Fiery Cyclone (F)

Level 3 Solo Lurker Trap

Initiative +10

All defenses 17

Immune non-cold attacks, damage

Traits

Grasp of the Damned

Creatures that enter the fiery cyclone take 5 fire damage and are grabbed by the charred skeletons within (DC 17 to escape; see also *countermeasures*).

Treasure in the Flames

One of the charred skeletons clutches a set of **warforged tools**. A creature grabbed by the fiery cyclone can grab it with a DC 17 Thievery check as a standard action.

Standard Actions

↓ Skeletonize – At-Will

Attack: Melee 0 (one grabbed creature), +6 vs. Fort.

Hit: 6d6 fire and necrotic damage. A crusader reduced to 0 or fewer HP by this attack has the flesh melted from his or her bones and instantly spawns as a charred skeleton (see below) outside the fiery cyclone.

Minor Actions

Spew Charred Skeletons – Recharge 3 4 5 6

Effect: The fiery cyclone spews forth 4 charred skeletons (see below), which attempt to pull the crusaders into the cyclone. Place the charred skeletons in unoccupied squares adjacent to the fiery cyclone.

Tongues of Unhallowed Flame – At-Will

Attack: Ranged 10 (up to four different creatures); +6 vs. Reflex.

Hit: 1d6+6 fire damage and ongoing 5 necrotic damage (save ends).

Countermeasures

Pull from the Flames

A crusader can try to pull a trapped ally from the fiery cyclone with a DC 15 Athletics check. Succeed or fail, the crusader takes 5 fire damage.

Freeze

Though the fiery cyclone is immune to damage, it can be attacked by powers with the cold keyword. When the cyclone takes cold damage, it is weakened until the end of its next turn. Similarly, the cold blue liquid produced by mixing the white and black liquids can be splashed on the cyclone to similar effect.

SLIDING WALL

Sliding Wall Level 1 Obstacle Trap

Initiative acts on an initiative count of 0

Standard Actions

Seal the Chamber – At-Will

The hidden wall slides 1 square north to south along the shaded squares until the way out is blocked.

Countermeasures

Hold Open the Way

A crusader can try to use his or her physical strength to push the way open with a DC 15 Athletics check. A successful check prevents the wall from closing on its next turn. A creature between the sliding wall and the south wall while the wall is closing takes 3d6+5 damage and is shunted to an adjacent square (only if the gap is exactly 1 square).

Brace the Wall

A crusader can use an object to hold the wall open. When the sliding wall strikes the object, roll a d20. On an 11-20, the object holds and the wall does not close this turn. On a 1-10, the object is destroyed and the wall acts normally.

Pry Open

Once closed, the wall can be slid open 1 square with a DC 19 Athletics check.

CHARRED SKELETON

Charred Skeleton Level 1 Minion Soldier Medium natural animate (undead)

HP 1; missed attacks never damage minions.

Initiative acts after fiery cyclone

Perception +1, darkvision

AC 15, **Fort** 15, **Reflex** 13, **Will** 11

Speed 6

Immune disease, poison

Standard Actions

⊕ Seize – At-Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 5 damage and the target is grabbed.

Move Actions

⬅ Drag to the Flames – At-Will

Effect: The charred skeleton shifts 2 squares and pulls any creature it is grabbing with it.

Triggered Actions

⬅ Turn to Ash – Encounter

Trigger: The charred skeleton is reduced to 0 or fewer HP.

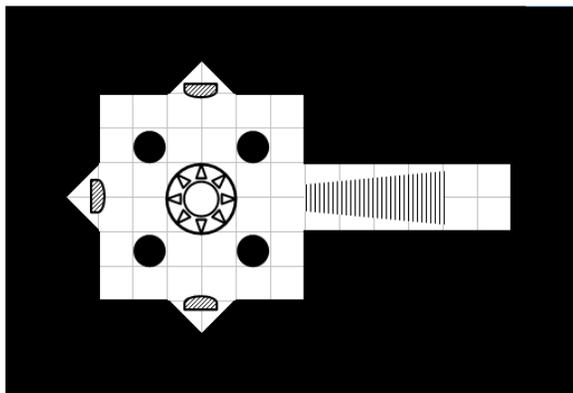
Effect: The charred skeleton makes the following attack as a free action.

Attack: Close burst 1 (enemies in burst); +4 vs. Fortitude.

Hit: 10 fire and necrotic damage.

4. THREE RIVER CRYPT

The Wyrm Prince honors his long-dead foe, the Three-River Paladin, in this small crypt in the hope that another worthy adversary may come to challenge him. But he has left two guards over the crypt, and the Paladin will not hand over his hallowed blade to unworthy crusaders.



FEATURES OF THE ROOM

- Four pillars of polished black stone support a domed ceiling above.
- Three identical large stone sarcophagi stand in triangular alcoves, each depicting a knight in repose, a powerful gauntlet clutching a sword across his chest.
- A great seal in the center of the crypt reads, "Here rests the only foe worthy the Wyrm Prince. He who names the honored dead may wield the blade again."

EXPLORATION

Sarcophagi

- Every detail of these three standing sarcophagi is exactly the same.
- Thievery/Dungeoneering/Perception (DC 15): The lids of each of the sarcophagi are set on hinges so that they can swing open.
- Arcana (DC 15): Necromantic power is contained within the sarcophagi.
- If a sarcophagus is touched or disturbed in any way, it springs open and out steps a desiccated corpse wearing a decrepit suit of armor and missing its left hand (see "Encounter" below).

Great Seal

- The words of the seal surround the image of three paladins, identical except that one holds a shining sword to the sky, while the other two hold broken swords.
- Dungeoneering/Perception (DC 21): The great seal is a hatch that can be opened, though the way to open it is not apparent.

Pillars

- The pillars are warm to the touch. Tiny tendrils of smoke rise from pores in the black stone of the pillars.

ENCOUNTER

Naming the Three-River Paladin:

The encounter begins once one of the sarcophagi is disturbed. Only one of the sarcophagi, the southern one, contains the true Three-River Paladin; the other two are phantom doppelgangers. The crusaders' task is to identify the true Three-River

Paladin. All three of the undead look exactly the same. When each emerges, it speaks the following:

"HAIL ME AS THE THREE-RIVER PALADIN, THAT YOU MIGHT SLAY THE PRINCE."

Only the undead in the disturbed sarcophagus emerges, so the crusaders might make the mistake (or have the good fortune) of naming the first undead they encounter. If the crusaders name the true Paladin, the two false paladins crumble to dust, and the crusaders must prove their worthiness (see below). If, however, the crusaders name one of the phantom doppelgangers as the Paladin, the true Paladin crumbles to dust, and the two false paladins take the following action:

Phantasmal Possession

The false paladins change to phantom form and attack the crusader who failed to name the true Paladin. That crusader must make 2 saving throws:

Two successful saves: 1d10 unhealable necrotic damage.

One failed save: 1d10 unhealable necrotic damage and the target is possessed (no save). The first time the target acts in any combat encounter, he or she is dominated by a phantom. Tell the target that he or she is possessed, but do not share the game effects until they take place.

Two failed saves: The target becomes a phantom, losing his or her free will. The former crusader travels through the walls of the crypt directly to Room 14.

Determining the True Paladin:

In order to name the true Three-River Paladin, the crusaders must ask each of the undead creatures questions and measure their answers carefully. The following section contains some sample questions the crusaders may ask along with answers from each of the undead. It also contains general guidelines to determine how each creature might respond to other questions the crusaders will ask. The essential key in discerning the identity of the true paladin, however, is that while the false paladins glorify themselves and those who serve them, the true paladin honors the gods from whom his power derives.

North Sarcophagus (False Paladin)

•General Guideline: This “paladin” attributes his success to his own physical strength, his skill with a blade, and his unflinching courage.

West Sarcophagus (False Paladin)

•General Guideline: This “paladin” attributes his success to his own virtue, his will to sacrifice, and his own compassion.

South Sarcophagus (True Paladin)

•General Guideline: The true Paladin does not glorify himself, but rather the gods he serves and the people and the lands he fought to protect.

Sample Questions

- “Whom do you serve?”
 - North*: “THE MEN AND WOMEN WHO HAVE FOUGHT AND DIED AT MY RIGHT HAND.”
 - West*: “THOSE WHO HEAR MY WORD AND HEED MY CALL TO REPENT.”
 - South*: “THE GOD OF JUSTICE, RETRIBUTION, AND PEACE, ALONG WITH ALL WHO LONG FOR SUCH THINGS.”
- “What are the Three Rivers?”
 - North*: “THEY ARE MY BLOOD, MY SWEAT, AND MY TEARS, WHICH GIVE ME THE MIGHT TO VANQUISH MY FOES.”
 - West*: “THEY ARE THREE SACRED RIVERS, THE EL, THE VOLAS, AND THE RED, WHICH WERE MADE HOLY BY THE SACRIFICE OF MY LIFE.”
 - South*: “THEY ARE WISDOM, PURPOSE, AND STRENGTH, WHICH POUR FORTH FROM THE MOUTHS OF THE GODS.”
- “Are you the Three-River Paladin?”
 - All*: “I AM.”

Proving Worthiness to Wield the Blade:

If the crusaders name the true Paladin, the two false paladins dissolve to dust, their screams fading quickly into the quiet of the room. The true Paladin steps forward, saying, “You have answered truthfully. But are you worthy to bear Solfang, the blade given me by the gods?” The crusaders must then engage in the *A Sign of Your Worth* skill challenge.

A SIGN OF YOUR WORTH

A Sign of Your Worth

Level 2 Complexity 2 Skill Challenge

Goal: The crusaders need to convince the Three-River Paladin to bestow his sword upon them.

Skill Checks

Primary DC 21 **Secondary** DC 15

Trump: A crusader proves that he or she is a worshiper of a good god (earns 1 success; 1 per challenge). A crusader channels radiant power (earns 1 success; 1 per challenge). A crusader reveals a body part of a dead dragon (earns 1 success; 1 per challenge).
Trick: A crusader offers a mildly convincing reason (+2 to next check). A crusader offers a fairly convincing reason (+5). A crusader offers a highly convincing reason (+10).
Fold: A crusader uses Intimidate on the Paladin (earns 1 failure). A crusader boasts of his or her personal skill (earns 1 failure). At least one crusader is a worshiper of an evil god (earns 2 failures). A crusader attempts to fight the Paladin (earns 3 failures).

