

Cave-In	Level 13 Lurker
Hazard	XP 800
<p>Hazard/Trigger: A disruption triggers rock and debris falling from above. It attacks a different part of the area each turn on its initiative (or otherwise triggered).</p>	
<p>Dungeoneering</p>	
<p>DC 26: The ceiling appears unstable.</p>	
<p>Attack</p>	
<p>Initiative: +6 Targets: All creatures in close burst 1 Attack: +16 vs. Reflex Hit: 2d12+8 damage Miss: Half damage Effect: The burst area becomes difficult terrain.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> A DC 29 Dungeoneering check as a minor action determines the next area that will collapse. 	

Hanging Adventurer Corpses	Level 13 Warder
Trap	XP 800
<p>Trap/Trigger: Three corpses – one decomposing, one skeleton, one recent - have been strung up like Christmas lights with faintly glowing orbs of sickly green gas strapped to them. The PCs should want to take the corpses down (a clue, proper burial, etc). The trap triggers when the corpses/orbs are disturbed.</p>	
<p>Arcana/Dungeoneering</p>	
<p>DC 22: Recognize the orbs as being made of an extremely fragile form of thunderstone.</p>	
<p>Attack</p>	
<p>Targets: Creatures in close burst 2 Attack: +16 vs. Fortitude Hit: 3d10 poison and thunder damage, deafened, slowed, and ongoing 10 poison damage (save ends all). The loud sound alerts nearby monsters. Miss: Half damage.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> Carefully untie one corpse from orbs; DC 29 Thievery (failing by 5+ triggers the trap). Trigger orbs on one corpse from a distance; ranged attack vs. AC 26. 	

Silverlust powder concept is by Joshua Stevens:
www.koboldquarterly.com/k/uncategorized80.php

Steel-Jaw Neck-Snapper	Level 13 Lurker
Trap (Clan Humanbane)	XP 800
<p>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.</p>	
<p>Perception</p>	
<p>DC 24: Notice the pressure plate. DC 29: Notice a pair of circular grooves in the ceiling.</p>	
<p>Attack</p>	
<p>Targets: Medium or large-sized creature on plate. Attack: +18 vs. AC Hit: 4d8+6 damage and restrained. While restrained take 6 ongoing damage. If reduced to 0 HP decapitated.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> Force jaws open; Strength DC 16/ Thievery DC 20. PC with armored gorget can sacrifice it to escape. Applying rust monster pheromones destroys trap. 	

Silverlust Powder	Level 13 Lurker
Trap	XP 800
<p>Trap/Trigger: Kobolds use this shiny blue powder to trap treasure, marking creatures for their wrath. The typical trigger is opening a treasure chest.</p>	
<p>Perception</p>	
<p>DC 23: Notice trace amounts of shiny blue powder. Dungeoneering DC 20: Identify the powder as silverlust, and be aware of its dangers.</p>	
<p>Attack</p>	
<p>Targets: All creatures in Close Blast 2 (kobolds and other reptiles are immune) Attack: +16 vs. Reflex Hit: 3d8 + 8 acid damage, blinded (save once per hour ends), skin turns a shade of blue until next extended rest, and exposed to Silverlust Sickness.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> Flushing eyes with milk ends blindness. Disarming trap trigger, Thievery DC 24. 	

SILVERLUST SICKNESS

Level 13 disease

Endurance: improve DC 24, maintain DC 17, worsen DC 16 or lower

Stage 1: PC hoards treasure. +16 vs. Will to resist treasure.

Stage 2: PC regains no healing surges from an extended rest unless they discovered treasure during last 24 hours.

Stage 3: PC won't willingly leave Dragon Mountain.

Brown Mold, Advanced	Level 14 Obstacle
Hazard	XP 1,000
<p>Hazard/Trigger: Very old brown mold occupies 4 x 4 squares (or up to 16 contiguous squares), growing along surfaces; its tell-tale sign is a rapid temperature drop. The mold triggers when a warm-blooded creature or heat source enters one of its squares.</p>	
<p>Perception</p>	
<p>DC 25: Realize that the light brown coloration isn't natural earth/stone feature, but mold.</p> <p>Dungeoneering DC 14: Identify the brown mold and the danger it presents, as well as its vulnerabilities.</p>	
<p>Attack</p>	
<p>Targets: Creature entering or starting their turn in brown mold squares (kobolds and reptiles immune)</p> <p>Attack: +17 vs. Fortitude</p> <p>Hit: 4d8 cold damage and slowed (save ends).</p> <p>Effect: If a torch is used in its vicinity, the mold grows 4 squares and the torch is extinguished. If flaming oil or other natural fire is used, the mold grows 8 squares. If fire magic is used, the mold grows 16 squares.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> • Direct sunlight or radiant damage destroys it. • Cold magic and plant magic will destroy it too. 	

