



CONVERSION NOTES

The original “Dragon Mountain”, by Colin McComb and Paul Lidberg, was published by TSR in 1993 (back in the heyday of 2nd edition). It was a mega-dungeon for high-level characters pitting them against kobolds.

This conversion doesn’t endeavor to replicate that mega-dungeon room for room. Instead, I’ve focused on books II & III (the mountain itself) and on capturing the *spirit* of the adventure and translating that to the 4th edition rules.

I’ve relied on several sources in this conversion. Thanks to:

- The infamous “Tucker’s Kobolds” from DRAGON #127 by Roger E. Moore.
- “Creature Incarnations: Kobolds” from DRAGON #364 by Mike Mearls.
- The great *Fourthcore* blog and PDFs by Sersa Victory.
- My gaming group who suffered thru playtesting.

Enjoy! And don’t let the kobolds get you down!

- Aaron (@Quickleaf)

DM'S BACKGROUND

LEGEND OF DRAGON MOUNTAIN

There is a mountain which appears once every 20 years on strange and stormy nights, where a mountain existed before, but it is changed. It looms overhead, its foreboding peaking ascending into the clouds. Make no mistake, however, this mountain does not belong here. It is from another place, and another place before that, its true origins lost to time. A dragon rules the mountain. Many adventurers have tried to kill the dragon, or at least steal something from the dragon's hoard. All return empty-handed with dread tales of countless kobold hordes, vicious traps around every corner, and a dungeon so formidable many swear the mountain is evil incarnate.

CHARACTER HOOKS

Dragon Attack: The PCs' home base recently came under attack by a red dragon. They've assembled to track down the dragon, figure out why it attacked, and put a stop to it.

Kobold Raiders: The PCs come across a town suffering from recent kobold raids. At first it was just food and chickens, but the kobolds have grown bolder. Several townsfolk were abducted, and the PCs are hired to bring them back and prevent further raids.

A Dragon's Hoard: The PCs are in it for gold and glory. They've heard tales of the hoards that red dragons keep, and also of the many who've fallen braving Dragon Mountain. Determined to make a name for themselves (and get filthy rich), the PCs embark on their quest.

Reclaiming the Dwarf-hold: The PCs are dwarves (and dwarven allies) seeking to retake the mountain which the dragon Infyrana and her kobold minions stole from them.

Stranded Planewalkers: The PCs are savvy planewalkers, but a recent mishap has them stranded on the Prime Material Plane with no way home. Just their luck that the plane-shifting Dragon Mountain is nearby and nearing the end of its 20-year cycle. Could it be their ticket home?

RANDOM TREASURE TABLE (D12)

1. Adventurer's corpse with maps/notes (HANDOUT) and hidden 30 pp sewn into vest (Perception DC 24).
2. Dwarven corpse with deathgrip on urn worth 2,500 gp.
3. Kobold's corpse holding an unusual magic item (level 1d4+12) that seems to attract catastrophe.
4. A small chest trapped with a poison needle (+16 vs. Reflex; 15 poison damage and 15 ongoing (save ends); detect/disarm DC 24) contains 2,000 gp, a set of pearl earrings worth 1,000 gp, and a cursed dagger that causes its possessor to grant combat advantage.
5. Electrum statue of Kurtulmak worth 2,500 gp surrounded by candles and animal sacrifices.
6. Large engraved dwarven hammer dulcimer with malachite inlay worth 7,500 gp to a collector.
7. Partially exposed dwarven time capsule requires 5 minutes to excavate; it contains *scrolls of detect object*, *magic map*, and *object reading*, a map (HANDOUT), a simple locket (worth 500 gp to Barak in Harker's Ferry), 500 gp in alchemic reagents, and writings warning of growing kobold threat.
8. Kobold bolt-hole with rations and water for 1 week, a *potion of cure moderate wounds*, a fire opal worth 1,000 gp, **caltrops** (4 squares worth), and components to construct a **net trap** (5 minutes and Thievery DC 24).
9. Pile of 15 mithral bars worth 100 gp each, having been dropped onto a giant centipede. If handled without gloves deal 5 poison damage. *Bloodstinger poison* (level 13) can be harvested from the centipede (5 minutes, Heal DC 24).
10. Barrel of oil, 3 *blastpatches* (fire, level 14), flint & steel, and lots of kindling paper - among which is a *scroll of remove affliction* and a land deed.
11. Mock dragon egg made from platinum-coated mahogany, set with semi-precious gems worth 7,500 gp.
12. A faintly glowing large chest containing 5,500 gp, bronze ewer with handle in the shape of a red dragon worth 1,500 gp, a *glowstone*, and a **trapped scroll case** with a scrap inside that reads: "Stoopid adventurerers!"

The Kobold Says:



"Greetings, Dungeon Master! I will be your friendly guide to this converted module. Dragon Mountain uses some monsters from the Monster Vault published by Wizards of the Coast - they're marked with a (MV) at the end. You'll need that book or DDi to look up their stats. Keep an eye out for me as you peruse this converted adventure, and I'll give you design notes and other DM secrets.."

ENTRY AREAS

1. Mountain Path
2. Gateway
3. Trapped Entry Passage
4. Front Hall
5. Hall of the Grand Stair

SHALLOW LEVEL

1. Ambassador's Halls
2. Halls of Justice
3. Scrag Turf
4. Temple & Oratory
5. Mines
6. Underground River

MIDDLE LEVEL

1. Fighting Chambers
2. Animal Husbandry
3. Chasm District
4. Haunted Ruins
5. Collapsed Tunnels
6. Merchant's Quarter
7. Crystal Caverns
8. Upper Class Quarter

DEEP LEVEL

1. Smithy's Quarter
2. "Farmland"
3. Dwarfhold ?
4. Palace
5. Storehouses
6. (DM's Option)

Approach to the Lair
Infyvana's Lair

The Kobold Says:



"Dragon Mountain is a big place. The original had tons of color-coded maps but it was really confusing for my little kobold brain. So I asked the author to do a unified isometric drawing of Dragon Mountain. In between the four levels, the clouds indicate where there aren't specific room descriptions and instead the PCs navigate via skill challenge (see pages 5 & 6)."

ENTRY AREAS

1. MOUNTAIN PATH XP 800

This ancient mountain path switches back and forth, growing increasingly narrow from years of erosion. At a particularly long narrow section, barely audible chittering voices echo down the mountainside. Several kobolds can be seen, ducking into protected crevasses. A rumbling sound comes from overhead, and soon a shower of boulders hurtles down the slope toward the PCs!

Avalanche	Level 13 Lurker
Hazard	XP 800
Hazard/Trigger: Kobolds trigger this avalanche when they see creatures approaching on the mountain path.	
Attack	
Initiative 16	
Targets: All creatures on the mountain path.	
Attack: +16 vs. Reflex	
Hit: 3d10+5 damage and pushed over the edge of the mountain (saving throw to catch the edge, otherwise fall 100 feet for 10d10 damage).	
Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none">PCs who are tied together don't fall if the PC they're tied to makes a Strength check (DC 12 + 2 per PC pushed over the edge).PCs who win initiative can grab a tree or rocky outcropping, automatically getting hit but preventing getting pushed over the edge.Nature/Perception DC 20 to gain cover.	

2. GATEWAY XP 400

A pair of huge oaken doors set into the mountainside hang halfway from their hinges, flanked on either side with squat towers holding ballista manned by 4 kobolds (Clan Dreadnought). Hugging the towers/mountainside prevents a PC from being targeted by the ballistae. The kobolds flee through a tiny gap in the oaken doors at the slightest sign of PC aggression.

Ballistae (2): Range 120 ft (short); Load 2 rounds; +7 vs. AC; 3d8+5 damage; misfire on a '1' and require full round DC 20 Thievery check to repair.

Oaken Doors: DC 23 Strength; AC/R 3, F 15; HP 200.
Perception DC 20 & Athletics DC 29: Notice and access a fissure leading to the stables in SHALLOW-1 via ropework.



3. TRAPPED ENTRY PASSAGE

A low-ceiling claustrophobic passage seems to be closing in on the PCs - and in fact it is! A **falling iron portcullis** slams into place behind them, while a rusty portcullis begins lowering ahead of them. They have 1 round to make it down the passage before the rusty portcullis closes.

The 1-ton ceiling stone drops 1/4 the room height (12-ft) per round, eventually stopping 1 foot off the floor. PCs trapped under the ceiling stone are restrained. The lever in the winch room (II: Purple: 15) raises this ceiling stone.

Any PCs trapped are also attacked by 6 **cave spiders** (MV).

4. FRONT HALL XP 800

A huge courtyard marred by signs of battle, this hall is flanked by storage rooms covered with iron bars and appears to be supported by two massive columns...which are riddled with holes. A balcony 20' off the ground is accessible by wooden ramps to the north and west; large chains dangle next to each ramp, apparently to raise and lower them. If a ramp is burdened by over 200 lbs it breaks.

When the PCs enter, a **falling iron portcullis** closes behind them and ramps begin to raise. 16 **kobold archers** (Clan Black Death) hidden in the two columns attack.

5. HALL OF THE GRAND STAIR XP 3,000

Wide enough for two carts, this hall is covered with rows of arrow slits before it takes a sharp turn. Adjoining areas include armories, barracks, dining halls, and pantries. When the PCs enter this hall, **falling iron portcullises** slam into place behind and ahead of them.

16 **kobold archers** wait behind the arrow slits (-5 cover), while 14 **kobolds** lurk above the ceiling using the murder holes (-5 cover). (Clan Dreadnought)

Perception DC 16: The ceiling is filled with murder holes.

EXPLORING DRAGON MOUNTAIN

Skill Challenge (12 successes before 3 failures; DC 20)

Penetrating beyond the entry areas into the deeper levels of the mountain complex is designed as a skill challenge. The players make checks, cast spells, use abilities, or come up with creative ideas as appropriate to the scene described by the DM and the overall situation of Dragon Mountain. The DM can award automatic successes for particularly clever ideas or expenditure of significant resources.

Each check (or the equivalent) the PCs make toward the skill challenge requires a roll on the ENCOUNTER TABLE.

GENERAL CONDITIONS

Most of Dragon Mountain is dark, with a few areas of dim lighting. Main passages are 10-ft wide and 8-ft tall, while secondary passages are 5-ft wide and 6-ft tall (the perfect size for a dwarf or kobold). Chambers are wide.

RESTING

Resting in Dragon Mountain is a bad idea. When the PCs try to take an extended rest, they are harassed by kobolds (roll on the KOBOLDS TABLE). If they barricade themselves in a chamber they've already cleared (or magically conjure a resting place) then no roll is required.

Staving off the need for sleep requires a DC 20 Endurance checks or else the PC grants combat advantage and loses 1 healing surge until taking an extended rest. For each additional day they haven't rested, increase the Endurance check DC by +4.

FAILURE

Each Failed Check: The PCs suffer an unfortunate circumstance - roll on the CALAMITY TABLE. The PCs spend 18 hours exploring, before and after dealing with whatever calamity befalls them, and need some sleep.

3 Failures: The kobolds reset traps, put guards in areas PCs have already cleared, and adapt to any unique tactics or powers the PCs have used. Assuming the PCs wish to keep exploring, reset failures to 0, and successes to either 4 or 8.