Resolution

Success (6)

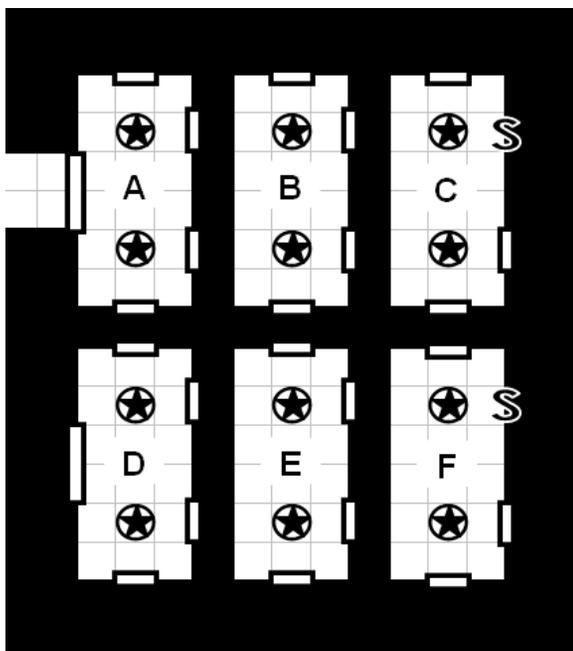
The Paladin bows, and the great seal lifts, revealing a spiral staircase that descends into Room 11B. The Paladin offers the crusaders a blessing in their quest to slay the Wyrms Prince before returning to his sarcophagus.

Failure (3)

The Paladin’s body dissolves in a howling wind, and his disembodied voice mourns, “WHEN WILL THE WORTHY ONE COME?” The great seal cannot be removed.

5. FORSAKEN LABYRINTH

The crusaders must successfully navigate a series of portals to obtain a cache of treasure, or else die in the effort.



A NOTE ON THE PORTALS

All of the portals in this chamber have been constructed to prevent crusaders from merely peaking through. All travel through the portals is one-way, meaning any matter pressed through the portal cannot be retracted.

5A.

The crusaders begin in Room 5A.

FEATURES OF THE ROOM

- The floor of this small chamber is covered in a thick coating of gray ash. More ash floats in the air, stirred by a softly howling breeze emanating from nowhere.
- Two statues of grinning demons wearing thick iron shackles and holding unlit torches stand opposite each other in the center of the room.
- Four archways filled with a shimmering silver mist are set into the walls.

EXPLORATION

Ash-Covered Floor

- The ash seems undisturbed by footprints except those of the crusaders.
- Perception (DC 15): Small fragments of pitted bone are strewn about the ash.
- If the ash is cleared away, a mosaic of a poem is revealed that reads as follows:

REMEMBER YOU ARE ASH,
AND TO ASH YOU SHALL RETURN.
THE DAMNED GUARD THE WAY,
MARKED WITH THE INFERNAL CROWN,
THEY WILL TEMPT YOU UNTO DAMNATION,
TO THE FIRES THAT BURN
RED, AND GRAY, AND BLACK.
REMEMBER YOU ARE ASH,
AND TO ASH YOU SHALL RETURN,
AND ASH WILL SHOW YOUR WAY.

Demon Statues

- The statues appear newly carved.

Archways

- When someone draws close to an archway, the silver mist coalesces into a silver, mirrored surface. Whoever looks into that mirrored surface sees his or her reflection altered according to which portal he or she is at:

- North Portal*: The viewer sees him or herself as a skeletal werewolf.
- Northeast Portal*: The viewer sees him or herself as a skeletal faun.
- Southeast Portal*: The viewer sees him or herself as a skeletal tiefling.
- South Portal*: The viewer sees him or herself as a skeletal minotaur.
- Arcana (DC 15): The archways are filled with teleportation magic.
- If a crusader walks through the North Portal, he or she is teleported to Room 5B.
- If a crusader walks through any other Portal, he or she is teleported to Room 5E.

5B.

FEATURES OF THE ROOM

This room appears much like the last, except that there is no set of doors along the west wall, there is no trace of ash in the room, and the torches held by the demon statues are lit. Furthermore, each of the statues wears an amulet that appears as a glass sphere filled with swirling black flame. These are **blackfire amulets**, which can be used in Room 12.

EXPLORATION

Archways

- When someone draws close to an archway, the silver mist billows out, becoming a thick cloud that fully obscures the archway.
- *Insight or Nature (DC 15):* The silver mist is combustible.
- If a flame is touched to the silver mist, it briefly burns a color as follows:
 - *North Portal:* The flames are gray.
 - *Northeast Portal:* The flames are red.
 - *Southeast Portal:* The flames are purple.
 - *South Portal:* The flames are black.
- If a crusader walks through the Southeast Portal, he or she is teleported to Room 5C.
- If a crusader walks through any other Portal, he or she is teleported to Room 5F.

5C.

FEATURES OF THE ROOM

The torches are again unlit, and there are no doors in the west wall. Furthermore, there are only three portals in this room.

EXPLORATION

Archways

- The silver mist makes no reaction when approached.
- If a crusader applies ash to the section of the wall where a fourth portal should be, the secret portal is revealed.
- If a crusader walks through the Secret Portal, he or she is teleported to Room 5G.
- If a crusader walks through any other Portal, roll a d20. On a 1-10, he or she is

teleported to 5D; on an 11-20, he or she is teleported to 5A.

5D.

When a crusader appears in this room, he or she loses 1 healing surge and appears ten years older.

Room 5D appears exactly as 5A, except the statues appear cracked and crumbling, and the double doors in the west wall open onto blank stone. All other features of Room 5D (including the poem beneath the ash-covered floor) are the same as 5A, except for the following:

- If a crusader walks through the North Portal, he or she is teleported to Room 5B.
- If a crusader walks through any other Portal, he or she is teleported to Room 5E.

5E.

When a crusader appears in this room, he or she loses 1 healing surge and appears ten years older.

Room 5E appears exactly as 5B, except the statues appear cracked and crumbling, and the flagstones in this room have crumbled almost to dust. All other features of Room 5E are the same as 5B, except for the following:

- If a crusader walks through the Southeast Portal, he or she is teleported to Room 5C.
- If a crusader walks through any other Portal, he or she is teleported to Room 5F.

5F.

When a crusader appears in this room, he or she loses 1 healing surge and appears ten years older.

Room 5F appears exactly as 5C, except the statues have crumbled to mounds of rubble. There are a number of skeletons in the room equal to the number of crusaders in the party, and they carry the same magic weapons the party carry. When these items are touched, they turn to dust. All other features of Room 5F are the same as 5C, except for the following:

- If a crusader walks through the Secret Portal, he or she is teleported to Room 5A.
- If a crusader walks through any other Portal, roll a d20. On a 1-10, he or she is teleported to 5D; on an 11-20, he or she is teleported to 5A.

If a crusader ever drops to 0 or fewer healing surges in the Forsaken Labyrinth, he or she dissolves to ashes, killed instantly.

5G.

The floor of this chamber glitters with treasure (see "Treasure Cache" below). The statues of demons have been replaced by statues of dragonspawn priests, their hands clasped as if in prayer. A set of double doors inscribed with the symbol of a pentagon lies ahead, to the right of which stands a portal filled with a crimson mist.

TREASURE CACHE

The chamber contains 500 gp and a **Fragment of Foebreaker**. Additionally, each crusader may draw 1 **treasure** card. The pentagon-inscribed doors lead back to Room 1, and the portal leads to Room 9. Creatures that leave Room 5 revert to their usual appearance.

NAVIGATING THE LABYRINTH

To safely navigate the labyrinth, the crusaders must locate the mosaic poem beneath the ash-covered floor in Room 5A or 5D and correctly interpret its cryptic clues:

REMEMBER YOU ARE ASH,
AND TO ASH YOU SHALL RETURN.
(Just as ash begins the journey
through the labyrinth, so too does it
end it.)

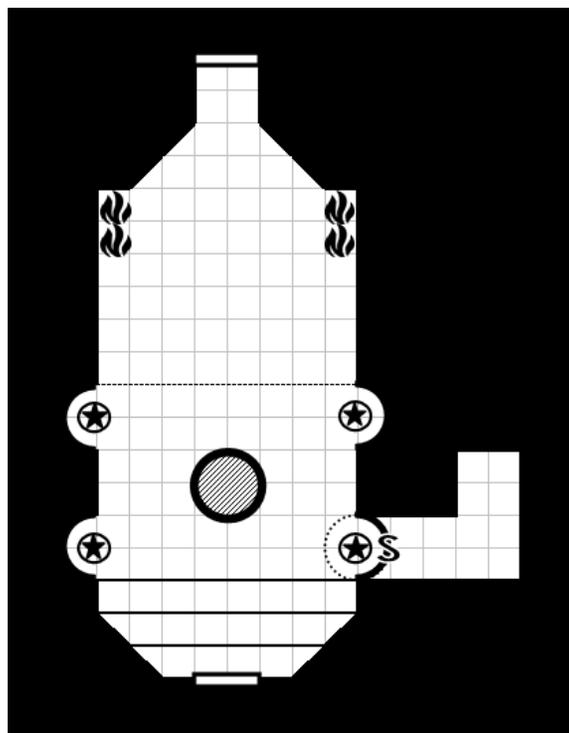
THE DAMNED GUARD THE WAY,
MARKED WITH THE INFERNAL CROWN,
THEY WILL TEMPT YOU UNTO DAMNATION,
(The "infernal crown" refers to the
horns of demons. Of the reflections in
the portals, only the werewolf lacks
horns.)

TO THE FIRES THAT BURN
RED, AND GRAY, AND BLACK.
(“Damnation,” or death in the
labyrinth, lies behind the portals
whose mist burns red, gray, and
black. Therefore, only the purple-
flamed portal is safely passed.)

REMEMBER YOU ARE ASH,
AND TO ASH YOU SHALL RETURN,
AND ASH WILL SHOW YOUR WAY.
(Ash “shows the way” when applied
to the empty space of the wall.)

6. SHADOW SANCTUARY

A cipher puzzle in this sanctuary will allow the crusaders to move deeper into the lair. One wrong move, however, will make solving the puzzle much more difficult, and much more dangerous.