Kobold Crystals	Level 14 Obstacle
Hazard	XP 1,000
<p>Hazard/Trigger: Hallways echo with enchanting multi-tonal sounds for 50-ft around these blue, purple, and red crystals, entrancing all creatures.</p>	
<p>Perception</p>	
<p>DC 30: Notice barely audible multi-tonal sounds before getting in range of the hazard.</p> <p>Dungeoneering DC 25: Identify sounds as emanating from "kobold crystals" and recognize threat.</p>	
<p>Attack</p>	
<p>Targets: All creatures within 10 squares that can hear</p> <p>Attack: +17 vs. Will</p> <p>Hit: Target moves toward the sounds subconsciously (save ends). If they begin their turn next to crystals, dazed and wander off aimlessly (save once per hour).</p> <p>Aftereffect: Wander off aimlessly during next rest.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> • Plugging ears with wax. • Attacking the crystals (AC/R 5, F 10, hp 20). 	

Witch's Hair	Level 14 Minion Obstacle
Hazard	XP 250
<p>Hazard/Trigger: Witch's hair occupies a 2 x 2 square area. What appear to be wispy greenish and purplish cobwebs quickly grow toward any light source.</p>	
<p>Perception</p>	
<p>DC 30: Notice something wispy moving at the edge of your light source.</p> <p>Dungeoneering DC 25: Identify the "cobwebs" as witch's hair (also known as miner's bane or torch mold), a fungus which grows in the presence of light.</p>	
<p>Attack</p>	
<p>Special: Squares of witch's hair count as difficult terrain and provide concealment. A creature that enters or begins their turn in a square with witch's hair must make an Acrobatics or Athletics check (DC 21) or become immobilized (escape DC 21).</p> <p>Effect: If dim light is cast upon the witch's hair it grows 4 squares. If bright light is cast upon the witch's hair it grows 8 squares.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> • Extinguishing light sources. • Fire destroys it, while magical darkness reduces it. 	

Witch's hair concept is by @Telecanter:

www.recedingrules.blogspot.com

Dwarven Sentry Skull	Level 14 Warder
Trap	XP 1,000
<p>Trap/Trigger: Infyrana can perceive through this blackened rune-engraved skull imbedded in the wall with darkvision & truesight 6. It triggers when an enemy comes within view.</p>	
<p>Perception</p>	
<p>The skull's presence is obvious.</p> <p>Arcana or Religion (trained) DC 25: Recognize the skull as a divination focus using bound dwarven souls.</p>	
<p>Attack (gaze)</p>	
<p>Targets: Enemies moving into or starting their turn within a Close Blast 6 emanating from the skull</p> <p>Attack: +17 vs. Will</p> <p>Hit: 1d10 + 6 psychic damage and pushed 2 squares. Invisible and hidden enemies are revealed.</p>	
<p>Countermeasures</p>	
<ul style="list-style-type: none"> • Blocking skull's line of sight, or moving the skull. • <i>Dispel magic</i> or <i>Channel Divinity</i>. 	

APPROACH TO THE LAIR

The following areas are separated by massive portcullises with complex locks (Thievery DC 30) enchanted to trigger traps in the rooms beyond them. Various keys found throughout Dragon Mountain open these portcullises and disarm the traps; however, using the wrong key (or failing Thievery by 5+) deals 6d6 force damage. A dwarf or DC 20 Dungeoneering determines the correct sequence.