SUCCESS

4 Successes: The PCs can now reach the SHALLOW LEVEL areas of Dragon Mountain.

8 Successes: The PCs can now reach the MIDDLE LEVEL areas of Dragon Mountain.

12 Successes: The PCs can reach the DEEP LEVEL areas, and potentially the dragon's lair.

CALAMITY TABLE (D12)

1 **Kobolds Ate My Donkey!** One of the PCs' animal companions, familiars, conjured critters, or donkeys is killed and eaten by kobolds. If none of the PCs have critters, the kobolds eat a hireling instead. If the PCs have no hirelings, treat this result as #2.

2 **Kobolds Stole My Stuff!** A treasured magic item and 1d4 random items were stolen from the PC. The items can be recovered at the next MIDDLE or DEEP LEVEL area with kobolds the PCs explore.

3 **Kobolds Poisoned My Potions!** And my rations and waterskins too! All the PCs' consumable edible magic item, food, and drink are poisoned: +15 vs. Fortitude; ongoing 10 poison damage (save ends); first failed save = blinded (save ends); second failed save = blinded 4 hours.

4 **Save the Kobold! ...wait, what?** A kobold "exile" seeks sanctuary among the PCs, but actually has been sent to spy on them. This may be Infyrana disguised as "Goldy". Run this with a token combat to belay player suspicions.

5 **The Mountain is Trying to Kill Us!** The PCs struggle through thin air, sulfuric vents, smoke, etc. Endurance DC 28 is -1 healing surge, DC 20 is -2 healing surges, DC 14 is -3 healing surges, and less is -4 surges.

6-7 **There We Were, Cornered by Kobolds!** A kobold horde has assembled, comprised of almost every kobold from the nearest clan (usually around 50-70 kobolds). The PCs gain no XP for beating the horde.

8 **The Walls Are Closing In!** One or more of the PCs (player's choice) is stricken with claustrophobia and attempts to exit Dragon Mountain by any means. Award the player(s) with an action point or XP for role-playing.

9 **We've Fallen and We Can't Get Up!** The PCs fall 40 feet (4d10 damage) into a random unexplored area.

10 **We're Trapped in Dragon Mountain!** A passage the PCs used collapsed after fighting...or perhaps the kobolds did it. Until the PCs find an alternate route back to the surface, they're stuck in Dragon Mountain.

11 **Kobolds Split the Party!** One or more PCs are separated from the rest of the party until the PCs work out a way to meet back up. Maybe a stone block fell in front of them or a bridge crumbled beneath their feet. Maybe they were scouting ahead and kobolds changed the passage back. Until the PC(s) reunites with the group, they make their own rolls on the ENCOUNTER TABLE.

12 **I Was Abducted by Kobolds!** Kobolds took the PC prisoner, stripped them of all their possessions, ruthlessly interrogated them about the party and how to use their magic items, before releasing them back into Dragon Mountain (as per #11). The DM and player can talk in private if the PC tried to work out a deal with the kobolds. The PC's items can be recovered as described in #2.

ENCOUNTER TABLE (D12)

d12	Kobolds?	Trap?	Special?
1	✓ x 2		✓
2-3	✓		✓
4-6		✓ x 2	
7-9	✓	✓	
10-11		✓	✓
12	✓	✓	✓

KOBOLDS TABLE (D12)

- 1 6 kobolds. (600 XP)
- 2 8 archers. (800 XP)
- 3 2 trappers, 4 archers, and 4 slingers. (1,000 XP)
- 4 6 pikers and 6 archers. (1,200 XP)
- 5 8 kobolds, 4 slingers, and 1 wyrmpriest (1,350 XP)
- 6 8 kobolds, 4 slingers, and 4 trappers. (1,600 XP)
- 7 10 kobolds, 6 archers, and 1 wyrmpriest. (1,750 XP)
- 8 8 kobolds, 6 pikers, and 6 slingers. (2,000 XP)
- 9 12 kobolds, 6 trappers, and 6 archers. (2,400 XP)
- 10 12 kobolds, 6 archers, 6 slingers, and 6 trappers. (3,000 XP)
- 11 15 kobolds, 8 slingers, 8 archers, 1 wyrmpriest, and a chief. (3,450 XP)
- 12 Not a kobold! Pick a monster from the appendix.

WHAT’S THE SITUATION? (D12)

- 1 Kobolds are fleeing a monster or inter-clan skirmish, but don’t want to appear cowardly.
- 2 Kobolds repairing or setting up a trap.
- 3 Kobolds lurking in ambush (Stealth +14); one may pretend to be caught in a trap while the rest hide.
- 4 Delusional kobolds on ‘great quest’ inspired by a journal scrap from an adventurer they killed.
- 5 Inexperienced kobold doubtful about chances of surviving adventurers getting pep talk from elders.
- 6 Kobolds squabbling over who gets what loot.
- 7 Kobolds making up story about what to tell the chief about their recent bungled mission.
- 8 Half the kobolds are napping, other half are gazing transfixed at a minor treasure or eating snacks.
- 9 Kobolds tormenting a monster caught in a trap.
- 10 Kobolds from one clan are fighting kobolds from another (they’ll probably team up against the PCs).
- 11 Kobolds playing a primitive game like Skull-Skull, Kick-a-Gnome, Chiefgreat, or Whatsa Potion.
- 12 Kobolds bearing tribute for the dragon or otherwise revering the dragon; perhaps any wyrmpriests present make a sacrificial offering?

SPECIAL CHAMBERS TABLE (D12)

- 1 **Acid waterfall:** Immersion deals 5 acid damage per round and blindness (save ends).
- 2 **Balcony:** A ledge 20’ above the passage or chamber.
- 3 **Chasm:** Room slopes every so slightly toward a yawning chasm 100 feet deep. Add a *wind funnel*.
- 4 **Dwarven spiked barricade:** (AC/R 5; F 16; HP 80) Provides total cover, if forced into it take 8 damage.
- 5 **Eldritch influx:** A square of arcane energy can be channeled by a PC to recharge an item or spell.
- 6 **Idol of Kurtulmak:** Evil kobold rituals are done here, kobolds deal +4 damage in this chamber.
- 7 **Loadstone:** Difficult terrain, -2 ranged attacks, pulls heavy armor wearers 2 squares each round.
- 8 **Open-air fissure:** If Infyrana is aware of the PCs, she makes a strafing breath attack here.
- 9 **Sludge pit:** Immobilized (DC 13 Strength escape), difficult terrain, climbing out (DC 13 Athletics).
- 10 **Treasure:** Roll on the RANDOM TREASURE TABLE.
- 11 **Vermin Farm:** Any non-kobold who ends their turn without having moved takes 5 poison damage.
- 12 **Warning Bell:** If sounded, the bell attracts kobolds toward it in 1d6 rounds (roll on KOBOLDS TABLE).

SPECIAL PASSAGEWAYS TABLE (D12)

- 1 **Cave slime:** Acrobatics DC 13 or fall prone; can move across as difficult terrain to avoid slipping.
- 2-3 **Iron portcullis:** With tiny gaps between bars which kobolds can squeeze thru. (Open Strength DC 28)
- 4-6 **Murder holes/arrow slits:** Grant attackers total cover (-5 hit), add 4 kobolds to the encounter.
- 7-9 **Cramped:** Large/slashing/bludg. weapons -5 attack.
- 10-11 **Covered in flammable oil:** If lit on fire everyone in passage takes ongoing 6 fire damage (save ends).
- 12 **Vertical shaft:** At a tunnel crossroads opens up multiple attack vectors.

TRAPS TABLE (D20)

* indicates a trap detailed in Fourthcore’s Trap PDF

- | | | | |
|----|-------------------------|----|------------------|
| 1 | Falling Iron Portcullis | 11 | Gas* |
| 2 | Caltrops | 12 | Door Darts* / |
| 3 | Net Trap | | Dart Wall* |
| 4 | Scything Blades | 13 | Levers* |
| 5 | Crawlies Trap Door | 14 | False-Floor Pit* |
| 6 | Rusty Chute of Doom | 15 | Ankle Blades* |
| 7 | Skull-Skull Gauntlet | 16 | Ejector Plates* |
| 8 | Sneaky Deadfall / | 17 | Tripwire* |
| | Falling Blocks* | 18 | Falling Floor* |
| 9 | Steel Jaw Neck-Snapper | 19 | Thrusting Blade* |
| 10 | Wishbone Trap | 20 | Rolling Boulder* |

SHALLOW LEVEL AREAS

1. AMBASSADOR'S HALLS XP 4,500

A faded sign hangs above a raised rusty portcullis, reading "Ambassadors' Halls." Five black-fletched arrows are stuck deep in the sign, and a dwarven skull hangs from a rope threaded through its eyesockets. Red graffiti in Common and Draconic is smeared on the sign, reading: "Dreddenouts livv heer. Entar and Die!" Heaped trash is piled everywhere, but besides vermin it seems deserted. A PC searching the trash will find a **trapped scroll case**.

Adjoining areas include:

- Stables, now a garbage pit with an **otyugh**. Searching the muck reveals roll on RANDOM TREASURE TABLE.
- Recently deserted courtyard.
- Gnomish and halfling quarters turned into a kobold lair, large/slashing/bludgeoning weapons -5 attack. **15 kobolds** (Clan Dreadnought) attack.
- Human quarters, where a **giant slug** lurks, hinted at by a trail of glistening slime. Nagasan (**kobold chief**) is here, defended by **8 kobolds**. He has a chest with 250 gp and a cursed short sword (grant combat advantage while possessing it).
- Elven quarters with a healing fountain (4 HP/person/day), a thorough search turns up an *elven cloak* +3.

Once the PCs enter the "street", false fronts channel them toward a dead-end. Have the PCs make a group Perception check (DC 21) to anticipate the impending ambush, otherwise they are surprised by **14 kobolds**, **8 slingers**, **8 archers** (Clan Dreadnought), and **8 trappers** (Clan Dragonfire) on the rooftops 20-ft up. **6 carrion crawlers** attack on the "street" level. The trappers already placed fire bombs in 8 random squares near the PCs. The kobolds on the roof throw 12 kegs of oil down on the first round:

Area Burst 1 within 5; +12 vs. Reflex;

Hit: covered in oil and gain vulnerable 5 fire until the end of the encounter, until somehow removing the oil, or making a save vs. ongoing fire damage;

Miss: slides out of burst to a square of their choice;

Effect: The area becomes a flammable zone - any fire attack to the zone causes creatures within it to take ongoing 5 fire damage (save ends).

The slingers use firepots and the archers have flaming arrows to light the PCs on fire.

2. HALLS OF JUSTICE XP 2,600

Dingy grey buildings make up these halls where the dwarven civil services were carried out. A group of **15 kobolds**, **8 archers**, and **8 trappers** (Clan Dragonfire) will engage the PCs with guerilla tactics, only fighting for a round or two before withdrawing to a different building. The first time they withdraw, kobolds from elsewhere in the halls can renew their fallen ranks. Their ultimate objective is to lure the PCs to the Fire Pits.