FEATURES OF THE ROOM

- An unnatural, perfect darkness fills most of the sanctuary, save for four small pools of light afforded by torches of silver flame placed into holders on the east and west walls.
- The four torches create a pool of light that extends 20 feet before being abruptly swallowed by darkness.
- The stench of sulfur hangs on the stale air, and the sound of dripping emanates from the darkness.

EXPLORATION

Unnatural Darkness

- The silver-flamed torches afford 4 squares of illumination. All other light sources illuminate only 1 square.
- Arcana (DC 15): The darkness is a cloud of summoned shadow.

Silver-Flamed Torches

- These torches burn without heat and are easily removed from their holders.
- Arcana (DC 15): The torches are everburning.
- Thievery/Perception (DC 17): Each of the torches is depressing a carefully-hidden pressure plate.
- If a torch is removed without a successful DC 17 Thievery check, the cloud of shadow collects into the massive hourglass in the center of the room and begins pouring from the top half to the bottom (see “Encounter” below).

FURTHER FEATURES OF THE ROOM

The following features are revealed once the trap has been triggered, or when the crusaders begin exploring the rest of the room:

- Water drips from the ceiling, draining down the sides of a massive, 20-foot tall, bronze hourglass that rests at the center of the room. A series of symbols etched on the floor surrounds the hourglass on each side.
- Another set of similar runes is etched onto a set of double doors at the far end of the chamber (**Attachment #1**).
- In alcoves toward the back of the room stand four statues of hooded dragonspawn priests weeping tears of searing liquid sulfur. The statues hold large basins, each basin made of a different material. Starting with the northwest statue and moving counterclockwise, the basins are respectively made of crystal, steel, stone, and ivory.

ENCOUNTER

As long as the crusaders avoid triggering the trapped torches, they can leisurely take their time in solving the puzzle. If, however, the crusaders remove a silver-flamed torch without taking the proper precautions, they activate a trap that will limit the time they have to solve the puzzle. If a torch is triggered, an iron gate falls behind the crusaders and the cloud of shadow collects in the hourglass. Once the cloud of shadow begins to flow through the hourglass, the crusaders have 10 minutes of real time to

solve the puzzle. When time expires, the sulfuric tears from the statues vaporize, filling the chamber with caustic gas. Creatures in the room must make a DC 15 Endurance check or become a statue of crystallized sulfur, perfectly aware of their surroundings but unable to take any action. Consider them dead. Creatures that succeed instead lose 1d4 healing surges. Creatures that are reduced to 0 or fewer healing surges in this way are likewise crystallized.

FURTHER EXPLORATION

Bronze Hourglass

- The wrought bronze of the hourglass has been shaped to depict legions of dragons brandishing whips at demons, who are being forced into a lake of a boiling liquid, choking on the gas that billows up from it.

Dragonspawn Priest Statues

- Each of the basins held by the statues is filled with wine.
- Perception (DC 15): The floor near all of the statues is coated with a very light dusting of some powdered substance.
- Heal/History (DC 17): The substance is Kingsbane, an exceptionally deadly poison that is completely undetectable once dissolved in liquid, making it a favorite of assassins.
- All but the stone basin are poisoned: If any crusader drinks from any but the stone basin, they soon begin to cough up blood. Inform the crusader that he or she will be dead in one hour of real time unless an antidote can be found. If a poisoned

crusader drinks from another poisoned vessel, he or she dies instantly.

- Drinking from the stone basin has no harmful effect. Instead the alcove revolves halfway, revealing a secret passage to Room 5G.

Southern Doors

- The doors are thick steel, warm to the touch, and locked tightly.
- Perception (DC 15): The smell of burning embers and the sound of crackling flames seep out of the cracks around the door.
- Arcana/Thievery (DC 15): The locking mechanism is quite complex and has some kind of magical trigger.
- The doors open only when the puzzle has been solved.

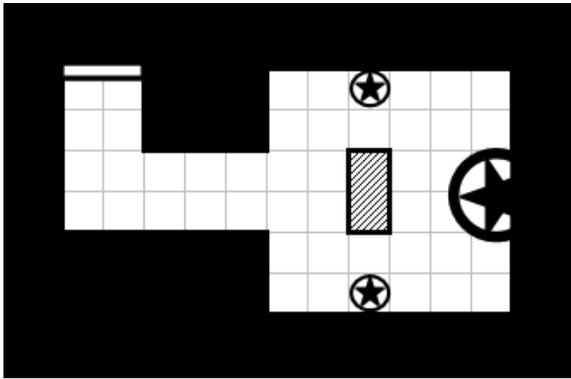
SOLVING THE PUZZLE

The runes surrounding the hourglass are a cipher, each corresponding to a cardinal direction (North, East, South, West). Once the crusaders figure out the cipher, they should be able to decode the runes on the doors. Once decoded, the runes read as follows: *"TO OPEN THE GATES, STIR WATER AND THE TEARS WITH THE WINE. // DRINK FROM THE STONE BASIN TO OPEN A SECRET DOOR."*

The crusaders will not have all the letters they need to decode the runes, so there will be a limited amount of guesswork. If the crusaders add water and the sulfuric tears to each basin of wine, the doors at the far side of the chamber unlock, the trap (if triggered) stops, the iron gate (if down) lifts, and the southern doors unlock.

7. SACRIFICIAL MAW

Those who enter this room must offer a proper sacrifice to the Wyrms Prince in order to obtain his blessing.



FEATURES OF THE ROOM

- Set into the east wall is an enormous sculpted stone head of a four-horned dragon, its jaws opened wide, its mouth an open furnace. The chamber is blisteringly hot.
- A charred black altar stands in the center of the chamber, flanked by a pair of statues depicting snakefolk wielding daggers.
- The floor tiles in this room are warped and fused.
- When the first crusader steps into the room, the dragon's head animates and speaks, "THE WYRM PRINCE DEMANDS GIFTS OF FLESH, METAL, AND SPIRIT. WHAT WILT THOU SACRIFICE?" The mouth then returns to lifelessness, mouth gaping.

EXPLORATION

Altar

- The surface of the blackened altar is coated with ash, cooked blood, and a fine layer of residuum.
- Arcana/Religion (15): The altar is used to prepare sacrifices to be offered to the maw.

Snakefolk Statues

- The sharpened stone daggers in the hands of the statues can be removed.
- Arcana/Religion (17): The daggers are ritualistic in nature, and are used to sanctify that which they cut.
- The daggers can be used in Room 11A to open a secret door.

Dragon's Maw

- The furnace within the dragon's mouth is a fairly large space, and burns with heat almost too intense to even stand near. Embers and sparks occasionally pour out of it in a gust, and blistering waves of heat pour out of the mouth rhythmically.
- Arcana/Dungeoneering (17): The flames within are balefire, and will instantly destroy anything thrown in them.

ENCOUNTER

The encounter begins after the dragon's mouth has finished speaking. The crusaders must throw three appropriate sacrifices into the dragon's maw to satisfy the ritual in the room—a sacrifice of flesh, a sacrifice of metal, and a sacrifice of spirit. The order in which these sacrifices are made does not matter, as long as each is made. When an

acceptable sacrifice is made, the flames flare white hot for a moment before returning to normal. Follow these guidelines for acceptable and unacceptable sacrifices, though other options may be acceptable or unacceptable depending on your discretion as a DM.

A Sacrifice of Flesh

- Acceptable sacrifices include fresh blood, small creatures, and severed limbs.
- Unacceptable sacrifices include any inorganic substance and draconic blood or limbs.

A Sacrifice of Metal

- Acceptable sacrifices include magic metallic items, and substantive sacrifices of treasure.
- Unacceptable sacrifices include non-metallic items and treasures gathered from the caches of the lair (which already belong to the Wyrms Prince).

A Sacrifice of Spirit

- Acceptable sacrifices include a wizard's *ghost hand*, a druid's *spirit companion*, and other insubstantial manifestations. If such a manifestation is sacrificed, it cannot be used for the remainder of the game. Alternatively, crusaders can sacrifice an item of high personal importance.
- Unacceptable sacrifices include any living material.

When a crusader makes a sacrifice that could be acceptable, the dragon's mouth asks, "WHY DOES THIS SACRIFICE BEFIT THE MAJESTY OF THE PRINCE?" The crusaders must then provide an appropriate answer to the question. Keep in mind the following points when measuring the appropriateness of the crusaders' responses:

- The Wyrms Prince believes that dragons are a master race, destined to rule all worlds. Anything that promotes the interests of dragon-kind will be looked on with favor by the Wyrms Prince.
- The Wyrms Prince despises all demons. He believes his mother, a she-demon, caused the downfall of his father. Anything that serves as a curse to demon-kind will be looked on with favor by the Wyrms Prince. Conversely, if the crusaders try to honor his infernal heritage, their attempt will automatically fail.
- The Wyrms Prince is incredibly vain and responds well to gratuitous worship.
- The Wyrms Prince respects his ancient foe, the Three-River Paladin, and thus respects courage and self-sacrifice. Those who honor the Three-River Paladin will do well with the Wyrms Prince. Conversely, he will not tolerate those who disparage the Three-River Paladin.

If the crusaders provide any unacceptable sacrifice, or if their justifications for the sacrifice are judged insufficient, the dragon's maw makes the following attack:

Breath of the Maw

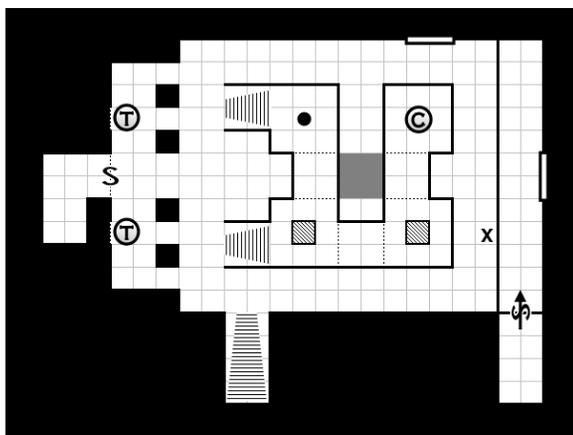
Attack: All creatures in Room 7 and the adjoining corridor; +6 vs. AC
Hit: 2d10+3 fire damage (miss: half damage). This damage cannot be healed until the ritual ends.