- A. Malachite:** “Under-Mines”, LEVEL ONE-5 (Mines)
- B. Chalcedony:** Farkumnel, LEVEL TWO-5 (Merchant’s Quarter)
- C. Tourmaline:** “The Arena”, LEVEL TWO-7 (Patrician’s Quarter)
- D. Topaz:** “Dwarven Burial Chamber”, LEVEL THREE-3 (Dwarfhold)
- E. Corundum:** “Golem Works”, LEVEL THREE-1 (Smithy’s Quarter)
- F. Jacinth:** DM’s option

A. DEADLY ROOF XP 800

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*** (13th level) lined with lodestone at the top of the shaft. Characters in heavy armor must make a DC 29 Athletics check to escape the lodestone’s pull. A DC 20 Arcana check detects transmutation magic around the pit. A DC 29 Dungeoneering check notes lodestone shavings on the ceiling. The malachite key deactivates the *reverse gravity*.

B. FLAMING CORRIDOR XP 1,600

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

C. SICKENING FALL XP 800

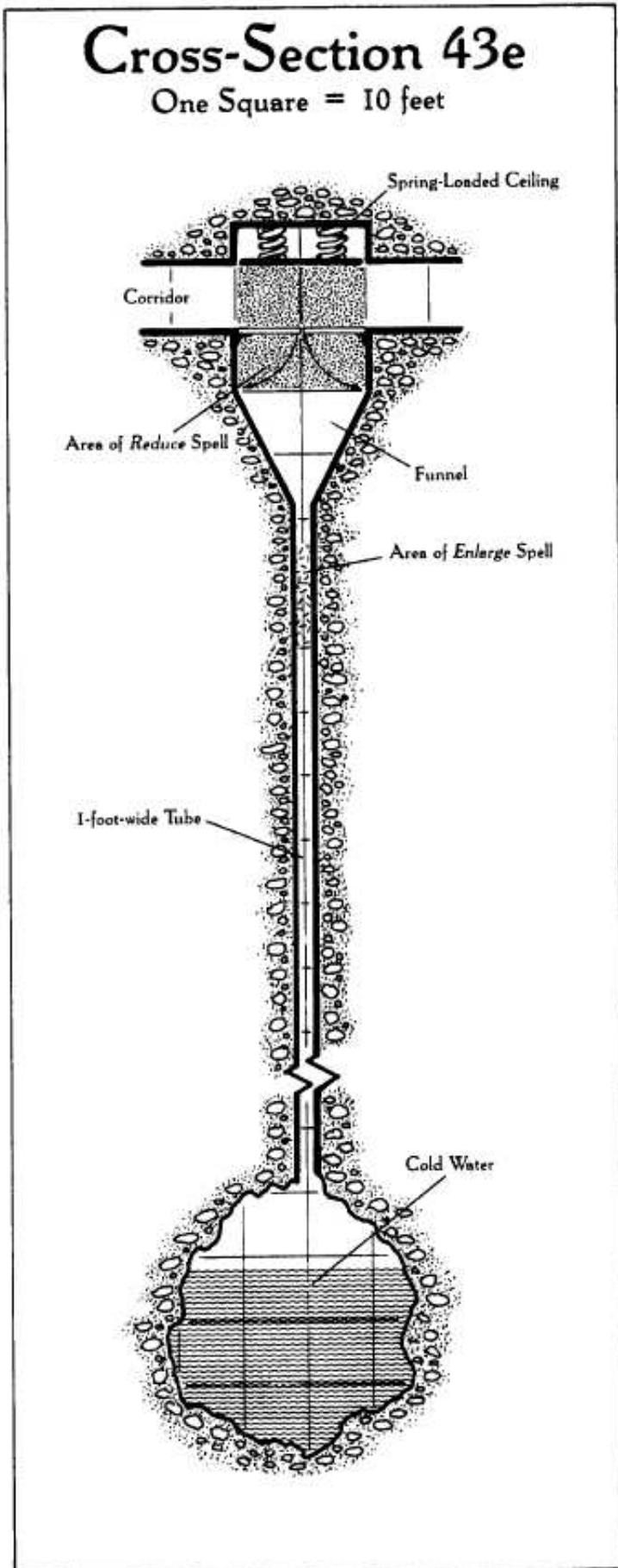
Past the portcullis is a stone block with a 2-ft gap at the bottom. Unless the PCs unlocked the portcullis with the tourmaline key, they find a **poison gas*** (13th level) chamber with 60-ft deep pit spanned by a narrow walkway. Crossing the walkway requires a DC 14 Acrobatics check. However, for any creature hit by the dizzying gas increase this to DC 29.