Adjoining areas include:

- Courtyard, apparently now used for training kobolds.
- Barracks and a mess hall.
- Maps room, where **3 kobolds** (Clan Dragonfire) have defaced two of three maps of the mountain and are trying to deface the last one (I-12a).
- Weapons Storage, with a variety of mundane weapons, and a special case holding a golden longsword worth 500 gp. However, the case is trapped with a trap resembling the **trapped scroll case**.
- Fire Pits, where a **kobold wyrm Priest** leads **8 trappers** in worship of the fire. Several 10-ft deep fire pits blaze in this chamber (anyone falling in takes 6 fire damage), and an **oily death pit** is hidden in the center. Two massive partially burned dwarven tapestries (2,500 gp each, 120 lbs) hang above the pits.

3. SCRAG TURF XP 1,600

An arch with two hanging kobolds marks the southern area of the halls claimed by the Scrags.

Adjoining areas include:

- A meeting hall where **12 kobolds** are plotting their next attack. If any kobolds of Clan Dragonfire fled here, they were javelined to death.
- Barracks and mess hall with **15 kobolds** and **8 pikers**.
- Torture/interrogation room, **1 kobold** torturer.
- Prison cells with several kobolds who will promise to aid their rescuers (though one will betray the PCs), one cell with possible village captives, and one with Giliana Brightbough (level 4 elven fighter, if healed she can act as a mercenary hireling).
- Dungeon stairs descending 100-ft lined with copper plating, and a **falling iron portcullis** at the top controlled by a hidden **kobold** and **wyrm Priest** (DC 26). Once the PCs are halfway down, the kobold triggers the portcullis and the wyrm Priest reads a scroll of lightning bolt, electrifying the stairs. All creatures on stairs subject to attack: +12 vs. Fortitude; 3d6 lightning damage; miss half. Go to Exploring Dragon Mountain.

SHALLOW LEVEL AREAS

4. TEMPLE & ORATORY XP 3,700

In dwarven times, this was their place of worship and where ancestral bones were buried beneath statues honoring the most prominent of dwarven ancestors. Now it is where Clan Blood holds their foul ceremonies for Kurtulmak and offer obligatory sacrifices to the dragon Infyrana. The room is shaped as a great oval, with four sloping walkways leading down toward the central dais and stone-carved seats ringing the sides.

What's happening at the altar?

Clan Blood can call upon up to **40 kobolds** to fight the PCs, preferring to break up into groups led by **6 wyrmpriests**. Chief Galatak is accompanied by an additional **4 wyrmpriests** at all times. One of the wyrmpriests wears the [malachite key](#).

When the PCs get close to the altar, sneaking kobolds will pour oil down the four ramps, forcing any creature attempting to ascend the ramps to make a DC 24 Acrobatics check or fall prone and slide to the bottom of the ramp.

If the fight is going badly for Clan Blood, they will light the oil on fire and flee, attempting to lock the double doors behind them. Each round in the oil fire deals 3d6 fire damage, and all PCs lose 1 healing surge from smoke inhalation.

Reinforced wood double doors: AC/Ref 4, Fort 13, resist weapons 5, HP 60; Strength DC 22 break; Thievery DC 22 pick the lock.

The north stairs lead to MIDDLE (6) - Merchant's Quarter.
The south stairs lead to MIDDLE (3) - Chasm District.

5. MINES

Clan Kneebiters runs what's left of the old dwarven mines. Vicious fighting between clan Mangled Fist and clan Kneebiters takes place regularly here. **False-floor Pit Traps*** are particularly common throughout the mines.

6. UNDERGROUND RIVER XP 2,250

A vast underground river & lake, dam, pump house and machinery distributes fresh water throughout Dragon Mountain and prevents flooding during rains. Several fishing weirs and boats line the lake's edge. **15 kobolds** and **10 archers** (Clan Mangled Fist) defend the pump house, and will sound an alarm bell if attacked, summoning another **20 kobolds** from along the river who come running. Within the pump house, steam provides partial concealment, and several kobolds will position themselves to drop stuff on the PCs (+13 vs. Reflex, 3d6 damage).

Adjoining areas include:

- Mushroom Farm tended by peaceful myconids who lack a leader. Offering a kindness to the myconids or a DC 24 Dungeoneering / Nature check yields a medicinal mushroom which acts as a *potion of cure moderate wounds* and/or a hallucinatory mushroom.
- Island House, accessible via boat, utterly lacking windows or doors, it is Nahal's secret laboratory (see "King of the Kobolds" encounter for stats on Nahal). The only way in is either to batter a hole through the wall or via teleportation circle in DEEP-###. Uttering "Nahal's bedroom" in Draconic activates circle. Filled with alchemical flasks and concoctions. Scrolls detail the kobold clan structure. A DC 24 Arcana check yields *3 blastpatches* (fire, level 13); a failed check causes an explosion (3d6 fire) which consumes scrolls.
- Warehouse storing pickled fish in 50 barrels; half are poisonous (+14 vs. Fortitude; grant combat advantage and weakened for 1 hour).

MIDDLE LEVEL AREAS

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out for the PCs.

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out for the PCs.

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out for the PCs.

MIDDLE LEVEL AREAS

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out for the PCs.

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DEEP LEVEL AREAS

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DEEP LEVEL AREAS

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out for the PCs.

KING OF KOBOLDS

LEVEL 13 ENCOUNTER

SETUP

This encounter includes the following challenges:

- King Kurakan
- Karganoth, Polymorphed Kobold
- Nahal, Kobold Wizard
- Stormstone Fury (MM2)
- 14 kobold dragonshields

TACTICS

King Kurakan uses his rod, then hides behind his followers and yipes commands at them. Karganoth wades into battle, seeking out the toughest-looking PC. Nahal summons the stormstone fury, then casts mirror image before retreating a safe distance. 10 of the dragonshield kobolds charge the PCs, while 4 hang back to protect King Kurakan.

FEATURES OF THE AREA

###

Kurakan, Kobold King		Level 14 Minion Lurker (Leader)	
Small natural humanoid		XP 250	
HP 1; missed attacks never damage minions		Initiative +18	
AC 28; Fortitude 26; Reflex 27; Will 26		Perception +9	
Speed 6		Darkvision	
Traits			
Slink's Boon			
An enemy cannot target Kurakan with a melee or ranged attack unless Kurakan is the nearest enemy.			
Infyrana's Blessing			
Kurakan resists all damage from the first attack made against him in the encounter.			
Standard Actions			
Lead from the Rear • At-Will			
Effect: Two kobolds within 5 squares make basic attacks with a +4 bonus.			
Minor Actions			
Very Shifty • At-Will			
Effect: Kurakan shifts 2 square.			
Rod of Beguiling (charm) • Daily			
Effect: Until the end of Kurakan's next turn, enemies cannot attack or target him with any effect that targets an enemy.			
Potion of Invulnerability • At-Will			
Effect: Kurakan gains resist 25 all until the end of his next turn.			
Triggered Actions			
Sly Dodge • At-Will			
Trigger: When targeted by a melee or ranged attack.			
Effect (Free): Kurakan redirects the attack to an adjacent kobold minion.			
Chief's Narrow Escape • At-Will			
Trigger: When targeted by a close or area attack.			
Effect (Free): Kurakan shifts 3 squares.			
Ring of Protection • Daily			
Effect (Immediate Interrupt): +2 defenses against an attack.			
Skills Diplomacy +18, Intimidate +18, Bluff +18			
Str 7 (+5)	Dex 25 (+14)	Wis 15 (+9)	
Con 17 (+10)	Int 13 (+8)	Cha 17 (+10)	
Alignment evil	Languages Common, Draconic		



The Kobold Says:

"The Kobold King and his court are very unusual minions: they have encounter and daily powers, some from learned abilities, others from magic items given to them by the dragon. They're designed with more staying power than the typical minion, but once their tricks are exhausted they go down like any other kobold. Thus they're worth twice the normal minion XP."

Stormstone Fury		Level 14 Artillery
Medium elemental magical beast		XP 1,000
HP 113; Bloodied 57		Initiative +12
AC 26; Fortitude 26; Reflex 25; Will 25		Perception +9
Speed 6		Resist 10 thunder
Immune disease, petrification, poison;		
Standard Actions		
④ Grinding Stones • At-Will		
Attack: +21 vs. AC; Hit: 1d10 + 10 damage.		
➤ Hurling Thunderstone (thunder) • At-Will		
Attack: Ranged 20; +21 vs. AC		
Hit: 2d10 + 10 damage; Miss: Half damage.		
Effect: The target's space becomes the origin of a burst 2 attack that occurs at the start of the stormstone fury's next turn: +19 vs. Fortitude; 1d10 + 10 thunder damage.		
Minor Actions		
⬅ Shrapnel Burst (thunder) • Recharge when first bloodied		
Attack: Close burst 2; +21 vs. AC		
Hit: 1d10 + 16 thunder damage, and pushed 2 squares.		
Triggered Actions		
Meld to Ground (teleportation) • Encounter		
Trigger: When first bloodied.		
Effect: The fury disappears, and no creatures have line of sight or line of effect to it. At the start of its next turn, the fury appears within 10 squares of its previous space.		
Str 16 (+10)	Dex 20 (+12)	Wis 15 (+9)
Con 23 (+13)	Int 6 (+5)	Cha 20 (+12)
Alignment unaligned Languages Primordial		

Nahal, Kobold Wizard		Level 14 Minion Controller
Small natural humanoid		XP 500
HP 1; missed attacks never damage minions		Initiative +15
AC 28; Fortitude 25; Reflex 27; Will 26		Perception +16
Speed 6		Darkvision
Traits		
Cloak of Distortion		
Ranged attacks made against Nahal from further than 5 squares have a -5 attack penalty.		
Standard Actions		
☹ Staff of Withering (arcane, necrotic) • At-Will		
Attack: Ranged 10; +18 vs. Fortitude		
Hit: 2d6 + 12 necrotic damage and cannot spend healing surges until end of Nahal's next turn. Nahal gains an equal number of temporary hit points. On a critical hit +3d6 damage and weakened (save ends).		
➤ Mirror Sphere (arcane, illusion, psychic) • Encounter		
Attack: Ranged 10; +18 vs. Will		
Hit: 1d10 + 12 psychic damage. The first time the target makes an attack before end of its next turn, it hits itself.		
Miss: The next time the target makes an attack before end of its next turn, it takes half damage from that attack.		
Lesser Black Tentacles (arcane, necrotic) • Daily		
Attack: Area burst 3 within 10; +18 vs. Reflex		
Hit: 1d10 + 12 necrotic damage and immobilized (save ends).		
Effect: Creates zone of difficult terrain that lasts one round.		
Sustain Minor: Repeat attack against non-immobilized creatures in the zone and immobilized creatures take 10 necrotic damage.		
⬅ Flashbang Crystal • Encounter		
Attack: Close blast 5; +18 vs. Fortitude		
Hit: Blinded (save ends).		
Minor Actions		
Shadow Teleport (arcane) • At-Will		
Effect: Nahal swaps places with a kobold minion within 10 squares.		
Mirror Image (arcane) • Daily		
Effect: Create 3 duplicate images of Nahal, who gains +6 AC. Each time an attack would hit or miss him, instead one of his duplicate images disappears and the AC bonus drops by 2.		
Triggered Actions		
Shield (arcane) • Encounter		
Effect (Immediate Interrupt): +4 AC and Reflex until end of his next turn.		
Skills Arcana +17, Insight +16, Stealth +14		
Str 7 (+5)	Dex 14 (+9)	Wis 18 (+11)
Con 12 (+8)	Int 20 (+12)	Cha 12 (+8)
Alignment evil Languages Common, Draconic		

TREASURE

Rod of Beguiling +3 (MME, 15th), Ring of Protection (PHB, 17th), Potion of Invulnerability (MME, 10th), Cloak of Distortion +3 (AV, 14th), Staff of Withering +3 (MME, 13th), Ring of Shadow Travel (AV, 15th)

THE KOBOLDS OF DRAGON MOUNTAIN

Twelve clans of kobolds occupy Dragon Mountain, each 60-100 kobolds strong and led by their own chief. Ostensibly they are loyal to King Kurakan, who rules with Infyran's blessing, though reality is more cutthroat. Two outcast groups exist: Dragonstrike, who are unstable pyromaniacs exiled from the respective clans, and the Scrags, a bully gang who police the other kobolds (whether they like it or not).