Once the crusaders fulfill each of the sacrifices, the maw speaks a final time—"YOUR SACRIFICES ARE ACCEPTABLE. THE WAY IS OPEN." The maw closes, and the crusaders hear three distinct scrapes of metal somewhere in the chambers behind. In Room 1, Door E (the Dragon Door) has unlocked. Additionally, if the crusaders used the sacrificial knives and altar and managed not to trigger the maw's attack, they also hear the deafening sound of crumbling stone—the *graven lord* in Room 2 crumbles to dust, leaving the great emerald exposed.

As a final note, creatures that enter the dragon's maw are instantly killed.

8. PIT OF NINE STARS

The treasure in this hellish chamber is hidden from sight and guarded by the sentient crown of a fallen pit lord.



FEATURES OF THE ROOM

- At the bottom of a twisting stair, an open doorway looks onto a wide chamber with cathedral arches meeting in the darkness of the ceiling.
- Four elevated marble platforms, connected by three bridges, surround a fiery pit from which emaciated hands reach out and wails emanate.
- Two of the platforms support stone chests, another holds a pedestal bearing an open tome, and above the final platform levitates a nine-pointed golden crown. Floating above the points of the crown are eight spheres of white light, like miniature stars.
- The desiccated body of a partially mummified humanoid hangs from a

balustrade to the east, clutching something in its hand.

- Three gilded mirrors to the west are visible between columns.

EXPLORATION

Elevated Platforms

- The marble blocks of the platforms are marred by scorch marks.
- The three bridges are ten feet above the ground and can be easily passed under by crusaders and monsters.
- Perception (DC 15): The east and west bridges have a hinge mechanism on the underside.
- Thievery (DC 17): The hinge mechanism is a weight trigger that will deposit any who try to cross the bridge into the fiery pit (see “Treacherous Bridge” below).
- Athletics (DC 13): A crusader may climb the smooth marble walls as a move action.
- When a crusader first steps onto a platform, the eight stars burn red and begin orbiting the crown at a furious speed (see “Encounter” below).

Book of the Damned

- The book is open and filled with thousands of names, written in red. A crimson-feathered quill is nestled between the pages.
- Religion (DC 15): This is a Book of the Damned, used by demons to strike deals with mortals, granting great power at a steep price. A contract is binding when such a book is signed in blood.
- Crusaders may sign the book (see *Crown of Nine Stars: Sign in Blood* below).

- If a crusader attempts to attack or remove the book, it vanishes in a burst of flame and sulfur, accompanied by a chorus of maniacal laughter.

Stone Chests

- Chiseled into both chests is the symbol of an eye surrounded by nine stars.
- Arcana (DC 15): The chests are filled with a cacophony of magic, though its nature is difficult to discern.
- Arcana (DC 19): The chests have been enchanted with a powerful illusion.
- When a chest is opened, it appears empty unless viewed by a crusader who is cursed or wearing the crown.
- If viewed by a crusader who is cursed or wearing the crown, the chests appear filled with treasure (See “Treasure Cache” below), which can only be removed by crusaders who can see it.

Crown of Nine Stars

- The spheres of light above the crown pulse rhythmically.
- Arcana (DC 15): The crown radiates infernal magic.
- Religion/History (DC 15): The crown once belonged to a powerful pit lord who was imprisoned within the artifact by the Wyrms Prince.

Balcony

- Athletics (DC 17): A crusader may climb the 20-foot balcony as a move action.

Fiery Pit

- This ten-foot wide *pit* looks like a sinkhole into hell itself. The *pit* descends thousands of feet out of sight into a fiery abyss. Thousands of emaciated *wretches* line the walls of the *pit*, stretching their hands out to any who draw near.

Hanging Mummy (X)

- Visible beneath the unraveling wrappings is a set of dusty thief's tools. The humanoid husk clutches a scroll tube in its right hand.
- The scroll tube may be removed as minor action. Elven runes encircling the tube read, "ALL IS NOT AS IT SEEMS." The tube contains a scroll of summoning. When read, the scroll summons a random **treasure**.
- Perception/Thievery (DC 15): The scroll tube has a false bottom. Hidden beneath it is a small, glowing sphere of light (white or red, depending if combat has begun or not)—the ninth star.

Gilded Mirrors

- The mirrors show the crusaders, their eyes gouged out by encircling crows.
- Perception/Dungeoneering (DC 19): The middle mirror is a secret door. It opens easily as a minor action.
- At the beginning of the third round of combat, two *tormented reflections* step out of the mirrors, acting after the *damned wretches*.

ENCOUNTER*Starting the Encounter:*

The encounter begins when a crusader takes his or her first step onto one of the raised platforms. Note that the crusaders may avoid the encounter altogether and simply leave if they avoid the platforms.

Threats:

The *crown of nine stars* rains down infernal spells while *damned wretches* crawl from the pit. *Tormented reflections* emerge from the mirrors at the top of the second round.

Ending the Encounter:

The encounter ends when the *crown* is destroyed or disabled, at which point all of the monsters instantly dissolve to ash. The monsters do not pursue the crusaders from the room.

CROWN OF NINE STARS

Crown of Nine Stars (C)
Level 3 Elite Blaster Trap

HP 130, **Bloodied** 65
Initiative +10
AC 14, **Fort** 16, **Reflex** 12, **Will** 18
Resist 5 poison, radiant, lightning, fire, necrotic, all conditions, all ongoing damage except acid
Vulnerable 5 acid

Traits**Regal Vision**

Creatures wearing the crown of nine stars can see the invisible treasure in the chests.

Standard Actions**Attack – At-Will**

The crown makes one of the following attacks each round in the order shown. After the sixth round, the sequence repeats.

Round 1 – Hellfire Bolt

Attack: Ranged 10 (one, two, or three creatures); +6 vs. Reflex.

Hit: 2d6+6 fire and lightning damage, and the target grants combat advantage until the end of the crown's next turn.

Round 2 – Infernal Moon Curse

Attack: Ranged 10 (one creature); +6 vs. Fortitude.

Hit: 3d8+4 damage, and the target is held immobilized 5 feet off the ground by an enormous summoned moon (save ends). *First failed save:* the summoned moon falls and crushes the target to death before disappearing.

Round 3 – Hellfire Bolt (as above)**Round 4 – Upsetting Onslaught**

Attack: Close burst 5 (enemies in burst); +6 vs. Will.

Hit: 1d8+6 damage, and the target is dazed until the end of its next turn. The target can negate being dazed by using a free action to deal 2d8 damage to itself.

Round 5 – Feast of Souls

Attack: Area burst 1 within 10 squares (each creature in burst); +6 vs. Will.

Hit: The target loses 1d4 healing surges and is dazed (save ends). If the target is already dazed, instead its soul is consumed. Its body continues living, unmoving and uncaring. Consider the crusader dead. Targets reduced to 0 or fewer healing surges by this attack are likewise killed.

Round 6 – Recharge

Effect: The crown of nine stars regains 32 HP.

Minor Actions**Shadow Armor** – Recharge 6

Effect: The crown gains a +2 bonus to all defenses until the end of the encounter. As a minor action, the crown may end this effect to teleport 5 squares, becoming invisible until it makes an attack.

A Mirror Darkly – Recharge 6

Effect: The crown conjures a shadowy copy of itself in an unoccupied square within 5 squares. The copy lasts until the end of the crown's next turn. The copy can be attacked. It uses the crown's defenses and is destroyed if it takes any damage. While the copy persists, the original crown is insubstantial and can attack from the copy's square.

Aftereffect: The crown may teleport to the square formerly occupied by the copy.

Countermeasures**Counterspell**

A crusader within 5 squares of the crown trained in Arcana can ready an action to counter its next attack. When the crown attacks, the creature makes a DC 19 Arcana check. On a success, the attack is rebounded and the spell turret takes 10 damage. On a failure, the crown uses *infernal moon curse* on the crusader as a free action.

Disable

Crusaders adjacent to the crown can attempt a skill challenge to disable it (6 successes before 3 failures; Arcana or Thievery DC 17). Success disables the crown. Failure resets the challenge and causes the crown to use *upsetting onslaughts* and *feast of souls* as free actions. Skill checks made to disable the spell turret while it recharges gain a +5 bonus.

Restore the Ninth Star

A crusader may reattach the ninth star to the crown as a standard action. The crown clangs to the ground, its powers gone, and the monsters disincorporate. The treasure becomes visible to all.

Sign in Blood

Crusaders that sign their names in the Book of the Damned are immune to attacks until the end of the encounter and become cursed. At the beginning of the encounter in Room 14, reveal the **Curse of Nine Stars** card and leave it in play.

Claim the Crown

A crusader adjacent to the crown may put it on as a minor action. The crown may be removed as a free action. When a crusader puts on the crown or starts its turn with the crown on, he or she is subjected to the following attack:

Attack: Melee 0 (the creature wearing the crown); +6 vs. Will, automatically misses cursed creatures (see *sign in blood*).

Hit: The target is dominated (save ends).

Aftereffect: The crown teleports 5 squares.

Miss: The crusader may choose either to deal 25 damage to the crown or to automatically receive 2 successes in the *disable* skill challenge.

Once the crown is disabled, reduced to 0 hit points, or reunited with the ninth star, the stars become invisible, and the crown falls to the ground inert. The crusaders can use the crown in Room 9.

PIT OF THE DAMNED**Pit of the Damned**
Level 3 Obstacle Hazard

Initiative acts after crown of nine stars

Standard Actions**Pull Apart** – At-Will

Attack: Melee 0 (all creatures grabbed by the pit), automatic hit.

Hit: 2d6+3 damage.

Minor Actions**The Damned Rise** – Recharge 3 4 5 6

Effect: 4 damned wretches emerge from the pit, occupying squares adjacent to it.

Triggered Actions**Grab** – At-Will

Trigger: A creature enters one of the pit's squares.

Attack: Melee 0 (triggering creature), +6 vs. Fortitude.

Hit: The target is grabbed (DC 15 to escape, see also *back you devils!*).

Countermeasures**Back You Devils!**

A grabbed crusader can make an attack against the wretches grabbing him or her (see defenses below). On a hit, the crusader gains a +5 bonus to escape. A successful area attack gains a +10 bonus instead.