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.

Intense Flame Jet	Level 13 Elite Blaster
Trap	XP 1,600
Trap/Trigger: Two nozzles in the wall attack each round once the pressure plate is activated.	
Perception	
DC 26: Notice the pressure plate. DC 29: Notice the nozzles.	
Attack	
Initiative 20 Targets: All creatures in the corridor. Attack: +18 vs. Fortitude Hit: 3d10+6 fire damage and 6 ongoing fire damage (save ends). If reduced to 0 HP, incinerated. Miss: Half damage.	
Countermeasures	
<ul style="list-style-type: none"> Thievery DC 26 disables one flame jet nozzle. Cold spell reduces fire damage by spell’s damage. 	

Death Shaft	Level 13 Elite Lurker
Trap	XP 1,600
Trap/Trigger: When a PC enters one of 4 trapped squares, the ceiling knocks them into the pit and the PC is <i>reduced</i> as they fall into a narrow shaft, and then <i>enlarged</i> 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	
<ul style="list-style-type: none"> 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 800

Unless the PCs opened the portcullis with the corundum key, entering this corridor triggers a **tilting floor*** (13th level) which may slide them back toward the death shaft.

F. OLD TREASURE VAULT

XP 2,075

Heavy fog shrouds these ruined chambers, limiting visibility to 10 feet. **30 kobold dragonshields** and the **kobold chief** Fragalax (Clan Wyrmguard) engage the PCs in a guerilla skirmish here. Fragalax and his dragonshields gain the bonus dragonshield traits described on page 32.

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. She might be a chief.

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 either the **Under-Mines (LEVEL ONE-12, page 16)** or the **Arena (LEVEL TWO-20, page 22)**. If Infyrana/"Goldy" is forced thru, she teleports to her lair.

The editor made two artistic changes here: (1) First, he removed the wall of force in favor of the keys of the dwarven exchequer. (2) Second, he replaced the whole Infyrana polymorphed into a kobold and Chief Fragalax polymorphed into a dragon schtick with something different so repeat offenders can be (un)pleasantly surprised.

INFYRANA'S LAIR

LEVEL 17 ENCOUNTER

SETUP

This encounter includes the following challenges:

Infyrana, Red Dragon

15 kobold dragonshields (stage 2)

Cave-In (re-skinned as falling stalactites, stage 3)

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 adjacent to this book hears a telepathic voice pleading for freedom; if a PC starts reading they're compelled to read a full-round action (save ends); 1st failed save = keep reading, begin to be sucked into book; 2nd failed save = sucked into book and removed from play until freed with DC 27 Arcana check.

Infyrana, Red Dragon (stage 1)	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	
<i>Attack:</i> Reach 2 (two creatures); +20 vs. AC	
<i>Hit:</i> 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	
<i>Attack:</i> Close blast 6; +19 vs. Reflex	
<i>Hit:</i> 3d8 + 10 fire damage and 10 ongoing fire damage (save, standard action, or water ends). <i>Miss:</i> Half damage.	
⚡ Fire Sea Travel (arcane, fire, teleportation) • Encounter	
<i>Attack:</i> Close Burst 1; +19 vs. Reflex	
<i>Hit:</i> 4d6 + 9 fire damage (+3d6 critical) and cannot see anything farther than 3 squares from it until end of Infyrana's next turn.	
<i>Effect:</i> Infyrana teleports 5 squares.	
🌀 Mesmeric Hold (arcane, charm, psychic) • Encounter	
<i>Attack:</i> Ranged 10 (one, two, or three creatures); +19 vs. Will	
<i>Hit:</i> 4d6 + 9 psychic damage and immobilized until end of Infyrana's next turn.	
🔥 Wall of Fire (arcane, fire) • Daily	
<i>Effect:</i> 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.	
<i>Sustain Minor:</i> The wall persists.	
Minor Actions	
🌀 Hypnotic Gaze (charm, gaze) • At-Will	
<i>Attack:</i> Ranged 10; +19 vs. Will	
<i>Hit:</i> 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)	
<i>Trigger:</i> An enemy moves adjacent to Infyrana.	
<i>Attack:</i> Close burst 1 (all creatures); +19 vs. Fortitude	
<i>Hit:</i> Pushed 2 squares and knocked prone.	
Evanesce (arcane) • Encounter (No Action)	
<i>Trigger:</i> When Infyrana is reduced to 400 HP.	
<i>Effect:</i> 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, via Empowered Fireball and Immolating Breath Weapon used near the brazier of arcane flame. She exploits 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.