If a kobold had a maxim it would be "Never fight fair." A close second might be "Eat the donkeys, kill the hirelings, steal the treasure." Any tactics, no matter how cowardly or despicable are just tools in the kobold's arsenal. That said, they aren't astounding tacticians and are prone to break ranks under pressure. Also, they have an undying hatred for gnomes, dwarves, and goblins - preferentially attacking those races first.

KOBOLD TACTICS

- Oil. Fire. 'Nuff said.
- Murder holes, arrow slits, choke points, etc.
- Using treasure to lure PCs into a trap.
- Guerilla tactics. retreating through honeycombed passages only small characters can squeeze through.
- Harrying PCs at range and then retreating to a trapped passage or chamber.
- Sending in a handful of kobolds on the ground level to lure PCs close, then the many hidden kobolds on a balcony above launch focused fire
- ranged attacks.
- Exploit using Aid Attack and shifting away from danger immediately after.
- Dogpiling a single PC (aided grab attack) and either holding them for pikers to attack with impunity or trying to drag them into a trap (sacrificing a kobold).
- Activate traps on a delayed switch in "cleared" rooms.



These handy morale rules are from the [Dice of Doom](http://www.diceofdoom.com/blog/2010/03/speeding-up-dd-4e-combat-morale/) blog by Ellisthion: www.diceofdoom.com/blog/2010/03/speeding-up-dd-4e-combat-morale/

RULES OPTION: MORALE SAVE

Make a morale save (10+ on a d20):

When the leader of the monsters dies, surrenders, or flees
When half the monsters are killed, flee, or unable to act

Modifiers include:

+2/-2 Brave/cowardly +2/-2 Leader alive/dead
+2/-2 Outnumber(ed) 2:1, 4 minions equat to 1 PC

The Kobold Says:



"Why 9th level kobolds? It's true our XP value is the same as our 1st-level Monster Vault kin, but don't be fooled! We're smarter, more organized, and are all around meaner nastier kobolds than they'll ever be! Kobold minions in this conversion are valued at 1/2 XP unless we're encountered with extreme terrain advantage (quite often, hehehe) in which case we're worth normal minion XP. That's ok for us kobolds, as long as we get full XP for killing adventurers..."

KOBOLD CLANS

CLAN	CHARACTER	AREA(S)	CHIEF	SIGNATURE TRAIT	FAVORED TRAP
Wyrmguard	organized, disciplined, utterly loyal to Infyrana	Middle 8 Deep 3 Deep 6	Fragalax	“dragonshields” with better arms & armor	Scything Blades
Wishbones	adaptable, pragmatic, smiths, prison-keepers, pretensions to rule Dragon Mountain	Deep 1	Karlanaat	nasty critical hits	Wishbone Trap
Humanbane	wear garish tokens of slain humans, hate non-kobolds, vindictive, don't have priests	Middle 3	Crusher	trained rust monsters	Steel-Jaw Neck-Snapper
Black Death	sneaky, treacherous, ambushers,	Entry 3 Middle 1	Garunaak	poison arrows	Crawlies Trap Door
Blood	devotees of god Kurtulmak	Shallow 3 Shallow 4	Galatak	mighty wyrm-priests	Sneaky Deadfall
Rusty Blades	opportunistic, obnoxious sense of humor, seek to prove their “kobold-ness”	Shallow 5 Middle 4 Deep 5	Gagranax	rusty weapons inflict gangrene disease	Rusty Chute of Doom
Skullkickers	pompous artists, mock noble dress, try to act smarter than they are, grandiose	Middle 8	Harixis	--	--
Dreadnought	cowardly, treacherous, dirty	Entry 2 Shallow 1	Nasagan	trained carrion crawlers	Trapped Scroll- case
Mangled Fist	whiny fishermen, engineers, bandages around left hand, play off guilt & pity	Shallow 5 Shallow 6	Molokac	nets	Net Trap
Gnarled Fang	lazy, pudgy, self-important	Middle 5	Harlichak	giant frog mounts	Skull-Skull Gauntlet
Torn Claws	persistent, fearless, farmers	Middle 2 Deep 2	Hagniar	trained bulette	Caltrops
Kneebiters	outcasts, pathetic, indignant	Shallow 5	Snivaraan	trained umber hulk	Falling Floor - iron funnel*
Dragonstrike	unstable pyromaniacs, obsessed with emulating the red dragon, mixed clans	Shallow 1, Shallow 2	--	fire bombs	False-Floor Pit - filled with oil*
Scrags	outcasts turned into a brute squad police force, mixed clans, clipped pierced ears	Shallow 2	--	--	--

KOBOLD NAMES

Ak-Ak-Ak, Ack-Hiss, Ah-Cuw, Bree-Yark, Chi-Chi, Cut- Cut, Gau-Gau, Gerk, Kak, Kon-Kon, Krik-Tik-It, Mog-Iver, Nuku-Nuku, Pick-Lock, Snar-Key, Sip-Tin, Qibit, Tik-Tik, Trick-Trax, Veg-Ma, Yip-Yap, Ymuckluck, Zo-Bix

Kobold	Level 9 Minion Skirmisher	
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6 can split move before or after attacking		Initiative +10 Perception +5 Darkvision
Traits		
Mob Tactics		
The kobold gains +1 bonus to attack per kobold ally adjacent to the target (max +5).		
Standard Actions		
⊕ Javelin • At-Will		
Attack: +14 vs. AC		
Hit: 7 damage.		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Archer	Level 9 Minion Artillery	
Small natural humanoid	XP 100	
HP 1; a missed attack never damages a minion AC 21; Fortitude 21; Reflex 22; Will 21 Speed 6 can split move before or after attacking	Initiative +8 Perception +5 Darkvision	
Traits		
Combined Fire Kobold archers can make a combined ranged attack against a target. For each kobold archer participating in a combined attack, increase the attack roll by 1 and the damage by 1.		
Standard Actions		
🏹 Short Bow • At-Will <i>Attack:</i> Range 15/30; +16 vs. AC <i>Hit:</i> 6 damage.		
Minor Actions		
Shifty • At-Will <i>Effect:</i> The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will <i>Trigger:</i> A close or area attack misses the kobold. <i>Effect (Immediate Reaction):</i> The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

BLACK-FLETCHED POISON ARROWS

Kobold archers of clan Black Death are equipped with black-fletched poison arrows which add the following to their shortbow attacks:

“If the attack also beat the target’s Fortitude, they take ongoing 5 poison damage (save ends); on their first failed save the target is also blinded (save ends).”

RUSTY WEAPONS & GANGRENE

Kobolds of clan Rusty Blades expose any creature whose Fortitude they beat on a weapon hit to gangrene (the disease is described in the traps section).

CLAN WISHBONES

Kobolds and kobold pikers of clan Wishbones deal 14 damage on a critical hit as they strike the tender inside of their enemy’s leg.

Kobold Piker		Level 9 Minion Soldier
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 25; Fortitude 22; Reflex 21; Will 21 Speed 6		Initiative +7 Perception +5 Darkvision
Traits		
Piker Tactics		
If a piker readies an attack against a foe that enters an adjacent square, the piker gains +4 damage on that attack.		
Standard Actions		
⚔ Longspear • At-Will		
Attack: Reach 2; +16 vs. AC		
Hit: 7 damage.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Tactical Shift • At-Will		
Trigger: When an enemy moves adjacent or an adjacent enemy moves/shifts away.		
Effect (Immediate Interrupt): The kobold shifts 1 square.		
Skills Athletics +11, Stealth +10, Thievery +10		
Str 15 (+6)	Dex 12 (+5)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Slinger		Level 9 Minion Artillery
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 21; Fortitude 21; Reflex 22; Will 21 Speed 6 can split move before or after attacking		Initiative +8 Perception +5 Darkvision
Standard Actions		
🏹 Slingshot • At-Will		
Attack: Range 10/20; +16 vs. AC		
Hit: 6 damage and choose one effect: Stinkpot: -2 attack (save ends), Firepot: ongoing 2 fire damage (save ends), Gluepot: immobilized (save ends).		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +13		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

Kobold Trapper		Level 9 Minion Skirmisher
Small natural humanoid		XP 100
HP 1; a missed attack never damages a minion AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6 can split move before or after attacking		Initiative +10 Perception +5 Darkvision
Standard Actions		
⊕ Pick • At-Will		
Attack: +14 vs. AC		
Hit: 6 damage.		
⊕ Knee-Shot Sling • At-Will		
Attack: Range 10/20; +14 vs. AC		
Hit: 6 damage and pushed 1 square.		
Minor Actions		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
Caltrops • At-Will		
Effect: The kobold drops caltrops in an adjacent square.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Skills Athletics +8, Stealth +13, Thievery +16		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 10 (+4)
Alignment evil Languages Common, Draconic		

FIRE BOMBS

Trappers of clan Dragonfire eschew caltrops in favor of timed fire bombs akin to blastpaches, which require a standard action to set:

“Anyone entering a square with a fire bomb sets it off and is subject to attack +12 vs. Reflex; 2d6+4 fire damage and adjacent creatures take 4 fire damage. Each round the fire bomb makes a save on the trapper’s initiative; if the save fails the bomb detonates of its own accord.”

NETS

Trappers of clan Mangled Fist are equipped with nets instead of caltrops, which they use as a standard action: “Ranged 5; +12 vs. Reflex (one creature); restrained (until escape).”