Command Word

A crusader may speak the command word, "*infernum nix*," which causes any damned wretches within 5 squares of the pit to be sucked back in, destroying them (limit once per encounter).

TREACHEROUS BRIDGE

Treacherous Bridge
Level 1 Obstacle Trap

Triggered Actions

Tilt

Trigger: A creature steps on one of the bridge's spaces.

Effect: The bridge tilts down toward the pit of the damned, making the following attack on the triggering creature.

Attack: Melee 0 (triggering creature); +6 vs. Reflex.

Hit: The target falls into the pit of the damned.

Miss: The target may move into any square on the platform adjacent to the bridge.

Countermeasures

Disable

A crusader can disable the bridge's trap mechanism with a DC 19 Thievery check.

Leap Over

A crusader can jump over the bridge with a DC 21 Athletics check or a DC 11 Athletics check (running start).

DAMNED WRETCH

Damned Wretch
Level 1 Minion Soldier
Medium natural animate (undead)

HP 1; missed attacks never damage minions.

Initiative acts after pit of the damned

Perception +1, darkvision

AC 13, **Fort** 14, **Reflex** 14, **Will** 11

Speed 6

Immune necrotic, disease, poison

Standard Actions

⊕ **Claw** – At-Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 6 damage.

Triggered Actions

↵ **Corrupting Ichor Explosion** – Encounter

Trigger: The damned wretch is reduced to 0 or fewer HP.

Attack: Close burst 1 (one creature); +6 vs. AC.

Hit: 6 damage.

Effect: The damned wretch explodes into a plume of ichor. Squares in the burst become corrupted. Crusaders standing on corrupted ground grant combat advantage and can neither heal nor be healed.

TWISTED REFLECTION

Twisted Reflection (T)
Level 3 Brute
Medium natural beast (horror)

HP 30 **Bloodied** 15

Initiative acts after damned wretches

Perception +4, blindsight

AC 17, **Fort** 15, **Reflex** 13, **Will** 15

Speed 6

Immune fear

Resist 5 psychic

Traits

Mirror Image

When a twisted reflection enters combat, it takes on the appearance of the closest crusader, except with eyes gouged out and encircled by carrion crows. Each reflection must duplicate a different crusader. The duplicated crusader takes a -2 penalty to attack rolls against the reflection copying him or her.

Carrion Crows – Aura 1

Bloodied enemies that enter the aura or start their turn in the aura take 5 damage.

Standard Actions

⊕ **Envious Strike** – At-Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d8+5 damage.

Special: If the target is the reflection's mirror image, the reflection makes 2 attacks instead of 1.

✱ **Murder of Crows** – Recharge 5 6

Attack: Area burst 1 within 10 (enemies in burst); +6 vs. Fortitude.

Hit: 1d8+5 damage.

Triggered Actions

⊕ **Mirrored Strike** – Recharge 5 6

Trigger: The twisted reflection sees its mirror image make an encounter or at-will attack.

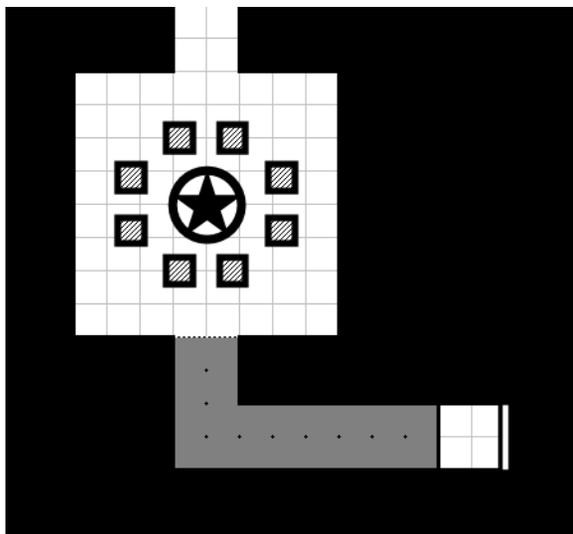
Effect (free action): The twisted reflection makes the same attack, choosing new targets.

TREASURE CACHE

The east stone chest contains a jewel-encrusted statuette of a many-legged dragon (500 gp). The west stone chest contains a **Fragment of Foebreaker**. Additionally, each crusader may draw 1 **treasure** card.

9. GHOST COUNCIL

The way toward Room 14 from this secret chamber is impassable. The crusaders must satisfy the spirits of the Wyrms Prince's council in order to continue on their quest.



FEATURES OF THE ROOM

- Through a section of semi-transparent stone, a ten-foot tall statue of an ancient red dragon coated in dust dominates the center of the room.
- Placed in a circle around the statue are eight gilded chairs, unattached to the floor.
- High on each of the four walls are sculpted the looming faces of crowned snakefolk. Three faces adorn each wall.
- A second semi-transparent section of wall opens onto a passage that turns sharply out of sight.

EXPLORATION

Dragon Statue

- Underneath a thick coat of dust is the inscription, "ALL FEALTY TO THE CROWNLESS KING." The dragon holds six arrows in each claw, twelve total.

Gilded Chairs

- The eight chairs are simple stone and square, though they are adorned with traces of delicately crafted gold.
- Streetwise/History/Diplomacy (DC 15): Such chairs are appropriate for subordinates to a monarch, such as viziers, counselors, or governors.
- When a crusader touches one of the chairs, the encounter begins (see "Encounter" below).

Snakefolk Faces

- The eyes of the carved snakefolk faces glow with a ghostly light. Each face is distinct from the others. An inscription in Draconic above the faces reads, "WHAT TOUCHES THIS WALL, WE THREE POSSESS." The inscription appears on each of the four walls.
- History (DC 13): The faces depict the twelve counselors to the Wyrms Prince's father, the ancient dragon Thran. Legends tell that together these snakefolk shamans wielded power to rival Thran himself.
- History (DC 15): To placate the snakefolk councilors, the dragon planned to bestow a nation to each of them. Yet Thran had only eight thrones to give, and there were twelve of the shamans. The snakefolk were greedy and jealous, and each required a throne for

him or herself. How Thran resolved this paradox is unknown, but the counselors did pledge themselves to him, and it is said that they serve his son, the Wyrms Prince, even in death.

Phase Wall

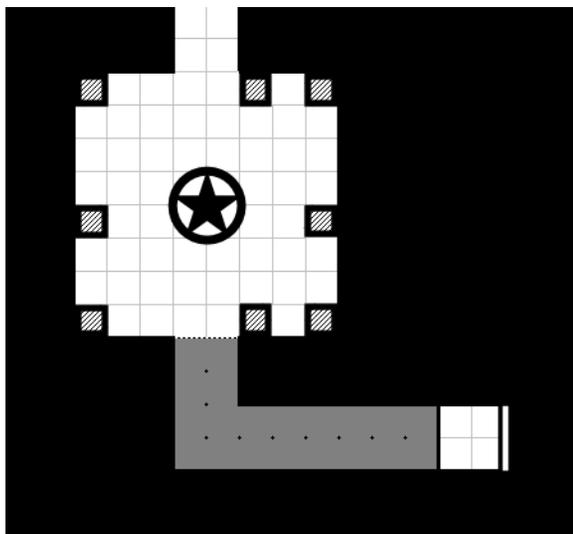
- Like the entry to the chamber, the southern wall features a ten-foot section of semi-transparent stone that can easily be passed through. Beyond that wall, however, the corridor is filled with an intensely-hot, fiery river.
- Arcana/Perception (DC 15): Without proper magical protection, any who enter this corridor will be killed in a matter of seconds.

ENCOUNTER

The moment a crusader touches one of the gilded chairs, the sound of grinding gears, much like the ticking of a clock, can be heard within the dragon statue. The crusaders have one minute to arrange the eight chairs so that three chairs are touching each wall. You are encouraged to place the eight chairs in a circle around the statue, so that if a player physically grabs one of the chairs, you can trigger the encounter. The northern phase wall remains insubstantial during the encounter, allowing the crusaders to flee if they so choose. However, after the minute expires, if the puzzle has not been solved, both phase walls become solid, and the snakefolk faces make a *spitting venom* attack (see "Solving the Puzzle" below), and the way south is sealed.

SOLVING THE PUZZLE

The key to solving the puzzle is to place four of the chairs in each of the four corners as shown below. In this way, three chairs can touch each wall:



If the chairs are arranged in such a way before time expires, they turn into ghostly smoke, reforming into a total of twelve thrones, and the ghosts of the snakefolk shamans appear sitting in them. In unison, they ask, "WHAT QUESTION DO YOU BRING BEFORE THE COUNCIL?" The counselors will truthfully answer the first yes-or-no question that the crusaders ask. After doing so, the council again speaks in unison, saying, "LEAVE US NOW. WHILE OUR KING REMAINS CROWNLESS, NONE SHALL CROSS THE RIVER." They then dissolve into pearly smoke. If the crusaders crown the

dragon statue with the Crown of Nine Stars from Room 8, a skeleton wearing a tattered cloak appears in a spectral boat that can safely take the crusaders across the fiery river to Room 14. If the crusaders offer the skeletal ferryman at least 500 gp or a **treasure** card, it restores 1d4 healing surges to each crusader and grants each crusader an action point.

Should time expire before the crusaders have solved the puzzle, the snakefolk faces make the following attack:

Spitting Venom

Attack: All creatures in Room 9; +6 vs. Fortitude.

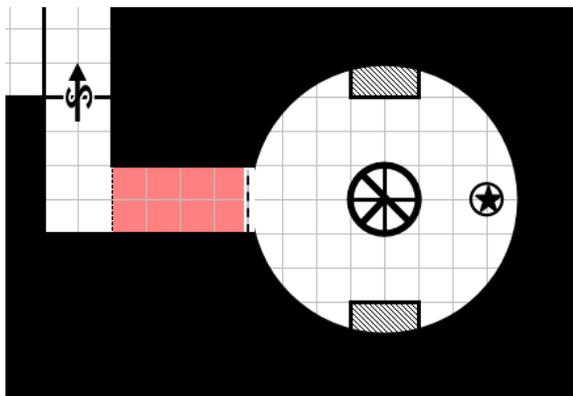
Hit: 3d6+4 poison damage and the target takes a -5 penalty to Perception for the rest of the game.

Miss: Half damage and the target takes a -2 penalty to Perception for the rest of the game.