Once, 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 +10 fire damage. If destroyed, the brazier deals 20 fire damage to all creatures within 2 squares.

Crystal Ball: As a purely story effect, Infyrana's crystal ball projects images of the PCs as they explored Dragon Mountain, only from the kobolds' perspective (e.g. kobolds getting ready for an ambush or laughing at PC suffering).

Infyrana was designed using AngryDM's 3-stage boss monster guidelines:

www.angrydm.com/2010/04/the-dd-boss-fight-part-1/

She casts spells like a 15th level wizard PC, and draws on the pyromancy article by Daniel Jones in DRAGON #388. Because she is tougher than the usual solo, her XP value was increased to 9,000.

Infyrana, Red Dragon (stage 2)		Level 15 Solo Controller
Huge natural magical beast (fire)		XP 6,000
HP 400; Next Stage 200 AC 29; Fortitude 27; Reflex 27; Will 32 Speed 8, fly 10, overland flight 15 Saving Throws +5; Action Points 2		Initiative +14 Perception +16 Darkvision 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. Roaring in pain, she brings down stalactites for three rounds. 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 60-ft 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. The 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 consumed.

5. Kobold Summoning Globe: 8 kobold dragonshields appear within 6 squares of Infyrana. The item is consumed.

6. Brazier of Arcane Flames: Infyrana recharges and uses her breath weapon. The item is destroyed.

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 a healing surge.

Infyrana, Red Dragon (stage 3)	Level 15 Solo Controller
Huge natural magical beast (fire)	XP 6,000
HP 200; Bloodied 100	Initiative +14
AC 29; Fortitude 27; Reflex 27; Will 32	Perception +16
Speed 8, fly 10 (hover), overland flight 15	Darkvision
Vulnerability 10 cold	Immune fire
Saving Throws +5; Action Points 2	
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 in 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)
Con 22 (+13)	Wis 18 (+11)
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 (mock golden dragon egg inset with gems, fine crystal silverware, 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 Shard of Tandalas
- Manual of Quickness in Action (see Appendix)
- “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)
- Spellshield (AV, 14th)
- Cinder of Gazra (HOTEC, 12th)
- Crystal Ball of Spying (AV, 10th)
- Belt of Dwarvenkind (MME, 7th)
- Infyran's scales can be used to create Red Dragonscale Armor +3 (AV, 15th). Likewise, her claws can be used to craft a True Dragonslayer Weapon +3 (MME, 14th).

Potions, Scrolls, and Consumables

- Elixir of Clairvoyance (MME, 15th)
- Elixir of Treasure Finding (MME, 15th)
- Potion of Resistance, Fire (AV, 14th)
- Potion of Cure Moderate Wounds (MME, 10th)
- Kobold Summoning Globe (see Appendix)
- The Scroll of Spell Replication (see Appendix)

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)

RANDOM TREASURE TABLE (D20)