Kobold Dragonshield		Level 10 Minion Soldier
Small natural humanoid		XP 125
HP 1; a missed attack never damages a minion AC 26; Fortitude 23; Reflex 21; Will 22 Speed 5 Resist 10 fire		Initiative +8 Perception +7 Darkvision
Traits		
Mob Tactics		
The kobold gains +1 bonus to attack per kobold ally adjacent to the target (max +5).		
Standard Actions		
⊕ Javelin • At-Will		
Attack: +17 vs. AC		
Hit: 9 damage and marked until end of the kobold's next turn.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the kobold.		
Effect (Immediate Reaction): The kobold shifts 3 squares.		
Tactical Shift • At-Will		
Trigger: When an enemy moves adjacent or an adjacent enemy moves/shifts away.		
Effect (Immediate Interrupt): The kobold shifts 1 square.		
Skills Athletics +13, Stealth +11, Thievery +11		
Str 16 (+8)	Dex 13 (+6)	Wis 14 (+7)
Con 13 (+6)	Int 10 (+5)	Cha 11 (+5)
Alignment evil Languages Common, Draconic		

Kobold Chief		Level 13 Minion Soldier (Leader)
Small natural humanoid		XP 200
HP 1; missed attack never damages a minion AC 29; Fortitude 25; Reflex 26; Will 25 Speed 5		Initiative +12 Perception +13 Darkvision
Traits		
Fight On, You Slugs! • Aura 2		
Kobold allies in the chief's aura gain +4 attack.		
Standard Actions		
⊕ Longspear Knee-Splitter (weapon) • At-Will		
Attack: Reach 2; +20 vs. AC		
Hit: 10 damage and immobilized (save ends). On a critical hit, the target takes +6 damage and is stunned (save ends, after effect immobilized).		
Minor Actions		
Shifty • At-Will		
Effect: The kobold chief shifts 1 square.		
Triggered Actions		
Sly Dodge • At-Will		
Trigger: A melee or ranged attack targets the kobold chief.		
Effect (Immediate Interrupt): The kobold chief redirects the attack to an adjacent kobold minion.		
Chief's Narrow Escape • At-Will		
Trigger: A close or area attack targets the kobold chief.		
Effect (Immediate Interrupt): The kobold chief shifts 3 squares.		
Skills Diplomacy +14, Intimidate +14		
Str 12 (+7)	Dex 18 (+10)	Wis 14 (+8)
Con 16 (+9)	Int 12 (+7)	Cha 16 (+9)
Alignment evil Languages Common, Draconic		

Kobold Wyrmpriest		Level 11 Minion Controller (Leader)
Small natural humanoid		XP 150
HP 1; a missed attack never damages a minion AC 27; Fortitude 22; Reflex 22; Will 24 Speed 6		Initiative +5 Perception +9 Darkvision
Traits		
Faith of the Wurm • Aura 10		
Kobold allies in the aura gain +4 defenses.		
Standard Actions		
☹ Kobold-Sized Fireball • At-Will		
Attack: Ranged 10; +13 vs. Reflex		
Hit: 8 fire damage and adjacent creatures take 2 damage.		
☹ Heat Metal • At-Will		
Attack: Ranged 10 (one metal weapon or armor); +13 vs. Fortitude		
Hit: 4 ongoing fire damage (save or dropping object ends).		
Minor Actions		
Shifty • At-Will		
Effect: The wyrmpriest shifts 1 square.		
☹ Lights Out • At-Will		
Effect: Ranged 10; A light source is extinguished.		
Triggered Actions		
Narrow Escape • At-Will		
Trigger: A close or area attack misses the wyrmpriest.		
Effect (Immediate Reaction): the wyrmpriest shifts 3 squares.		
Skills Stealth +11, Thievery +11		
Str 9 (+4)	Dex 10 (+5)	Wis 18 (+9)
Con 12 (+6)	Int 9 (+4)	Cha 12 (+6)
Alignment evil Languages Common, Draconic		

POWERFUL WYRMPRIESTS

Wyrmpriests of clan Blood are numerous, fanatically devoted, and unusually skilled spellcasters. They gain these three encounter powers:

“HOLD PERSON (standard action)

Range 5; one creature; auto-hit; The target is restrained until the end of the wyrmpriest’s next turn.”

“CHARM OF THE DEFENDER (standard action)

Range 10; one creature; +13 vs. Will; Slide the target 3 squares and it is immobilized until the end of the wyrmpriest’s next turn. If an enemy starts its turn adjacent to the charmed target, the target makes a melee basic attack against them. Miss: slide the target 3 squares.”

“INVOKE THE DRAGON (standard action)

Close Burst 10; Summons an illusion of an approaching huge dragon’s shadow complete with sounds and gouts of flame, the shadow looms over the wyrmpriest and menaces enemies for the rest of the encounter (or until the wyrmpriest is killed). Against enemies who are convinced the dragon is real, the wyrmpriest gains +4 defenses. A DC 27 Insight check sees through the illusion.”

Kobold Horde		Level 9 Solo Skirmisher
Gargantuan natural humanoid (swarm)		XP 2,000
HP 368; Bloodied 184 AC 23; Fortitude 21; Reflex 22; Will 21 Speed 6 Resist half damage from melee and ranged; Vulnerable 5 against close and area attacks Saving Throws +5 (at start and end of turn)		Initiative +10 Perception +5 Darkvision
Traits		
From All Sides		
The kobold horde occupies an 8 x 8 square area, and it can move into and thru enemies' spaces. When it does so, the creatures are grabbed. This movement doesn't provoke opportunity attacks.		
Swarm Grab		
The kobold horde does not need to spend a minor action to sustain a grab, and if the horde moves away from a creature that it has grabbed, the grab does not end unless the horde is no longer adjacent to the grabbed creature.		
Swarm Attack • Aura 1		
An enemy starting their turn within the aura takes 5 damage		
Standard Actions		
☹ Vicious Volley • At-Will		
Attack: Ranged 10 (all creatures within range); +14 vs. AC		
Hit: 1d8 + 6 damage and slowed until receiving healing magic or a DC 12 Heal check during an extended rest.		
☹ Any Weapon You've Got! (weapon) • At-Will		
Attack: +14 vs. AC		
Hit: 2d8 + 6 damage, knocked prone and grabbed. If a PC was disarmed of a simple or martial melee weapon (and it hasn't been reclaimed) then one attack is made with the weapon.		
⬅ Overwhelming Surge • At-Will		
Effect: Close Burst 1 (all creatures in burst and enveloped by the horde); Make an "Any Weapon You've Got!" attack against each creature. Afterward shift 2 squares.		
Minor Actions		
⬇ Swarm the Fallen • At-Will		
Attack: Targets prone enemies; +14 vs. Fortitude		
Hit: 2d8 + 6 damage, disarmed (their weapon or implement falls in that space), and then pulled to center of the horde.		
Triggered Actions		
Kobold Summons • Encounter (No Action)		
Trigger: When first bloodied.		
Effect: One kobold enters play adjacent to each enemy.		
Skills Stealth +13, Athletics +8		
Str 9 (+3)	Dex 18 (+8)	Wis 13 (+5)
Con 12 (+5)	Int 9 (+3)	Cha 9 (+3)
Alignment evil Languages Common, Draconic		

“A kobold horde is a pain-in-the-ass to fight because it breaks many 4e rules: It disarms PCs and uses their weapons against them, moves thru enemy squares, inflicts lasting wounds.... A horde is meant to be used only when something goes seriously wrong.”

TRAPS

Falling Iron Portcullis	Level 7 Obstacle
Minion Trap	XP 75
Trap/Trigger: A portcullis drops into 2 squares when the 2-square wide pressure plate is stepped on.	
Perception	
DC 14: 2-inch wide slot packed with dirt and stones.	
DC 19: A portion of floor sinks when pressed – it may be a trapdoor or a pressure plate. Down the passage you notice a secret panel in the wall hiding a winch.	
Attack	
Targets: Creatures in 2 squares	
Attack: +10 vs. Reflex	
Hit: 3d10+5 damage, immobilized and knocked prone until escape	
Miss: Slide 1 (d20: 1-10 slide forward, 11-20 slide back)	
Countermeasures	
<ul style="list-style-type: none"> • Crank up the winch; DC 8 Athletics. • Disable or delay portcullis; DC 19 Thievery. • Escape portcullis; DC 14 Acrobatics or Athletics. • Lift portcullis; DC 19 Strength. 	

Caltrops	Level 8 Obstacle
Trap (Clan Torn Claw)	XP 350
Trap/Trigger: Up to 9 squares covered in black metal spikes. When a creature steps on a caltrop...	
Perception	
DC 20: Spot the caltrops.	
Attack	
Attack: +11 vs. Fortitude	
Hit: 1d4+4 damage and slowed (save ends), plus that square is cleared of all caltrops.	
Countermeasures	
<ul style="list-style-type: none"> • Destructive area effect spells clear caltrops. • A creature can clear one adjacent square with a full-round action (gathering the caltrops). 	

PITS & LASTING INJURY

If the attack roll for a pit exceeds the target's Fortitude, then the target has broken an ankle. Their speed is reduced to 2 until receiving healing magic or an extended rest with a Heal check (DC 13).

A similar approach is used with the Trapped Scroll Case and can be extended to other types of traps as well.

Trapped Scroll Case	Level 9 Minion Lurker
Trap (Clan Dreadnought)	XP 100
Trap/Trigger: A scroll case is rigged with a spring-loaded blade which fires when the case is opened.	
Perception	
DC 25: Realize the scroll case's lid is spring-loaded	
Attack	
Targets: Creature opening the scroll case	
Attack: +15 vs. AC	
Hit: 1d4+4 damage and the target's hand is mangled and unusable until receiving healing magic or an extended rest with a Heal check (DC 12).	
Countermeasures	
<ul style="list-style-type: none"> • Thievery DC 12: Open the scroll case without triggering the trap. 	

Horrendous Spiked Pit	Level 11 Lurker
Trap (Clan Kneebiters)	XP 600
Trap/Trigger: A 40-foot deep pit with downward pointing spikes forms into a wedge at the bottom. A false floor conceals the pit.	
Perception	
DC 19: Realize the floor is a fake.	
Attack	
Targets: Creature stepping on the pit	
Attack: +13 vs. Reflex	
Hit: Target falls for 4d10+6 damage. If the attack also exceeds their Fortitude, they've broken an ankle and their speed is reduced to 2 until receiving healing magic or an extended rest with a Heal check (DC 13).	
Countermeasures	
<ul style="list-style-type: none"> • Acrobatics or Athletics DC 11: Balance along the edge of, or jump over, the pit. • Athletics DC 13: Climb out of the pit, but in doing so take 3d6+6 damage from spikes. • Dungeoneering DC 27: Recognize a weak section of the pit wall that can be broken thru, leading to a new passageway and another area. 	

Net Trap	Level 11 Minion Lurker
Trap (Clan Mangled Fist)	XP 150
Trap/Trigger: A net is hidden under sand and debris in a chamber; when a creature steps on any of the net's 2x2 squares they're ensnared and yanked into the dark.	
Perception	
DC 25: Realize that the debris and sand have been intentionally placed.	
Attack	
Targets: Creature stepping on the net trap	
Attack: +14 vs. Reflex	
Hit: Grappled (escape DC 19) and pulled up 60 feet into a random "interrogation" chamber with 5 kobolds of clan Mangled Fist.	
Countermeasures	
<ul style="list-style-type: none"> Wind magic moves the debris revealing the net. Simply cutting the tensioned cables attached to the net disarms the trap. 	

Scything Blades	Level 11 Obstacle
Trap (Clan Wyrmgard)	XP 600
Trap/Trigger: A trio of blades descend from the ceiling when a pressure plate is stepped on. The blades attack for a second round before the trap resets.	
Perception	
DC 13: A groove about 4" wide runs thru the ceiling.	
DC 24: There are three pressure plates on the floor.	
Attack	
Targets: All Medium or larger creatures in a 4 square line. The blades pass over the heads of Small creatures.	
Attack: +14 vs. Reflex	
Hit: 3d8+8 damage	
Countermeasures	
<ul style="list-style-type: none"> Attack a blade (AC 18, F/R/W 15, HP 70 each). Disarm a pressure plate/blade (Thievery DC 20). Acrobatics DC 20 grants +4 Reflex for a round. 	