Additionally, if time expires before the puzzle is solved, the southern phase wall becomes permanently solid, but the northern phase wall remains insubstantial, allowing the crusaders to leave the way they entered.

10. SECRET VAULT

The crusaders must solve a final puzzle to receive the lair's greatest treasure.



FEATURES OF THE ROOM

- The floor of the chamber is a massive, blackened iron grate. Sixty feet beneath the chamber, visible between the gaps in the grate floor, are hotly burning flames. Waves of heat rise up into the chamber.
- Hanging from the walls are great black chains on pulleys that run down through the floor into the fiery pit below.
- Two rectangular stone slabs set into the North and South walls have been etched with a series of images, words, and numbers (**Attachment #2**).
- A sculpture of the Three-River Paladin holds up its right hand. On that hand is a platinum-traced gauntlet, set with three blue diamonds.

EXPLORATION

Sculpture and Gauntlet

- The gauntlet radiates powerful magic. Arcs of red lightning form a cage around it.
- Arcana (DC 15): The gauntlet is protected by a powerful ward.
- History (DC 15): Legends tell that the good gods granted the Three-River Paladin the **Gauntlet of Unstoppable Force**, the sword **Solfang**, and the shield **Foebreaker** to combat the evil of the Wyrms Prince.
- If the gauntlet is touched before the correct password is spoken, the flame grate trap is triggered, and if any crusader is standing in the western corridor, the encounter begins (see "Encounter" below). The gauntlet is immovable until the correct password is spoken.

Stone Slabs

- The northern slab bears only an insignia in foot-high letters, "WYRM PRINCE," flanked by a pair of carved dragons. The southern slab bears the image of a congregation of demons, kneeling in supplication before a draconic monstrosity, clutching a dead succubus in a single claw. This slab bears two inscriptions, "SPEAK THE PASSWORD," and "MV XLII MMMMMDCII."

Western Corridor

- The walls of this corridor are covered with hundreds of snakes' mouths carved into the stone.
- Perception/Dungeoneering (DC 17): The snakes' mouths in the first 20 feet of the corridor (shaded squares) are small ports that contain long spikes.

Grated Floor

- The iron grate has been cooked black with ash and incinerated flesh.
- Perception (DC 15): The flames of the pit are 60 feet below the floor's surface.

SOLVING THE PUZZLE

The "MV XLII MMMMMDCII" inscription is a series of Roman numerals for the Arabic numbers 1005, 42, and 5602.

The inscription on the northern slab corresponds to the numbers 0-9 as follows:

W	Y	R	M	P	R	I	N	C	E
1	2	3	4	5	6	7	8	9	0

The inscriptions on the southern slab, therefore, can be decoded as "WEEP, MY PREY." When this phrase is spoken, the red lightning cage on the gauntlet disappears, and the gauntlet can be safely taken. If, however, the wrong password is spoken, or if the gauntlet is disturbed before the correct password is spoken, the flame grate trap is triggered, and if any crusader is standing in the western corridor, the encounter begins (see "Flame Grate Trap" and "Encounter" below).

TREASURE CACHE

Once the puzzle is solved, hand the players the **Gauntlet of Unstoppable Force** card. Additionally, a secret door opens revealing a hidden treasure cache; each crusader may draw 1 **treasure** card.

FLAME GRATE TRAP

Flames rise up from the deep chasm beneath the grated floor, attacking all creatures in the circular chamber. The great chains rumble, bringing the fiery pit closer to the level of the floor.

Rising Flames

Attack: +6 vs. Fortitude.

Hit: 2d10+5 fire damage.

Miss: half damage.

Effect: the fiery pit below rises 20 feet closer to the surface of the floor. The trap deals an extra d10 damage on its next attack. When the flames reach the top, all crusaders on the grate are killed.

ENCOUNTER

Starting the Encounter:

The encounter begins only if one or more crusaders are standing in the western corridor, and only when the wrong password is spoken or the gauntlet is disturbed before the correct password is spoken. When this happens, two portcullises fall, trapping creatures in the squares shaded red.

Threats:

Long spikes spring out of the carved snakes' mouths, and the walls begin to close together, threatening to impale and crush any who are trapped within.

Ending the Encounter:

The walls pull back when the puzzle is solved. The encounter also ends when all trapped crusaders escape the trap.

CRUSHING SPIKE WALLS

Crushing Spike Walls

Level 1 Obstacle Trap

Initiative acts on an initiative count of 0

Standard Actions

Impaling Crush – At-Will

The spike walls close in, producing the following effects each round.

Round 1 – The walls begin to close together.

Round 2 – The walls make the following attack:

Attack: (all trapped creatures) +5 vs. Fortitude.

Hit: 20 damage.

Miss: 10 damage.

Round 3 – The walls make the following attack:

Attack: (all trapped creatures) +14 vs. Fortitude.

Hit: 30 damage.

Miss: 15 damage.

Round 4 – The walls close completely, killing all creatures trapped within.

Countermeasures

Disable

Crusaders adjacent to the trap can attempt a skill challenge to disable it (4 successes before 3 failures; Athletics/Thievery/Dungeoneering DC 19). Success disables the crushing spike walls.

Push Back

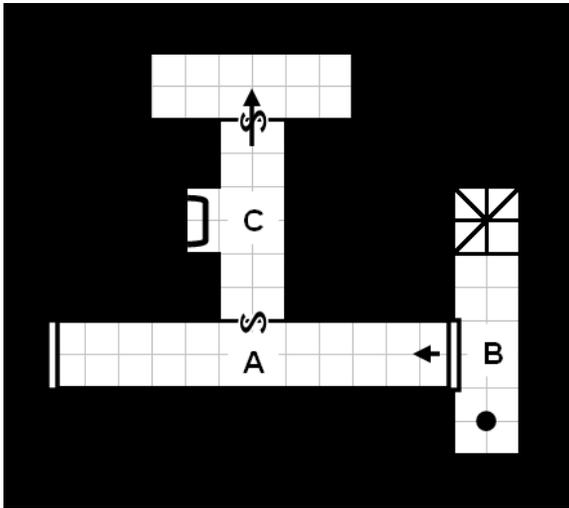
A trapped crusader can attempt to push back the closing walls with a DC 17 Athletics check. On a success, the walls are pushed back partially, causing the trap to move backward 1 step in its round-by-round action.

Brace the Wall

A crusader can use an object to hold the walls open. At the beginning of the crushing spike wall's turn, roll a d20. On a 11-20, the object holds and the wall does not act this turn. On a 1-10, the object is destroyed, but the crushing spike walls must repeat its last round's action.

11. HIDDEN HALLS

A long hallway connects to two chambers containing treasure, but opening the doors will require some work.



11A.

The crusaders may enter 11A from Room 8 or from Room 11B.

FEATURES OF THE ROOM

- This long, narrow corridor is bookended by two huge, rusted iron doors that feature a legion of laughing demons' faces embossed on them.
- Halfway down the hall, on the north wall, the bas-relief of a beautiful, but shrieking succubus is sculpted.

EXPLORATION

Shrieking Succubus

- A thin, four-inch long slot is set into the succubus's heart.
- Arcana/Thievery (DC 15): The slot is imbued with a *disenchant* ritual trap.
- History (DC 15): The sculpture depicts the mother of the Wyrm Prince.
- If any object is inserted into the slot, it turns to crumbling brimstone, and the sound of a multitude of cackling laughter is heard.
- If a dagger from Room 1 or Room 7 is inserted into the slot, the secret door opens into Room 11C.

East and West Doors

- The faces on the doors seem to shift and change when the crusaders look away and then back at them.
- The east door is locked Room 11B.
- If a ritual is used to open the east door, or if the lock is picked or forced in any way, it opens onto an infinite starry void, in which floats one small island of mud, inhabited by a pair of starving demons. Creatures within three squares of the door must make a saving throw or be pulled into the void and devoured by the demons. The door then slams shut. It can now be easily opened.

11B.

FEATURES OF THE ROOM

- This small, bare chamber is adorned only by a short, crystal pillar and a rusted iron door.
- A spiraling staircase leads up into darkness (to Room 4).
- Plunged into the pillar is a long, blue steel sword marked with a series of searing, white-hot runes.

FEATURES OF THE ROOM

Crystal Pillar

- The crystal is cracked, and hot to the touch, as though it strains to contain the sword.
- Religion (DC 15): The runes radiate power. Crusaders who speak Supernal or who use the *comprehend language* ritual can read the runes—"SOLFANG, A BLADE FORGED IN THE SUN, A FANG TO PIERCE THE DARKEST HEART."
- If a character of the divine or martial power source attempts to draw the blade, he or she succeeds, and the blade bonds to him or her. None other can wield **Solfang** while he or she lives. The crusader regains 1 healing surge.
- If a crusader with any other power source attempts to draw the blade, he or she fails to do so and takes 20 radiant damage.

Rusted Door

- The door can be opened easily from this side.
- Perception (DC 15): The faint sound of impish laughter can be heard on the other side of the door (audible from both sides).

IIC. FEATURES OF THE ROOM

- This corridor drips with boiling drops of water, and ends in a section of wall with two iron pull rings set into it.
- An enormous sarcophagus is set into an alcove.

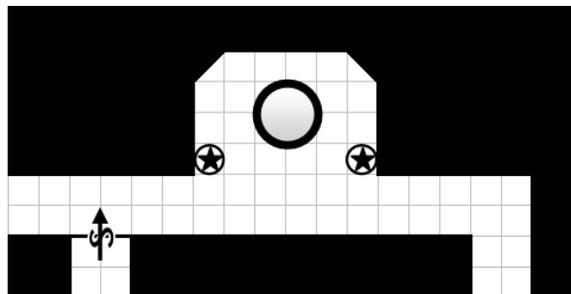
EXPLORATION

Sarcophagus

- Carved into the face of the sarcophagus is a demon holding two heads in each hand.
- Arcana (DC 17): A stable and potent conjuration magic is contained in the sarcophagus.
- The sarcophagus can be opened easily and safely. Inside is a **simulacrum suit**.

12. PRISON OF ICE

A devilish trickster has been imprisoned in a sphere of ice and kept on display as a sign of the Wyrmlord's power and as a warning for those who would cross him.