1. Adventurer's corpse with maps/notes (HANDOUT?), hidden 30 pp sewn into vest (Perception DC 24), and a **trapped scroll case** with a scrap inside that reads: “Stoopid adventurers!”
2. Adventurer's corpse holding empty vial labeled “healing potion”, while a full vial of “poison” rests on a shelf (actually *potion of cure moderate wounds*).
3. Dwarven corpse with deathgrip on urn worth 2,500 gp.
4. Kobold corpse holding an unusual magic item (level 1d4+11) that seems to attract catastrophe.
5. Donkey corpse with saddle-bag with 1 week of feed.
6. A pouch of 250 blood-stained gp.
7. A small chest trapped with **silverlust powder** contains 2,000 gp, pearl earrings worth 1,000 gp, and a cursed dagger that makes its owner grant combat advantage.
8. Cask of ancient dwarven ale worth 500 gp to collector.
9. Electrum statue of Kurtulmak worth 2,500 gp surrounded by candles and animal sacrifices.
10. Cooking pot with shaker of *anti-monster seasoning* and bottle of *upchuck sauce* (see the Appendix).
11. Bait to lure a monster (see trap on page 38, roll for monster type using the Appendix).
12. Exposed dwarven time capsule contains *scrolls of detect object, magic map, and object reading*, simple locket (worth 500 gp to Barak in Harker's Ferry or rival dwarven adventurers), 500 gp in alchemic reagents, and writings warning of kobold threat.
13. 100-ft silk rope, grappling hook, and pitons.
14. Kobold bolt-hole with rations and water for 1 week, a kobold hurler-snatcher (DSH), **caltrops** (8 squares worth), and components to construct a **net trap** (5 minutes; must be trained in Thievery).
15. A vial of poison disguised as a healing potion (Arcana/Nature DC 28 realizes its true nature); take 15 poison damage and lose a healing surge.
16. 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* (AV, 13th) can be harvested from the centipede (5 minutes, Heal/Nature DC 24).
17. A kobold hurler-snatcher (DSH) holding a 500 gp gem.
18. Barrel of oil, 3 *blastpatches* (AV, 14th), flint & steel, and lots of kindling paper - among which is a *scroll of remove affliction* and a land deed.
19. Bottle of *sovereign glue* (AV, 8th) and a bottle of *universal solvent* (AV, 10th) with labels switched.
20. A faintly glowing large chest trapped with **silverlust powder** contains 5,500 gp, bronze ewer with handle in the shape of a red dragon worth 1,500 gp, and a *glowstone* (AV, 10th).

CONCLUDING THE ADVENTURE

EXPERIENCE

Completing the major quest	3,500
Completing a minor quest	700
Exploring Dragon Mountain	3,500
Keyed area / random encounters	variable
The Great Chasm	5,300
Dragonstrike Force	5,000
Rooftop Flaming Death	5,000
Temple of Fire & Blood	6,300
Under-Mines	5,500
Molokac's Fungal Fury	5,100
Garunaak's Ambush	4,800
Hagniar's Rot Grub Bootcamp	5,100
Crusher's Kobolds	5,000
Harlichak's Gelatinous Doom	4,800
The Arena	5,300
Golem Works	5,800
Dwarven Burial Chamber	7,900
Gagranax's Rust Monster Cavalry	5,150
Planeshift Focus Chamber	6,000
Wyrmling Hatchery	5,900
King of the Kobolds	6,100
Approach to the Lair	7,675
Infyranas Lair	10,750

MUSINGS FROM THE MOUNTAIN...

- How do we transport all this treasure?
- After healing and a hot bath, what's the first thing we do?
- Any collectors we should look up to sell rare art objects?
- Where do we bury our donkeys and henchmen?
- Did we gain any kobold captives or hirelings?
- If we escorted prisoners to safety, what becomes of them?
- Did Infyranas escape or bargain with the PCs? Is she dead?
- Who moves in to fill the power void after Infyranas's death?
- Did we disable or activate the planeshift ritual?
- How long has it been? What has happened in the world?



The Kobold Says:

Dear Adventurer,

Congratulations on making it through Dragon Mountain 4e! Hopefully us kobolds left your party with memories to wince over for years to come. LOL. => The editor would like to hear your experience and any feedback you have on the conversion (aaronil@yahoo.com).

*Love and caltrops,
- The Kobolds*

THE MIRROR SHARD OF TANDRALAS

This is one of several shards connected to the shattered mirror artifact 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 Infyranas... this is a new form I take it?" he arches his brow.

Role-playing or DC 30 Bluff to pretend they're Infyranas 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 alliance between my people and the first of Tiamat's children is at hand? My seers have located the Orb of Red Dragonkind used to command Kaldwarag. 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 that he is not addressing Infyranas, he makes an offhand comment about the time some kobolds used the mirror to contact him (a DC 30 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. I-"
The githyanki looks up as if he heard a sound. *"My time with the mirror draws short, O Infyranas. I shall reach you again in a week."*The image fades to gray.

APPENDIX: MAGIC ITEMS

Cube of Force, Lesser	Level 10
<i>A shimmering cube which can erect a force barrier.</i>	
Wondrous Item	5,000 gp
Power (Daily): Standard Action. Conjure a wall of force (8 squares long, up to 3 squares high) within 10 squares that blocks line of effect and movement (including phasing). It has 50 hit points.	
Sustain Minor: The wall persists.	