Skull-Skull Gauntlet (11), clan Gnarled Fang

Crawlies Trap Door	Level 12 Lurker
Trap (Clan Black Death)	XP 700
Trap/Trigger: A hidden trap door in the ceiling is used by kobolds to drop all sorts of creepy crawlies (spiders, centipedes, snakes) on the creature passing below	
Perception	
DC 24: Notice the faint outline of the trap door.	
Attack	
Targets: One creature stepping under the trap door	
Attack: +15 vs. Reflex	
Hit: 3d8+5 poison damage and ongoing 5 poison damage and grant combat advantage (save ends both).	
Countermeasures	
<ul style="list-style-type: none"> Make sure to walk around the trap door. Force a kobold to walk under it instead of you. 	

Sneaky Deadfall	Level 12 Minion Lurker
Trap (Clan Blood)	XP 175
Trap/Trigger: When the tripwire is disturbed, a massive stone block falls...however the stone block is actually hollow and enchanted with a <i>silence</i> spell and a fake bladder of blood is broken to deceive intruders.	
Perception	
DC 28: Notice the tripwire and slight texture variation in stone block as if it were specially chiseled.	
Attack	
Targets: One creature under the deadfall	
Attack: +15 vs. Reflex	
Hit: Pretend to deal lethal damage to the PC, and describe how blood runs from beneath the block and they hear nothing. Hand a note to the PC who was "squashed" telling them what's really happened and have them communicate with you secretly. If the party ventures on, kobolds arrive to extract the trapped PC in an hour (roll on the KOBOLD ENCOUNTER TABLE).	
Countermeasures	
<ul style="list-style-type: none"> Strength DC 30: Lift the stone block. Dungeoneering/Thievery DC 28: Create a system of pulleys and ropes to tilt the block over. Attack the block: AC/R 4, F 12, resist all 12, HP 80. On a '1' a melee weapon breaks against the stone. Arcana (trained) DC 20: Detect illusion magic enshrouding the stone deadfall. Heal/Nature DC 28: Realize the blood belonged to a kobold (or other monster), not the PC. 	

Steel-Jaw Neck-Snapper	Level 12 Lurker
Trap (Clan Humanbane)	XP 700
Trap/Trigger: A pair of steel jaws is concealed in the ceiling, chomping down on the neck of a medium or large-sized creature stepping on the pressure plate.	
Perception	
DC 22: Notice the pressure plate.	
DC 28: Notice a pair of circular grooves in the ceiling.	
Attack	
Targets: Mediums or large-sized creature on plate.	
Attack: +17 vs. AC	
Hit: 4d8+5 damage and restrained. While restrained take 5 ongoing damage.	
Countermeasures	
<ul style="list-style-type: none"> Force the steel jaws open; Strength DC 16. 	

Rusty Chute of Doom	Level 12 Lurker
Trap (Clan Rusty Blades)	XP 700
Trap/Trigger: When more than 80 pounds activates a pressure plate, the plate tilts, dropping the creature onto a 40-ft chute slicked in oily rust monster pheromones. At the end of the chute is a wall of spikes.	
Perception	
DC 14: Notice that part of the wall is actually a rotating piece of wood hiding a concealed chute.	
DC 26: Notice the pressure plate and realize it tilts.	
Nature DC 24: Identify the rust monster pheromones by smell.	
Attack	
Targets: The creature stepping on the pressure plate	
Attack: +15 vs. Reflex	
Hit: The target is tossed down the chute, and if they wear metal armor take a -2 AC penalty until they take a short rest to repair it. At the end of the chute they are subject to another attack.	
Secondary Attack: +15 vs. AC	
Hit: 3d8+5 damage; Miss: half damage	
Countermeasures	
<ul style="list-style-type: none"> Walk around the plate...or send a kobold over it. Disarm the pressure plate (Thievery DC 20). Climb out of the chute (Athletics DC 24). 	

Wishbone Trap (12), clan Wishbone

Methane Gas Cloud (12)

Cave-In (13, DMG)

Giant Rolling Boulder (14, DMG2)

APPROACH TO THE LAIR

The following areas are separated by massive portcullises with complex locks (Thievery DC 32) enchanted to trigger traps in the rooms beyond them. Various keys found throughout Dragon Mountain open these portcullises; however, using the wrong key deals 6d6 force damage. A dwarf or DC 28 Dungeoneering determines the sequence.

- A. Malachite: green banded, found in Shallow-4.
- B. Chalcedony: #
- C. Tourmaline: #
- D. Topaz: #
- E. Corundum: #
- F. Jacinth: #

A. DEADLY ROOF

XP 700

A large pit is at the center of this corridor. However, this is a decoy to the true threat: a *reverse gravity* spell which propels anyone crossing the pit through the fake ceiling made of plaster up a shaft and into a **false-floor pit*** (12th level) at the top of the shaft. A DC 20 Arcana check detects transmutation magic around the pit. A DC 28 Dungeoneering check notes lodestone shavings on the ceiling. The malachite key deactivates the *reverse gravity*.

B. FLAMING CORRIDOR

XP 1,200

Unless the portcullis leading to this corridor is unlocked with the chalcedony key, the corridor is under the effects of an *invert resistance* spell. Dwarven picto-runes along the walls hint that protective magic doesn't function right here. Regardless of how the PCs enter, an intense flame jet awaits them.

Intense Flame Jet	Level 11 Elite Blaster
Trap	XP 1,200
Trap/T trigger: Two nozzles in the wall attack each round once the pressure plate is activated.	
Perception	
DC 28: Notice the pressure plate.	
DC 32: Notice the nozzles.	
Attack	
Initiative 19	
Targets: All creatures in the corridor.	
Attack: +16 vs. Fortitude	
Hit: 4d10+5 fire damage and 5 ongoing fire damage (save ends).	
Miss: Half damage.	
Countermeasures	
• Thievery DC 26 disables one flame jet nozzle, while a DC 30 check disables both.	

C. SICKENING FALL

XP 700

Past the portcullis is a stone block with a 2-ft gap at the bottom. Unless the PCs unlocked the portcullis with the tourmaline key, they find a **poison gas*** (12th) chamber with 60-ft deep pit spanned by a narrow walkway. Crossing the walkway requires a DC 13 Acrobatics check. However, for any creature hit by the gas increase this to DC 27.

D. DEATH SHAFT

XP 1,600

Unless the PCs opened the portcullis with the topaz key, the first PC entering this corridor triggers the death shaft. See the cross-section on the next page for details.

Death Shaft	Level 13 Elite Lurker
Trap	XP 1,600
Trap/T trigger: When a PC enters one of 4 trapped squares, the ceiling knocks them into the pit and the PC is reduced as they fall into a narrow shaft, and then enlarged once in the shaft, painfully trapping them.	
Perception	
DC 28: Notice a faint outline of the pit trap.	
Arcana DC 30 (trained): Detect transmutation magic.	
Attack	
Targets: First creature entering trapped area.	
Attack: +18 vs. Reflex	
Hit: 5d10 falling damage, immobilized and ongoing 5 damage (10 if wearing heavy armor) until escape. Make save for heavy armor each round or it is destroyed.	
Miss: 3d10 falling damage, reduced to tiny size (2-ft, half speed, weakened), but stop fall before shaft.	
Countermeasures	
• If wearing light or no armor, Acrobatics DC 29 to wriggle up 1 square, but attempting inflicts 5 damage. Two successes needed to escape.	
• Teleport, passwall, and other forms of magic.	
• Changing into a tiny form without flight drops the victim 100' into a pool of dark frigid water (3d10).	

E. TILTING FLOOR

XP 700

Unless the PCs opened the portcullis with the corundum key, entering this corridor triggers a **tilting floor*** (12th level) which may slide them back toward the death shaft.

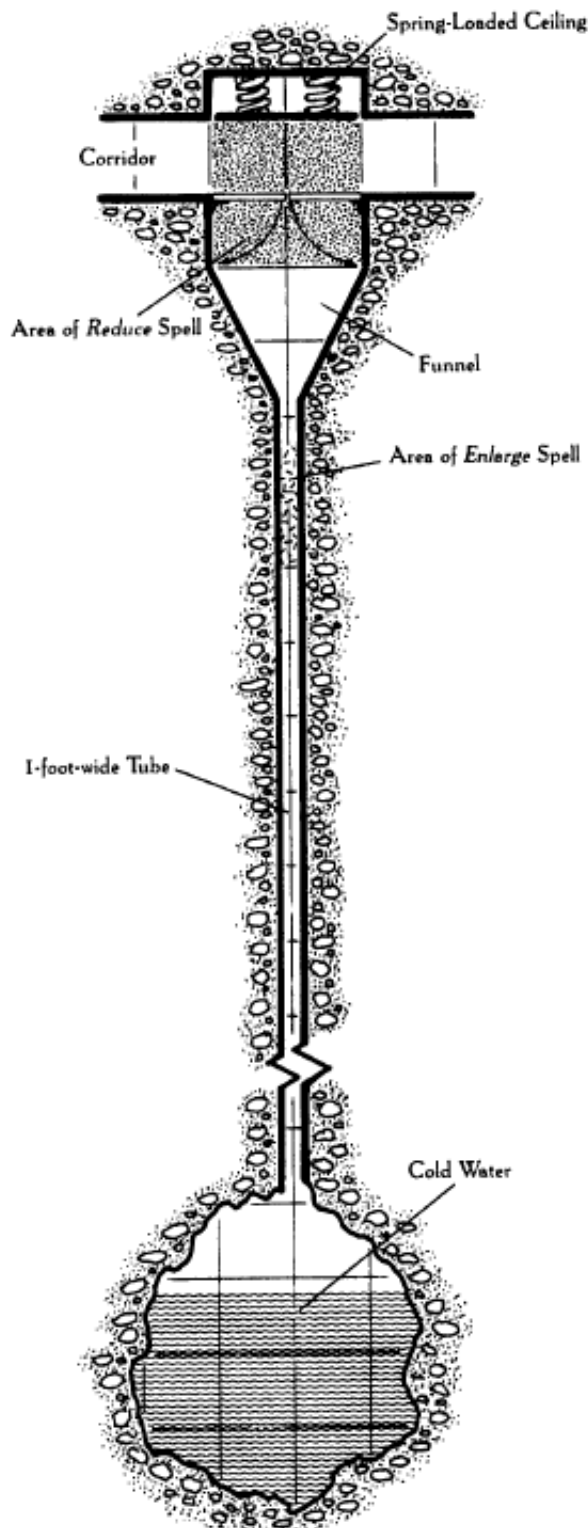
F. OLD TREASURE VAULT

XP 1,875

Heavy fog shrouds this series of ruined chambers, limiting visibility to 10 feet. **30 kobold dragonshields** of Clan Wyrmguard engage the PCs in a guerilla skirmish here.

Cross-Section 43e

One Square = 10 feet



INFYRANA'S TRICK

Soon after completing the Approach to the Lair, the PCs meet a kobold named "Goldy". This is a polymorphed Infyrana who attempts to lead the PCs into a trap or, if that fails, to gain surprise.

Insight DC 32: This kobold is more than she appears and is concealing her true identity.