FEATURES OF THE ROOM

- Down a long hallway lit occasionally by torches lies a large alcove formed entirely from highly polished, dark marble.
- At the center of the alcove, a ten-foot diameter sphere of ice rests on the floor, perfectly steady. Despite the sweltering heat in the hallway, the ice remains completely solid.
- Contained within the sphere, obscured by the ice, is the amorphous form of an infernal spirit. The sphere of ice is flanked by a pair of cracked porcelain statues of white dragons.

EXPLORATION

Sphere of Ice

- The frozen spirit cradles something in his arms. Though the image is warped through the ice, the spirit is clearly grinning.
- Arcana (DC 15): The sphere of ice is immune to most attacks and is highly resistant to melting.
- The sphere of ice can be melted only with a *blackfire amulet* (Room 5) or with the *silver-flamed torches* (Room 6). If the infernal spirit is released, it drops the treasure it holds, and laughs madly before phasing through the wall. The spirit will reappear in Room 14 to wreak havoc.

White Dragon Statues

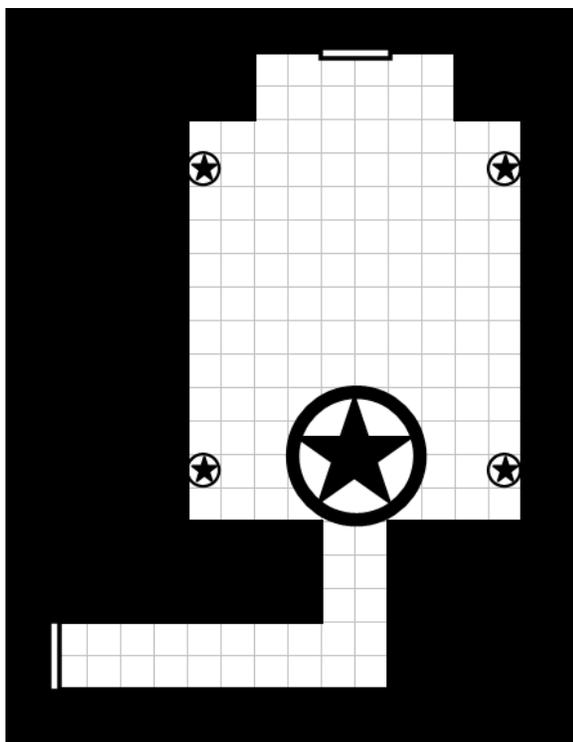
- The cracks in the porcelain ooze a thin trail of blood.

TREASURE CACHE

Among its treasure, the infernal spirit clutched a **Fragment of Foebreaker**. Additionally, each crusader may draw 1 **treasure** card.

13. CLOCKWORK GUARD

An ancient clockwork dragon stands as the last guard between the crusaders and the Wyrm Prince himself.



FEATURES OF THE ROOM

- Towering over the room is a colossal 40-foot tall clockwork dragon, its eyes burning faintly red. The sound of spinning gears can be heard from within its rusted iron plates and scales.
- At four other places in the room stand much smaller clockwork versions of the

other chromatic dragons—white, blue, green, and black.

EXPLORATION

Clockwork Colossus

- The mechanical beast is modeled after an ancient red dragon. A hatch on the dragon's stomach is large enough for a medium-sized creature to pass through. Set into the dragon's back is an enormous keyhole, one foot tall.
- Arcana/Dungeoneering (DC 15): This is a mythical device known as a clockwork colossus. It is said that the scales of such a beast are impenetrable. The device is operated by a clockwork heart.
- Crusaders may enter the clockwork dragon through its hatch (see "Encounter" and "Disarming the Clockwork Colossus" below).

Lesser Clockwork Dragons

- Each of the lesser clockwork dragons holds a rusted steel egg in its claws. The mouths of each of these lesser dragons are open and tilted back, as if waiting to be fed by a mother dragon.
- Arcana (DC 15): Faint conjuration magic emanates from the eggs.
- Perception (DC 17): A nearly invisible crack along each egg's perimeter suggests that the eggs can be opened.

ENCOUNTER

The crusaders must deactivate the clockwork colossus that prevents passage

from the chamber (see "Disarming the Clockwork Colossus" below).

Black Clockwork Dragon

- Nature (DC 15): The black dragon's breath weapon is acid.
- If acid is poured into the dragon's mouth, the egg opens, revealing an *oversized clamp*.
- If a non-acidic substance is poured into the dragon's mouth, the clockwork dragon makes an Iron Bite attack (see below).

White Clockwork Dragon

- Nature (DC 15): The white dragon's breath weapon is ice.
- If ice is poured into the dragon's mouth, the egg opens, revealing a random **treasure**.
- If a non-ice substance is poured into the dragon's mouth, the clockwork dragon makes an Iron Bite attack (see next below).

Blue Clockwork Dragon

- Nature (DC 15): The blue dragon's breath weapon is lightning.
- If electricity is poured into the dragon's mouth, the egg opens, revealing an **unstable lightning pentagram**.
- The **unstable lightning pentagram** must be removed very carefully with a DC 15 Thievery or Arcana check, or it discharges, dealing 20 lightning damage to creatures in a close burst 3.
- If a non-electric substance is poured into the dragon's mouth, the clockwork dragon makes an Iron Bite attack (see below).

Green Clockwork Dragon

- Nature (DC 15): The green dragon's breath weapon is poison.
- If poison is poured into the dragon's mouth, the egg opens, revealing a *cube puzzle*.
- Once solved, the *cube puzzle* is a map of the interior of the colossus. It can be solved with a DC 17 Perception or Insight check.
- If a non-poison substance is poured into the dragon's mouth, the clockwork dragon makes an Iron Bite attack (see below).

Iron Bite (Lesser Clockwork Dragons)

Attack: close burst 1 (creatures in burst) +8 vs. AC.

Hit: 2d8+5 damage.

DISARMING THE CLOCKWORK COLOSSUS

Disarming the Clockwork Colossus Level 2 Complexity 2 Skill Challenge

Goal: The crusaders must work together to deactivate the clockwork colossus, and that means someone has to go *inside*.

Traits

Piecemeal Challenge

To succeed in the skill challenge, the crusaders must complete the following steps in order. Each step requires a certain number of successful skill checks to complete. For each failed check, the colossus makes a counterattack.

Right Tools for the Job

If the crusaders inside the colossus make use of the **warforged tools**, they gain a +5 bonus to skill checks they make.

Enter the Colossus – 1 Success

Primary DC 15, **Secondary** DC 13

Trump: Another crusader distracts the colossus by attempting to flank it (1 success).

Fold: A crusader attempts to directly attack the colossus (1 failure).

Counterattack – Ironclaw Rebuke

Attack: Melee 3 (creature that failed the check); +8 vs. AC.

Hit: 1d10+8 damage and the target is pushed 20 squares.

Locate the Clockwork Heart – 2 Successes

Primary DC 17, **Secondary** DC 15

Trump: The crusaders use the *cube puzzle* to navigate within the colossus (1 success).

Fold: A crusader moves without making a Stealth check (1 failure).

Counterattack – Internal Body Spikes

Attack: Melee 0 (creatures inside the colossus); +6 vs. Fortitude.

Hit: 2d10+5 damage and the target takes a -2 penalty to its next skill check.

Disarm the Clockwork Heart – 3 Successes

Primary DC 19, **Secondary** DC 17

Trump: The crusaders use the *oversized clamp* to remove the heart (1 success).

Fold: A crusader attacks the heart (1 success and 1 failure).

Counterattack – Fireball

Attack: area burst 2 within 10 (creatures outside the colossus); +6 vs. Reflex.

Hit: 3d6+10 fire damage.

Miss: half damage.

Resolution

Success (6)

The gears of the colossus wind down, the burning light in its eyes diminishes, and the mechanical monstrosity is rendered inert. The colossus collapses forward, allowing the crusaders to pass into the corridor beyond. A crusader in the colossus may attempt to remove the heart with a DC 17 Thievery check.

Success: The crusader receives the **clockwork heart**.

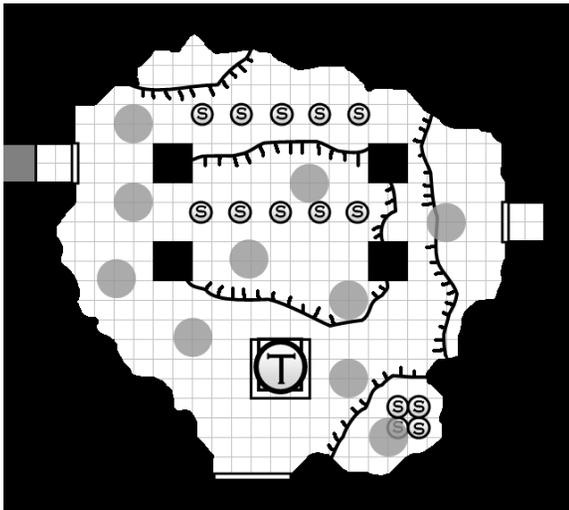
Miss: The heart explodes, dealing 4d12 fire damage to all crusaders in the colossus.

Failure (3) – Rage of the Colossus

If the crusaders fail a total of 3 checks while one or more crusaders are inside the colossus, the colossus spews them out in a mass of caustic oil. Each crusader spewed out take 25 acid damage. The skill challenge resets.

14. CAVERNOUS THRONE

The crusaders have surmounted the guardians, traps, and obstacles that have stood between them and the Soulstone. Yet one enemy remains, and he is the most fearsome by far. The ancient abomination, the Wyrms Prince, must be defeated in his own throne room.



FEATURES OF THE ROOM

- The cavernous chamber below is supported by four sculpted columns. The very air roils and swirls with geothermal drafts.
- Massive stalactites cling to the rocky ceiling far above, teetering over a many-leveled natural cave.
- Suits of jet black armor stand at attention in ranks before an immense throne, posed as though ready for combat.

- Sitting on the throne is the Wyrms Prince himself, a red-scaled, four-horned abomination, with fifty legs of steely sinew.
- Behind the throne, a wide, black portal ripples as though a stone has been cast into a pool of fathomless water.

EXPLORATION

Elevation Changes

- The hatches on the map represents a five-foot drop in elevation. The center of the chamber is the lowest point in the chamber.
- When a creature crosses an elevation change, it must make an Athletics or Acrobatics check (DC 13 for going down, DC 18 for going up) or fall prone.

Stalactites (gray circles)

- The stone of these massive formations crumbles toward the ceiling.
- Crusaders may attack the stalactites (all defenses 14, 10 hit points). When a stalactite drops to 0 hit points, it falls to the ground, shattering on impact, making the following attack:
Attack: close burst 1 (creatures in the burst); +7 vs. AC.
Hit: 3d10 damage and the target is knocked prone. If the target is directly beneath the stalactite, it is also restrained (save ends).

Infernal Armor

- The helms of these suits of armor feature holes for horns and various infernal arcane symbols.
- Arcana/Religion/History (DC 15): Such suits of armor are worn by war demons into battle. When imbued with an unquiet spirit,

these suits have been known to fight autonomously.

Dark Portal

- Something huge strains against the membrane of the portal, as if trying to tear through.
- Perception (DC 15): A deep gurgling can be heard from the other side of the portal.
- Arcana (DC 17): The portal is a gateway to a pocket dimension of one of the Nine Hells, a place where the gluttonous are punished by being eternally devoured by hungering spirits.
- Crusaders may close the portal permanently by making two DC 21 Arcana or Religion checks. If two checks are failed, the portal opens and two *starved devourers* emerge.
- Crusaders may open the portal by making a DC 15 Arcana or Religion check.
- If the portal has not been sealed when the Wyrms Prince becomes bloodied for the first time, the two *starved devourers* emerge.

Great Throne

- This black glass throne is surrounded by countless bones and detritus of the Wyrms Prince's prey.
- Arcana/Perception/Insight (DC 17): A holy spirit is trapped within the throne.
- The throne can be attacked (all defenses 15, 20 hit points). Once destroyed, the angelic avatar, Azira, emerges and fights with the crusaders.

ENCOUNTER

Starting the Encounter:

The encounter begins the moment the crusaders enter the cavern.

Threats:

The Wyrm Prince himself descends upon the intrepid crusaders, summoning infernal armor and starved devourers to fight at his side.

Ending the Encounter:

The encounter ends when the Wyrm Prince has been slain and the crusaders have regained possession of the Soulstone.

THE FINAL BATTLE

The complexity and danger of this encounter depend greatly on the actions of the crusaders throughout the dungeon.

- If a crusader was turned into a phantom in Room 4, he or she appears at the Wyrm Prince's side as an Infernal Sentry, but with a +2 to all defenses. If the phantom is destroyed, the fallen crusader reappears, naked and without any of his or her possessions.
- If any crusaders were cursed in Room 8, start the combat with the **curse of nine stars** card in play.
- If the infernal spirit was released from the prison in Room 12, it appears near the ceiling in this chamber, randomly knocking down one stalactite at the beginning of each round.

THE WYRM PRINCE

The Wyrm Prince (T)

Level 5 Solo Soldier

Huge unnatural beast (demon, dragon)

HP 200 **Bloodied** 100

Initiative +12

Perception +3, darkvision

AC 21, **Fort** 15, **Reflex** 14, **Will** 17

Speed 8, fly 6, climb 6

Immune fire, forced movement, falling prone

Saving throws +5, **Action Points** 3

Traits

Predator Tyrant

The Wyrm Prince treats prone enemies as though they were helpless.

Draconic Arrogance

When the Wyrm Prince is marked, no mark may supersede that mark while the enemy who marked him lives. The Wyrm Prince becomes bent on that creature's destruction.

Many Limbed

The Wyrm Prince may grab any number of creatures.

Standard Actions

Ⓜ, ⤵ **Multitude of Claws** – At-Will

Attack: Close burst 1 (enemies in burst); +11 vs. AC.

Hit: 2d8+10 damage and the target is grabbed.

Special: When an enemy provokes *multitude of claws* as an attack of opportunity, the Wyrm Prince attacks all enemies in the burst.

⤵, ⤴ **Screaming Fireball** – At-Will

Effect: One creature grabbed by the Wyrm Prince takes ongoing 10 fire damage (save ends) and is hurled at another creature as a secondary attack.

Secondary attack: Ranged 10 (one creature); +9 vs. Reflex.

Hit: Both the target and the hurled creature fall prone and take 3d6+8 damage, and the target takes ongoing 10 fire damage.

Miss: The hurled creature takes 3d6+8 damage and lands prone adjacent to the target.

✖ **Maw of the Void** – Recharge 5 6

Effect: The Wyrm Prince spews forth a medium sphere of annihilation up to 10 squares away.

Attack: Burst 5 around the sphere of annihilation (enemies in burst); +9 vs. Fortitude.

Hit: The target is pulled 1d6 squares toward the sphere of annihilation and is slowed (save ends). Enemies that enter the sphere of annihilation are utterly destroyed.

Miss: The target is slowed (save ends).

Aftereffect: The sphere persists for one more turn, making the same attack during the Wyrm Prince's turn.

✖ **Balefire Breath Weapon** – Recharge when first bloodied

Attack: Close blast 10 (creatures in blast); +15 vs. Fortitude.

Hit: 6d6 fire and necrotic damage and ongoing 6 fire and necrotic damage. Reroll any 6 in the damage roll, adding the result to the total damage. Repeat as necessary.

Minor Actions↘ **Consume Essence** – At-Will

Attack: Ranged 5 (one creature); +9 vs. Will.
Hit: 2d6+2 damage, and if the target is reduced to 0 or fewer HP, the Wyrms Prince regains HP equal to the target's bloodied value.

Triggered Actions**Bow to No One** – At-Will

Trigger: The Wyrms Prince becomes dazed, slowed, stunned, or weakened, or begins taking ongoing damage.
Effect: The Wyrms Prince makes a save against the triggering condition.

Living Reliquary – Encounter

Trigger: The Wyrms Prince is reduced to 0 or fewer HP.
Effect: The Wyrms Prince's body bursts into hellflames and is reduced to ash, leaving only the Soulstone within him unharmed.

INFERNAL SENTRY**Infernal Sentry (S)**

Level 1 Minion Lurker
 Medium immortal construct (demon)

HP 1; missed attacks never damage minions.
Initiative acts after the Wyrms Prince
Perception +1, darkvision
AC 16, **Fort** 12, **Reflex** 15, **Will** 12
Speed 6
Immune disease, poison

Traits**Summoned Infernal Spirits**

All of the infernal sentries begin the encounter inanimate. After the Wyrms Prince's turn each round, choose 1d8 more Sentries to animate.

Invulnerability

If the infernal sentry does not move during its turn, it is immune to attacks and damage until the beginning of its next turn.

Standard Actions⌚ **Black Blade** – At-Will

Attack: Melee 1 (one creature); +6 vs. AC.
Hit: 5 damage and the target is marked until the beginning of the infernal sentry's next turn.

STARVED DEVOURER**Starved Devourer**

Level 3 Soldier
 Large shadow humanoid (undead)

HP 30 **Bloodied** 15
Initiative acts after infernal sentries
Perception +10, darkvision
AC 13, **Fort** 11, **Reflex** 14, **Will** 12
Speed 8

Traits**Starved**

The starved devourer is always considered to be bloodied for the purposes of resolving powers. The starved devourer must attack the crusader with the lowest number of hit points. If the devourer ends its turn without a creature trapped within it, it takes 5 damage.

Spirit Ward

The starved devourer gains a +2 bonus to all defenses while it has a creature trapped.

Standard Actions⌚ **Hungering Claws** – At-Will

Attack: Melee 2 (one creature); +8 vs. AC.
Hit: 1d8+6 damage.

↘ **Trap Spirit** – At-Will

Attack: Ranged 5 (one creature); +6 vs. Fortitude.
Hit: 1d8+6 necrotic damage and the target is trapped in the starved devourer's ribcage (save ends). The trapped creature is removed from play and can take no actions. If it succeeds on a saving throw, it escapes and appears in an unoccupied space of its choice adjacent to the starved devourer. A trapped creature automatically escapes when the starved devourer is destroyed. Only one creature can be trapped at a time.

Minor Actions**Devour Spirit** – At-Will

The starved devourer deals 10 necrotic damage to a creature it has trapped. The starved devourer regains 10 HP. A creature killed by this power can never be returned to life with the *raise dead* ritual.

↩ **Spirit Rupture** – At-Will, usable only after the starved devourer uses *devour spirit* and only on the same turn

Attack: Close burst 1 (enemies in burst); +6 vs. Will.
Hit: 2d8+7 necrotic damage and the target is immobilized (save ends).

AZIRA, AVATAR OF THE SOULSTONE

Azira, Avatar of the Soulstone

Level 4 Soldier

Medium immortal humanoid (angel)

HP 40 **Bloodied** 20 (see *long captivity*)

Initiative +5

Perception +5, truesight

AC 18, **Fort** 15, **Reflex** 14, **Will** 19

Speed 6, fly 8 (hover)

Traits

Aura of Protection – Aura 5

Allies in the aura gain a +2 to defenses.

Long Captivity

Azira begins combat bloodied.

Standard Actions

⊕ **Radiant Greatsword Cleave** – At-Will

Attack: Melee 1 (one or two creatures); +10 vs. AC.

Hit: 15 radiant damage.

DESTROYING THE WYRM PRINCE

If a crusader uses the daily power of the **Gauntlet of Unstoppable Force** while within 5 squares of the Wyrms Prince, the Soulstone is ripped out of the Wyrms Prince's belly, dealing damage to him equal to his bloodied value.

The crusaders may choose to escape with the Soulstone rather than destroy the Wyrms Prince once and for all.

Once the Wyrms Prince is destroyed, all other enemies are instantly destroyed, evaporating in a wisp of flame.

ENDING THE ADVENTURE

If the crusaders retrieve the Soulstone from the Wyrms Prince, but leave him alive, the abomination once again retreats beneath the earth to slumber, biding his time and plotting his revenge. The crusaders have staved off the damnation of Zhaldanis for now.

However, if the crusaders slay the Wyrms Prince, they have completed the crusade of the Three-River Paladin, and saved the people of the high city from utter destruction. But unbeknownst to them, they have also destroyed the only force holding the demonic hordes in check.



ATTACHMENT #2

NORTHERN SLAB

W Y R M P R I N C E

SOUTHERN SLAB

M V X L I I M M M M M D C I I

ATTACHMENT #3