Kobold Summoning Globe	Level 11
<i>A snow globe that seems to have kobolds trapped inside.</i>	
Consumable Item	350 gp
Power (Consumable): Standard Action. Summon 8 kobold dragonshields to do your bidding.	

Anti-Monster Seasoning	Level 11
<i>A shaker of foul smelling roots and... who knows what.</i>	
Alchemical Item	350 gp
Power (Consumable): Standard Action. Coat yourself or an ally in the seasoning; for the next 5 minutes you or your ally will not be attacked by monsters of a certain type unless you attack them first. Each seasoning is keyed to a certain kind of monster (the DM should choose one appropriate to the adventure).	

Upchuck Sauce	Level 11
<i>This bottle contains a thick sauce that smells of mustard seeds, fish guts, and spoiled milk.</i>	
Alchemical Item	350 gp
Power (Consumable): Standard Action. Coat yourself or an ally in the sauce (lasts until bathing), trick a monster into eating it, or throw it into a monster's mouth. The monster spits out anything it has swallowed when it tastes the sauce.	

Potion of the Cold-Blooded	Level 12
<i>A tangy green potion with a mighty kick.</i>	
Potion	500 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, gain the reptile keyword and you are no longer considered a mammal for the next 5 minutes. This is useful against creatures/traps that sense heat or myco-toxins effecting only mammals.	

Potion of Blood-Cleansing	Level 12
<i>A bitter draught of pale brown liquid with particulate.</i>	
Potion	500 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, end any ongoing poison damage/effects as well as any other potions effects. Regain any death saves lost to poison.	

Potion of Ironskin	Level 14
<i>A potion with the consistency of liquid mercury.</i>	
Potion	800 gp
Power (Consumable): Minor Action. Spend a healing surge but instead of regaining hit points, your skin turns into iron, gaining resist 10 against weapons until the end of the encounter. However, you become vulnerable to rust attacks, and if you are ever "rusting" you take double damage from rust attacks.	

Scroll of Protection from Dragon Breath	Level 14
<i>A snow globe that seems to have kobolds trapped inside.</i>	
Scroll	800 gp
Power (Consumable): Standard Action. You or an ally within 5 squares gains resist 20 against the first dragon breath weapon used on you or your ally. This protection wears off after 5 minutes.	

The Scroll of Spell Replication	Paragon
<i>This scroll fills you with déjà vu as you read it.</i>	
Minor Artifact (Scroll)	
Requirement: You must be able to cast arcane spells.	
Power (Consumable): Standard Action. Cast a duplicate of the last arcane spell that was cast in the encounter using the attack bonus for an arcane at-will spell that you know.	

Manual of Quickness in Action	Paragon
<i>This thick tome contains tips on exercises to cultivate coordination, balance, and manual dexterity.</i>	
Minor Artifact (Manual)	
Power: Read the book over the course of a week and practice its teachings. After that time the DM gives you a puzzle or test of some kind. If you solve it, gain a permanent +2 bonus to Dexterity. If you can't solve it, you must wait till you level up before trying to decipher the book's teachings again. Once used, it vanishes.	

APPENDIX: MONSTERS

In addition to the carrion crawlers, rust monsters, bulettes, rot grubs, gelatinous cubes, otyughs, and umber hulks used by the kobolds, there are a few monsters in Dragon Mountain not yet covered in 4e...

giant slug
squeaker swarm

Giant Bat, Trained		Level 3 Lurker
Medium natural beast (mount)		XP 150
HP 38; Bloodied 19 AC 17; Fortitude 17; Reflex 16; Will 13 Speed 2 (clumsy), fly 8		Initiative +8 Perception +8 Darkvision, Blindsight 10
Traits		
Kobold-Trained (Mount)		
The giant bat's rider gains +4 defenses against opportunity and immediate attacks.		
Standard Actions		
Ⓣ Swooping Claw • At-Will		
<i>Attack:</i> +8 vs. AC		
<i>Hit:</i> 1d6 + 4 damage and grabbed. When the giant bat moves, the target slides along with it.		
Ⓡ Flyby Attack • At-Will		
<i>Effect:</i> The giant bat flies its speed and makes a claw attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 2 (-3)	Cha 11 (+1)
Alignment unaligned Languages —		