As "Goldy", Infyrana tries to convince the PCs (possibly using reverse psychology, possibly hinting at endangered captives, or possibly playing the sniveling pitiful kobold) that she knows a secret doorway which leads to a perch overlooking Infyrana's lair. In fact, Infyrana cast the Disorienting Portal ritual on this doorway.

Casual examination peeking thru the doorway reveals a similar kind of room to the one where the doorway is set.

Perception DC 28 (must be trained in Arcana): The true destination beyond the doorway is barely visible to the PC as if through a haze.

If the PCs fall for this trick, they are teleported on a one-way trip to ###. If Infyrana/"Goldy" is forced thru, she teleports to her lair.

"Several changes were made to the original Dragon Mountain here.

(1) First, the wall of force was removed in favor of the lost keys of the dwarven exchequer scattered about the dungeon so as to encourage and reward exploration.

(2) Second, the fake trap was replaced with a tilting floor trap (from the Fourthcore trap PDF) in order to take maximum advantage of the death shaft.

(3) Third, Infyrana's trick is completely new but seemed entirely in character and less contrived than the original module using her as an unkillable kobold. Consider it a surprise for old-timers who've played the module before!"

INFYRANA'S LAIR

LEVEL 17 ENCOUNTER

SETUP

This encounter includes the following challenges:

- Infyrana, Red Dragon
- 15 kobold dragonshields

STAGE ONE

During stage one, Infyrana is supremely arrogant, belittling the PCs. She has Protection from Energy cast on herself (resist cold 28 against the first cold attack that hits). She uses Mesmeric Hold early. Then she sets up a Wall of Fire in an advantageous location and attempts to push creatures into it using Hypnotic Gaze and her claw/wing attacks.

CURSED TREASURE (D6)

- 1. Idol of Immolation:** Creatures ending their turn adjacent to this idol of Tiamat take 15 fire damage and 15 ongoing fire damage (save ends). Any creature “killed” by the idol returns to life as a kobold on their next turn with their bloodied HP value, changed race and outlook.
- 2. Gold-Cursed Crown:** A shining golden crown which, if touched, tries to turn creature into gold: +14 vs. Fortitude; immobilized (save ends); 1st failed save = restrained (save ends); 2nd failed save = petrified.
- 3. Ring of Fire Vulnerability:** This appears to be a ring of fire resistance but actually makes the wearer vulnerable 10 to fire, and it can’t be removed until end of the encounter.
- 4. Cursed Weapon, Backbiter:** This weapon appears to be a highly magical one of the type most desirable to the charmed creature. If grasped, however, it cannot be let go (unless Dispel Magic or Remove Curse is cast) until the end of the encounter, and each turn it compels the wielder to make an opportunity attack against an adjacent ally; if no ally is in reach then the wielder attacks himself!
- 5. Potions:** There are three potions on this bench, and a character subjected to hypnotic gaze must drink one:
 - (Yellow) *Diminution:* Shrink to 6” tall until the end of your next turn; while this size you can’t effectively attack.
 - (Silky White) *Delusional Healing:* You lose a healing surge and feel confident about facing your enemy.
 - (Sparkling Violet) *Stammering and Stuttering:* Until the end of the encounter, you talk only gibberish.
- 6. Cursed Book:** Anyone ending their turn adjacent to this book hears a telepathic voice pleading for freedom; if a character starts reading they are compelled to read from the book as a full-round action (save ends); first failed save = keep reading, begin to be sucked into book; second failed save = sucked into book and removed from play until freed with a DC 27 Arcana check or *dispel magic*.

Infyrana, Red Dragon (stage I)	Level 15 Solo Controller
Huge natural magical beast (fire)	XP 6,000
HP 600; Next Stage 400	Initiative +14
AC 29; Fortitude 27; Reflex 27; Will 32	Perception +16
Speed 8, fly 10 (hover), overland flight 15	Darkvision
Saving Throws +5; Action Points 2	Resist 10 fire
Traits	
Draconic Alacrity	
Infyrana gets a second turn at her initiative count -10.	
Draconic Recovery	
At the end of each of her turns, Infyrana removes a dazed, dominated, stunned, or restrained condition.	
Infyrana's Cunning	
If Infyrana only hits one target with a close or area attack, she deals +2d6 damage.	
Standard Actions	
⚔ Claws • At-Will	
Attack: Reach 2 (two creatures); +20 vs. AC	
Hit: 4d8 + 5 damage and pushed 1 square. If both attacks hit the same target, Infyrana shifts 3 squares and pounces on them, dealing 10 extra damage, and restraining them (until escape).	
🔥 Immolating Breath Weapon (fire) • Encounter	
Attack: Close blast 6; +19 vs. Reflex	
Hit: 3d8 + 10 fire damage and 10 ongoing fire damage (save, standard action, or water ends). Miss: Half damage.	
🌀 Fire Sea Travel (arcane, fire, teleportation) • Encounter	
Attack: Close Burst 1; +19 vs. Reflex	
Hit: 4d6 + 9 fire damage (+3d6 critical) and cannot see anything farther than 3 squares from it until end of Infyrana's next turn.	
Effect: Infyrana teleports 5 squares.	
🌀 Mesmeric Hold (arcane, charm, psychic) • Encounter	
Attack: Ranged 10 (one, two, or three creatures); +19 vs. Will	
Hit: 4d6 + 9 psychic damage and immobilized until end of Infyrana's next turn.	
🔥 Wall of Fire (arcane, fire) • Daily	
Effect: Area wall 8 within 10 squares; blocks line of sight and costs 4 squares of movement to enter. Any creature starting adjacent takes 1d6+6 fire damage. A creature moving into or starting inside the wall takes 3d6+6 fire damage.	
Sustain Minor: The wall persists.	
Minor Actions	
🌀 Hypnotic Gaze (charm, gaze) • At-Will	
Attack: Ranged 10; +19 vs. Will	
Hit: Target cannot attack Infyrana and is compelled to move toward a cursed treasure space within 10 squares (save ends). Once the target saves they cannot be affected by the gaze again this encounter.	
Triggered Actions	
🌀 Wing Burst • At-Will (Immediate Reaction)	
Trigger: An enemy moves adjacent to Infyrana.	
Attack: Close burst 1 (all creatures); +19 vs. Fortitude	
Hit: Pushed 2 squares and knocked prone.	
Evanesce (arcane) • Encounter (No Action)	
Trigger: When Infyrana is reduced to 400 HP.	
Effect: Infyrana is removed from play, leaving behind a heavily obscured zone of smoke until end of the encounter. At start of her next turn, she appears within 5 squares of the zone.	
Skills: Arcana +18, Bluff/Intimidate +16, History +16, Insight +16	
Str 22 (+13)	Dex 17 (+10) Wis 18 (+11)
Con 22 (+13)	Int 22 (+13) Cha 18 (+11)
Alignment chaotic evil Languages Common, Draconic	

STAGE TWO

During stage two, Infyrana shifts her focus to dealing as much ongoing damage as possible, and then exploiting this with Fanning the Flames.

Infyrana is a skilled spellcaster, and at the start of stage two she erects Otiluke’s Resilient Sphere either around herself (if she needs a reprieve from melee PCs) or around an enemy spellcaster (if she is anticipating a powerful offensive spell). If she casts the sphere on herself, Infyrana readies an attack against whoever breaks through first.

At this point, **15 kobold dragonshields** rush in to defend Infyrana - she will try to avoid including them in the area of her breath weapon or fireball, but if a couple kobolds need to get fried so she can take down the PCs, so be it.

FEATURES OF THE AREA

The following features apply for the whole fight:

Treasure Mounds: Difficult terrain to ascend. If a creature is knocked prone or forced to move on a mound, they must make a DC 15 Acrobatics / Athletics check or fall prone and slide to the bottom of the mound. Infyrana can spend a standard action to roll in her treasure to fill chinks in her armor - this provides her with 100 THP and +2 defenses until the start of her next turn.

Brazier of Arcane Flame: (AC/Ref 4; Fort 15; HP 100) Fire attacks made within 2 squares of this brazier deal +5 fire damage, but all creatures within 2 squares of the brazier take 5 fire damage when its power is drawn upon. If destroyed, the brazier deals 10 fire damage to all creatures within 2 squares.

ENVIRONMENTAL DIFFUSION

If Infyrana dies in her lair, fissures open in the rock and vents emit a sulfurous acrid smoke. For every minute spent in the fumes, creatures must make a DC 22 (+4 per additional minute after first) Endurance check or lose 1 healing surge.

Infyrana, Red Dragon (stage 2)			Level 15 Solo Controller
Huge natural magical beast (fire)			XP 6,000
HP 400; Next Stage 200			Initiative +14
AC 29; Fortitude 27; Reflex 27; Will 32			Perception +16
Speed 8, fly 10, overland flight 15			Darkvision
Saving Throws +5; Action Points 2			Resist 10 fire
Traits			
Draconic Alacrity			
Infyrana gets a second turn at her initiative count -10.			
Draconic Recovery			
At the end of each of her turns, Infyrana removes a dazed, dominated, stunned, or restrained condition.			
Infyrana's Fiery Cunning			
Against targets suffering ongoing fire damage, Infyrana's fire attacks inflict +2d6 damage.			
Roiling Flames • Aura 1			
Any creature beginning its turn in the aura takes 10 fire damage.			
Standard Actions			
⚔ Claws • At-Will			
Attack: Reach 2 (two creatures); +20 vs. AC			
Hit: 4d8 + 5 damage and pushed 1 square. If both attacks hit the same target, Infyrana shifts 3 squares and pounces on them, dealing 10 extra damage, and restraining them (until escape).			
⚡ Immolating Breath Weapon (fire) • Encounter			
Attack: Close blast 6; +19 vs. Reflex			
Hit: 3d8 + 10 fire damage and 10 ongoing fire damage (save, standard action, or water ends). Miss: Half damage.			
💣 Empowered Fireball (arcane, fire) • Daily			
Attack: Area burst 3 within 20; +19 vs. Fortitude			
Hit: 5d6 + 9 fire damage (+3d6 critical), pushed to outside of the burst, knocked prone, and 5 ongoing fire damage (save ends). Miss: Half damage.			
🔮 Otiluke's Resilient Sphere (arcane, force) • Daily			
Attack: Ranged 10; +19 vs. Reflex			
Hit: Any creature is immobilized and encased in a sphere of force with 100 HP.			
Miss: Immobilized (save ends).			
Sustain Minor: The sphere is maintained.			
Minor Actions			
🔥 Fanning the Flames • At-Will			
Attack: Ranged 10 (a creature taking ongoing fire damage); +19 vs. Fortitude			
Hit: The target and all adjacent creatures take the ongoing fire damage immediately and the amount of ongoing damage increases by 5.			
Triggered Actions			
⚡ Wing Burst • At-Will (Immediate Reaction)			
Trigger: When an creature moves adjacent to Infyrana.			
Attack: Close burst 1 (all creatures); +19 vs. Fortitude			
Hit: Pushed 2 squares and knocked prone.			
⚡ Fury of Infyrana (fire) • Encounter (No Action)			
Trigger: When Infyrana is reduced to 200 HP.			
Attack: Close Burst 2; +19 vs. Fortitude			
Hit: 1d8 + 10 fire damage and pushed 2 squares.			
Effect: Infyrana flies her speed after this attack.			
Str 22 (+13)	Dex 17 (+10)	Wis 18 (+11)	
Con 22 (+13)	Int 22 (+13)	Cha 18 (+11)	
Alignment chaotic evil Languages Common, Draconic			
Skills: Arcana +18, Bluff/Intimidate +16, History +16, Insight +16			
Str 22 (+13)	Dex 17 (+10)	Wis 18 (+11)	
Con 22 (+13)	Int 22 (+13)	Cha 18 (+11)	
Alignment chaotic evil Languages Common, Draconic			

STAGE THREE

At stage three, Infyrana erupts into flames, becoming an insubstantial creature made entirely of fire, and she emits a heat so intense it ignores most fire resistance. Having exhausted her spells and realizing the PCs are a true threat, Infyrana begins desperately using every magic item in her hoard that she can get her claws on.

When reduced to 30 HP, Infyrana attempts to flee through the large pool, shapeshifting into a kite and then a fish, following the underwater tunnel to a waterfall which empties into a lake on the surface. Pursuing PCs have three rounds of underwater combat before the waterfall.

RANDOM MAGIC ITEM (D6)

1. **Tempest Staff:** Infyrana casts a Lightning Bolt. The item makes a save or is destroyed.

Ranged 10; +19 vs. Reflex; 2d6+9 lightning damage and pushed 1 square; Make a secondary attack against two creatures within 10 squares of the primary target; Critical: +3d6 lightning damage and adjacent enemies take the same damage.
2. **Wand of Mesmeric Hold:** This wand duplicates the Mesmeric Hold spell from Infyrana’s stage 1 stats. The item makes a save or is destroyed.
3. **Cinder of Gazra:** This primordial shard increases Infyrana’s aura to 3 and the damage it deals to 15 for rest of the encounter. The item makes a save or is destroyed.
4. **Scroll of Spell Replication:** Infyrana casts a duplicate of the most recent attack spell that was cast, either by her or by another creature. The item is destroyed.
5. **Kobold Summoning Globe:** 8 kobold dragonshields appear within 6 squares of Infyrana. The item is destroyed.
6. **Brazier of Arcane Flames:** Infyrana recharges and uses her breath weapon. The item is destroyed.



The Kobold Says:

“Infyrana was designed using AngryDM’s 3-stage boss monster guidelines, as well as the pyromancy article by Daniel Jones in DRAGON #388, and she uses spells like a 15th level wizard PC.”

Infyrana, Red Dragon (stage 3)	Level 15 Solo Controller
Huge natural magical beast (fire)	XP 6,000
HP 200; Bloodied 100 AC 29; Fortitude 27; Reflex 27; Will 32 Speed 8, fly 10 (hover), overland flight 15 Vulnerability 10 cold Saving Throws +5; Action Points 2	Initiative +14 Perception +16 Darkvision Immune fire
Traits	
Draconic Alacrity	
Infyrana gets a second turn at her initiative count -10.	
Draconic Recovery	
At the end of each of her turns, Infyrana removes a dazed, dominated, stunned, or restrained condition.	
Infyrana's Relentless Cunning	
Infyrana's attacks ignore 11 points of fire resistance.	
Insubstantial	
Infyrana takes half damage from all attacks except those dealing cold or force damage. If she takes cold damage, she loses this trait until the end of her next turn.	
Blazing Flames • Aura 1	
Any creature beginning its turn in the aura take 10 fire damage. Any creature hitting Infyrana in melee takes 10 fire damage. Creatures with fire resistance take no damage but lose their resistance while in the aura. All creatures besides Infyrana treat the aura as difficult terrain.	
Standard Actions	
⚡ Fiery Claws (fire) • At-Will	
Attack: Reach 2 (two creatures); +20 vs. AC	
Hit: 4d8 + 5 damage, pushed 1 square, and 5 ongoing fire damage (save, water, or standard action ends).	
🔥 Immolating Breath Weapon (fire) • Encounter	
Attack: Close blast 6; +19 vs. Reflex	
Hit: 3d8 + 10 fire damage and 10 ongoing fire damage (save, standard action, or water ends). Miss: Half damage.	
Desperate Search for a Magic Item • At-Will	
Effect: Infyrana searches among her treasure hoard for a magic item and uses it (roll on the random table).	
Minor Actions	
🔮 Arcane Conflagration Gaze (arcane, fire, gaze) • At-Will	
Attack: Ranged 10 (a magic item's owner); +19 vs. Fortitude	
Hit: 5 ongoing fire damage (save or dropping item ends). .	
First Failed Save: 10 ongoing fire damage (save ends).	
Second Failed Save: The magic item becomes inert until end of the encounter, expending any powers <u>in</u> the process.	
Triggered Actions	
🏹 Wing Burst • At-Will (Immediate Reaction)	
Trigger: When a creature moves adjacent to Infyrana.	
Attack: Close burst 1 (all creatures); +19 vs. Fortitude	
Hit: Pushed 2 squares and knocked prone.	
Shapeshifting Retreat (polymorph) • At-Will (No Action)	
Trigger: When reduced to 30 HP or less (but more than 0).	
Effect: Infyrana changes into a kite and flies her speed toward the pool. If by the end of her next turn she reaches the pool, she dives in and escapes.	
Skills Arcana +18, Bluff +16, History +18, Insight +16, Intimidate +16	
Str 22 (+13)	Dex 17 (+10) Wis 18 (+11)
Con 22 (+13)	Int 22 (+13) Cha 18 (+11)
Alignment chaotic evil Languages Common, Draconic	

TREASURE HOARD

Coins, Gems, and Art Objects

- 70 pp and 40,000 gp and 47,000 sp
- ritual components worth 2,000 gp
- 10 gems worth 1,000 gp each
- 2 gems worth 5,000 gp each
- 6 art objects worth 2,500 gp each (crystal utensils, pearl inlaid cherrywood harp, painting of moving flames, platinum drinking horn, gold statue of adventurer)
- golden dragon statue worth 10,000 gp
- journal tracking the dragon cult to the Howling Hills

Magic Items

- Mirror of Tandalas, shard (my campaign only)*
- Manual of Quickness in Action: can only be read 3 times (already read twice), reading takes 24 hours; permanent +1 Dexterity then its magic is used.
- “Anduvar”, Blade of Bahamut (AV, 19th), intelligent, LG, touch telepathy, +2 knowledge checks of dragons
- Iron Ring of the Dwarf Lords (PHB, 14th) which can grant 30' x-ray vision by spending a healing surge
- Wand of Mesmeric Hold +4 (PHB, 18th)
- Tempest Staff +3 (AV2, 15th)
- Cloak of the Bat +3 (AV2, 14th)
- Cinder of Gazra (HOTEC, 12th)
- Crystal Ball of Spying (AV, 10th)
- Belt of Dwarvenkind (MME, 7th)
- Infyrana's scales can be used to create red dragonscale armor +4. Likewise, her claws can be used to create a dragonslayer weapon +4.

Potions, Scrolls, and Consumables

- Elixir of Clairvoyance (MME, 15th)
- Potion of Cure Moderate Wounds (MME, 10th)
- Potion of Resistance, Fire (AV, 14th)
- Scroll of Spell Replication: unique consumable item
- Kobold Summoning Globe: unique consumable item

Ritual Book

- Skull Watch (OG, 4th)
- Object Reading (AP, 5th)
- Easy Passage (DCD, 6th)
- Protection from Energy (DRAGON#405, 7th)
- Aura Mask (DCD, 8th)
- Detect Treasure (AP, 9th)
- Disorienting Portal (DCD, 10th)
- Drawmij's Instant Summons (PHB, 12th)
- Sentinel Eye (DCD, 14th)
- View Location (PHB, 14th)

CONCLUDING THE ADVENTURE

EXPERIENCE

Completing the major quest	3,500
Completing a minor quest	700
Exploring Dragon Mountain	3,500
Keyed area encounters	variable
King of Kobolds	3,375
Approach to the Lair	6,775
Infyrana's Lair	10,000
BONUS: No PCs died	3,500

*THE MIRROR OF TANDRALAS

This actually isn't the artifact itself, rather it is one of several shards magically connected to the shattered mirror artifact which is possessed by the Archmage of Suleistarn. The shards can be used to communicate great distances, and also to reach creatures trapped in the Plane of Mirrors. A character trained in Arcana can activate the mirror:

A robed man with yellow-green skin marked by metallic red speckles and gold cat-like eyes gazes through the mirror. He is clearly a githyanki. “O Majestic Infyrana...this is a new form I take it?” he arches his brow.

Role-playing or DC 30 Bluff to pretend they're Infyrana keeps the githyanki talking, otherwise he waves his hand angrily and the mirror goes blank. Even if he is convinced, the githyanki continues speaking in Draconic to be safe.

“You have upheld your end of the bargain. Perhaps a new time of alliance between my people and yours is at hand? My seers have located the Orb of Red Dragonkind. What do you intend to do with it once you find it? Nothing that will jeopardize our plans for the Banner Marches I hope?”

If the githyanki gets suspicious at any point that he is not addressing Infyrana, he makes an offhand comment about the time some kobolds used the mirror to contact him (a DC 30 Bluff or Insight check picks up on this as a lie to catch a lie). If the PC falls for it, the githyanki snarls and the mirror goes blank. If the PCs keep him fooled, the githyanki continues:

“The cultists have hidden the orb in the ruined fortress Tir Amandeir, at the threshold of the Serpentback Mountains. The complex extends deep underground and is fortified with ballistae and wyvern-mounted patrols.” The githyanki looks up as if he heard a sound. *“My time with the mirror draws short, O Infyrana. I shall reach you again in three days.”*

APPENDIX: MONSTERS

STAGE #3

- giant frog (3 controller)
- carrion crawler (MV, 7 soldier)
- rust monster, gluttonous (MV, 8 brute)
- bulette (MV, 9 elite skirmisher)
- charnel otyugh (MV, 10 elite soldier)
- giant slug* (10 elite brute)
- umber hulk (MV, 12 elite soldier)
- cave spider (MV, 12 minion)

Giant Frog, Trained		Level 3 Controller
Medium natural beast (aquatic)		XP 150
HP 44; Bloodied 22		Initiative +5
AC 18; Fortitude 15; Reflex 15; Will 13		Perception +6
Speed 6, swim 6		
Traits		
Kobold-Trained (mount)		
The giant frog's rider gains +4 defenses against opportunity and immediate attacks.		
Standard Actions		
Ⓢ Swallow • At-Will		
Attack: +8 vs. AC		
Hit: 1 damage, and a Medium or smaller target is swallowed. A swallowed target is stunned, takes ongoing 5 damage, and can't be targeted by any effect (save ends all effects). A giant frog can have only one target swallowed at a time and cannot make bite attacks as long as the swallowed target is alive.		
Move Actions		
Leap • At-Will		
Effect: The giant frog shifts 4 squares. It can shift through enemy squares as long as it ends its movement in an unoccupied space.		
Minor Actions		
👉 Tongue Grab • At-Will		
Attack: Reach 3; +7 vs. Reflex		
Effect: The target is pulled 2 squares.		
Skills Athletics +8, Stealth +9		
Str 14 (+3)	Dex 17 (+4)	Wis 11 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages —

