

The Heart of Fire

A Heroic tier adventure for four to six characters of 10th level
Compatible with *Dungeons & Dragons* 4th Edition



Compatible
with
4th Edition!

By David Flor
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Written by David Flor

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Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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INTRODUCTION

The Heart of Fire is a *DUNGEON AND DRAGONS*™ 4th Edition adventure designed for around four to six 10th level characters. To run this adventure as the Dungeon Master, you need the D&D 4E *DUNGEON MASTER'S GUIDE* (or equivalent). Players need the D&D 4E *PLAYER'S HANDBOOK* or another book for players that enables them to create 4th Edition (4E) characters.

This adventure is meant to be the last adventure for characters in the Heroic tier, and should serve to be the driving force for the party entering the paragon tier of play. By the end of the adventure, the party should be very close to 13th level, possibly higher if they go through all the content in this module.

ADVENTURE BACKGROUND

Almost a thousand years ago a volcanic island rose out of the ocean just off the coast of the nation of Cerra. For centuries the volcano lay quiet, but then over 500 years ago, the volcano erupted causing unprecedented destruction and leaving a smoking crater in its wake. It took another two centuries before locals thought they were safe, but once the volcano cooled a new threat emerged from its core: a terrifying dragon born of the lava itself that came to be known as Vulkanon. Each time the volcano stirred and flared, the dragon would strike out against Cerra, tearing through village after village and leaving thousands dead in its wake.

The elders of Cerra begged for help from the nearby nations, and help eventually came: a group of adventurers led by a powerful elven elemental mage named Raylen Darathar volunteered to deal with the threat and slay Vulkanon. They agreed to enter the volcano and battled their way to the lair of the great dragon.

No one knows for sure what happened when Raylen and his group confronted the beast, but when the volcano fell silent. Everyone assumed that Raylen and their group were successful and the dragon was destroyed.

Raylen returned from the encounter bruised and beaten, critically injured during the fight against the great dragon. The council of Cerra, still recovering from the dragon's last attack, was too preoccupied with their own people to give him any aid or even acknowledgement of his success. Before he could be adequately treated he succumbed to his wounds shortly after his return, but not before vowing that they will some day regret such neglect.

At the time of his death, Raylen left behind a young son named Mazon. Under his father's tutelage, Mazon had become adept in the arts of elemental magic. Grief-stricken and enraged at how the council of Cerra turned their back on dying Raylen after his father saved their town, Mazon became an outlaw, antagonizing the town however he could. Fearing that the young Mazon would carry out his father's dying wishes and exact revenge on them, the council unanimously agreed to banish the young mage from Cerra forever, and removed any acknowledgement of Raylen's success from the history books. As he parted, Mazon vowed to exact his revenge on Cerra on behalf of his father.

Now the volcano is stirring once again. Rumors run rampant that that Mazon Darathar has returned to take control of the cult that now worships the great dragon god Vulkanon: the Blackfire Order. In order to have his revenge against the people of Cerra he has gone in to the heart of the volcano to fulfill their worst fears: he seeks to revive the great dragon Vulkanon and use it to rain fiery

destruction on the people that he blames for his father's untimely death.

THE BLACKFIRE ORDER

The Blackfire Order is a group of cultists and worshipers of the volcano and the great dragon Vulkanon. They are powerful elemental mages and priests that have harnessed the power of fire, and have built a temple complex that extends deep within the volcano itself.

The Blackfire Order worships Vulkanon like a god, and believe that Raylen slew him in an intense battle. Despite that, they believe the spirit of the great dragon lives on, and they look forward to the day their great dragon god will rise again and guide them on the path to greatness.

The Blackfire Order's original temple is along the eastern side of the volcano, but they quickly outgrew those facilities. They rebuilt a new temple closer to Serpent's Cove, gradually moving their entire operation to the new location. Over time, the original temple fell in to disrepair and neglect; when a series of cave-ins damaged the location, the Blackfire Order abandoned it completely.

The members of the Blackfire Order – who are convinced that their god was killed by Raylen – believe they can still communicate with the dragon's spirit through a magical device known as The Dragon's Eye. Little do they know that they aren't speaking with the dragon when they use the device, but rather with another powerful elemental entity in the volcano known as *The Voice of the Mountain*.

VULKANON

The great volcanic dragon Vulkanon was in fact not killed by Raylen; for reasons known only to him and his son Mazon the elemental mage chose not to kill it, instead encasing the creature in solid stone. The Blackfire Order believes Vulkanon to be dead, and Mazon Darathar is the only person who knows his father imprisoned the great dragon and is aware of its true potential. Mazon now seeks to reverse the effect, free Vulkanon and command the dragon to unleash its fury on the nation of Cerra.

THE VOICE OF THE MOUNTAIN

Although many believed that the great dragon Vulkanon was the most powerful creature in the mountain, there is actually a much more powerful entity deep within the volcano known as "The Voice of the Mountain", or simply "The Voice".

The Voice is not malevolent nor means any harm – it simply exists for the sake of existence – but it does seek to reconstitute an artifact known as the *Heart of Fire*, which allows it to incorporate itself and move beyond the walls of the volcano and spread its elemental power.

Since they were both born from the same volcano, The Voice had a close link to Vulkanon, and at one point attempted to control the great dragon, but Vulkanon had a mind of its own and did not respond favorably to The Voice's demands. When Raylen turned the dragon to stone, The Voice's link was severed and it lost its only potential ally in the outside world.

In the absence of Vulkanon, The Voice attempted to reach out to the Blackfire Order through the device known as The Dragon's

TREASURE

Due to the nature of this adventure, where there is the possibility of multiple paths and detours towards the final confrontation and the possibility that the party will be anywhere between 10th and 13th level when acquiring a given reward, it is difficult to assign specific treasure parcels to each area.

DISTRIBUTION

When a treasure would be available this adventure refers to a “treasure package”, which means you as DM are free to pick what treasure would be found in such a location.

Unless otherwise specified, the treasure package should not be larger than a typical treasure parcel (see D&D 4E *DUNGEON MASTER'S GUIDE* for information on treasure parcels), but you are free to adjust that mechanic at your discretion. Also, be sure to give your players items and treasure that they can actually use.

AVAILABILITY

In several encounters it does not make much sense to have a treasure appear naturally – bulettes and gelatinous spheres may not have treasure simply lying about – but in order to keep the treasure distribution balanced you are welcome to use creative means by which to provide treasure in these locations. Treasure could be taken off bodies, hidden in secret compartments, inside long abandoned coffers, etc.

It is recommended that you ensure that every player gets an equal share of treasure, so balance the spoils accordingly and in a way beneficial to them.

Eye (*Area 3-3*). Obsessed with the dragon, the Blackfire members convinced themselves this powerful voice from beyond was actually their great dragon god speaking to them from beyond the grave. They were set in their ways and continued to believe that the dragon was the supreme power in the volcano, denying the existence of The Voice.

The Voice has remained isolated, deep within the mountain behind a sealed door and a gauntlet of traps built long ago to prevent access to it, waiting for someone to return and help it reconstitute *The Heart of Fire*.

ADVENTURE HOOKS

You are welcome to use any reason necessary for how the players arrive in the nation of Cerra: the party is simply passing through the area, the elders of Cerra have specifically requested the players to come to their aid, etc.

About 250 years ago, the local fisherman established a small village named Serpent's Cove on the northern end of the volcanic island of Pyrias. Once Raylen emerged from his battle with the dragon, the volcano was thought to be safe and did not seem to be a threat at all, so the fisherman chose the island due to its proximity to prime fishing waters. Now the village is threatened by yet another potential volcanic eruption, the imminent return of a dragon, and are constantly harrassed by members of the Blackfire Order.

HOOK: JOINING THE BLACKFIRE ORDER

After asking around, players will soon discover that the easiest way to get through the Temple of Blackfire with little incident and reach the great dragon's inner sanctum is to actually become members of the Blackfire Order. This is a long, difficult process that culminates in an initiation ceremony in front of Embriel, the Elemental High Arcanist of the Blackfire Order.

QUEST: JOIN THE BLACKFIRE ORDER

12th-Level Major Quest (3,500 XP)

The characters complete this quest after going through the process of becoming members, which includes convincing the zealots at the entrance, getting interviewed by the Elemental High Priest of the order, and going through the initiation process before Embriel, the Elemental High Arcanist.

See *Joining the Blackfire Order* for more information.

HOOK: DISRUPTING THE BLACKFIRE ORDER

With their constant attempts to recruit more followers, The Blackfire Order has been quite a nuisance to the people of Serpent's Cove. The residents would be quite pleased if someone entered the Temple of Blackfire and made sure they are no longer a threat.

QUEST: DISRUPTING THE BLACKFIRE ORDER

12th-Level Minor Quest (700 XP)

The characters complete this quest if they manage to eliminate both Vasha (Elemental High Priest, see *Encounter T7 - The Chapel* for more information) and Embriel (Elemental High Arcanist, see *Encounter T15 - Initiation*). Doing so will leave the Blackfire Order without a command structure, and the order will soon fall in to chaos and collapse.

HOOK: THE ORC EXPEDITION

One of the groups attempting to seize the power of the volcano is a clan of orcs that live on the largest island nearest to Pyrias. They have heard rumors of Mazon, and realize the potential power they could have if they take control of the volcano.

In an effort to beat Mazon to the source of the power, the Havlok Orc clan has sent a contingent of orcs in to the volcano in order to stop Mazon and control the island.

Word of this orc expedition has reached the council of Cerra, and even though they are pretty confident the orcs do not stand a chance against the elemental threat they feel that they can't risk the orc incursion.

QUEST: STOP THE ORC EXPEDITION

12th-Level Minor Quest (700 XP)

The characters complete this quest once they stop the band of orcs that are making their way through the caverns. This involves killing the orc expedition's leader, the war chief Zek.

See *Encounter S2 - Armory* for more information.

HOOK: THE LOST VILLAGERS

In order to find out more information of what was happening near the volcano, four scouts from Serpent's Cove set out to investigate. After several days, there was no news of where they

were and what they had found. Fearing the words, the village sent a small group of guards after them.

They found one scout was killed in an ambush, apparently by members of the Blackfire Order, but there were signs that the other three were taken alive into the Temple of Blackfire.

The village council seeks the safe return of any surviving scouts.

QUEST: RESCUE THE SCOUTS

10th-Level Minor Quest (500 XP)

The characters complete this quest once they free at least two of the scouts held prisoner inside the Temple of Blackfire prison cell (*Area 1-14*) and ensure that they make it out of the temple and back to the village safely.

See *Encounter T9 - The Prison* for more information.

HOOK: NEWS OF RAYLEN'S GROUP

Raylen did not enter the volcano alone; he went with several other adventurers to aid him in the fight against the dragon. None of them ever returned, and Raylen never revealed what became of them. They were assumed to have been killed in the confrontation with Vulkanon, but no one knows for sure.

The descendants of one of the adventures that went along with Raylen – a female half-elf scout named Talis – want closure. They are hoping for some sort of information as to what happened, and despite the passage of over a century since her disappearance they maintain hope that they will some day know the truth.

Their attempts at using divine rituals to determine Talis' fate have revealed nothing. They fear the worst: that something might be holding back the half-elf's spirit, preventing her from entering the great beyond.

QUEST: FIND NEWS OF TALIS

11th-Level Minor Quest (600 XP)

The characters complete this quest after discovering any information regarding Talis and the adventurers that went with Raylen in the original expedition, and by returning any evidence of finding Talis.

The adventurers that originally entered the volcano with Raylen – Talis and four others – are trapped in a magical chamber within Vulkanon's Inner Sanctum (*Area 6-7*). The evidence necessary to prove Talis was found is the amulet hanging around Talis' neck.

See *Encounter S5 - Those Left Behind* for more information.

HOOK: THE DRAGON'S VAULT

One very common legend in Serpent's Cove is the tale of the dragon's vault. The great dragon Vulkanon had acquired immense wealth while he ravaged the area, and kept it all in his lair. When he was defeated by Raylen, the surviving members of the Blackfire Order attempted to secure his treasure by hiding it deep within the mountain, keeping it safe until the great dragon somehow returned.

QUEST: DISCOVER THE HIDDEN VAULT

21th-Level Minor Quest (700 XP)

The characters complete this quest once they discover the means to get to the inner vault and breach its defenses. They can accomplish this by finding the way to reach *Area 7-3* and disable all the traps found there.

See *Encounter H2 - The Vault* for more information.

PRIMARY QUESTS

STOP MAZON DARATHAR

The primary objective is to stop Mazon Darathar before he revives the great dragon Vulkanon and uses it to attack Cerra.

QUEST: STOP MAZON DARATHAR

11th-Level Major Quest (3,000 XP)

The characters complete this quest by confronting Mazon Darathar inside of Vulkanon's inner sanctum and preventing him from reviving the great dragon.

In addition to the XP reward, the village of Serpent's Cove will reward the players with 2,000gp each (a great deal of money considering the current economic state of the village). They will also be looked up as the saviors of the village, and granted additional perks by the populace; for example, it will be unlikely that they have to pay for food and drink within the village ever again.

See *Encounter V1 - Mazon Darathar* for more information.

DESTROY THE GREAT DRAGON

Regardless of what happens to Mazon Darathar, the great dragon must never be a threat ever again. The council requests that the party prevent Vulkanon from ever returning.

QUEST: DESTROY VULKANON

12th-Level Major Quest (3,500 XP)

The characters complete this quest after confronting Vulkanon and destroying him once and for all.

See *Encounter V2 - Vulkanon* for more information.

RECOVER THE HEART OF FIRE

There is a legend of a powerful artifact that exists somewhere on the island of Pyrias, an orb of intense elemental power known as the *Heart of Fire*. While gathering information in Serpent's Cove many people will have heard of the relic, but there is little information available and its almost all speculation. In any event, if such an artifact does exist it must not fall in to the wrong hands.

QUEST: RECOVER THE HEART OF FIRE

12th-Level Major Quest (3,500 XP)

The characters complete this quest once they recover both parts of the artifact and combine them to make the *Heart of Fire*.

- The *Sphere of Fire* is in possession of a powerful demon in the abandoned temple (see *Encounter A6 - The Ruined Chapel*).
- The *Circlet of Fire* is used by the Blackfire Order as part of a device known as the Dragon's Eye that they believe serves to communicate with their imprisoned dragon god (see *Encounter T16 - The Dragon's Eye*).

Once these two items are recovered, they must be brought before *The Voice of the Mountain (Area 6-6)* so that the artifact can be infused with elemental energy.

See *The Heart of Fire* in *Appendix B* for more information.

THE ISLE OF PYRIAS

NOTE: A DM's map of the isle of Pyrias - which includes markers for the Havlok Orc landing site and the abandoned temple, is available on the following page. A player map (which does not contain markers for the Havlok Orc landing site and the abandoned temple) is available at the end of this module.

The Isle of Pyrias is a hook-shaped volcanic island approximately twenty miles long and a little over five miles wide. It is approximately 90 miles off the southern coast of the nation of Cerra. Besides the fishing village of Serpent's Cove and the Temple of Blackfire, it is virtually uninhabited.

SERPENT'S COVE

The village of Serpent's Cove is dominated by a large pier and warehouses for storage, as well as the local tavern and inn known as the Sapphire Blade.

As there are few threats from monsters or neighbors, Serpent's Cove does not have much in the way of village fortifications. The walls surrounding the village are somewhat makeshift and could be easily circumvented.

Members of the Blackfire Order aren't always welcome in Serpent's Cove. When they enter the village, they usually go straight to the tavern and harass the patrons as they attempt to recruit more members into their order. Occasionally they are successful, but more often than not they end up being such a disruption to the people of Serpent's Cove that they end up being chased out of the village or forcefully thrown out.

However, as the residents of Serpents Cove are cognizant of their town's weak fortifications, they take pains not to allow any disagreements with the Blackfire Order to escalate into violence. Indeed, the town and the order have an understanding where the Order is welcome to buy goods and trade with the town in exchange for no disruption to the fishing and shipping activities on the pier. In exchange for that peace, the village does allow members of the Blackfire Order to purchase resources within the village.

See *The Village of Serpent's Cove* for more information.

OUTSIDE OF SERPENT'S COVE

There was once a road that led from Serpent's Cove south to the Temple of Blackfire, but it has fallen into disrepair, so much so that in many areas the forest has completely overwhelmed the road leaving no trace of its existence. Even in such poor condition, the members of the Blackfire Order try to use what's left of the road during their patrols and when they decide to visit the village.

Other than Serpent's Cove and the volcano itself, the island of Pyrias is covered by dense forest that is teeming with life. Besides the paths between the Temple of Blackfire and Serpent's Cove, most of the island is fairly unexplored.

THE VOLCANO

The volcano on the southern tip of the island doesn't have an official name, but it is sometimes referred to as the "Mount Blackfire" due to its association with the Blackfire Order.

Several centuries ago, before the island was populated, the volcano erupted and caused unparalleled destruction on the

THE ISLE OF PYRIAS

Location: 90 miles off the coast of Cerra

Size: Approximately 150 square miles.

Population: 400 (Estimated)

surrounding islands and the coastal regions of the nation of Cerra. The crater that remained – a massive caldera four miles across – cooled quickly and remained dormant until the appearance of the great dragon Vulkanon.

From sea level to the edge of the caldera, the volcano is approximately two miles high. It's sides are rocky, uneven and jagged, and any attempt to climb the exterior of it would be extremely difficult even for the most experienced of climbers.

Once the edge of the caldera is reached, there is a steep descent of about half a mile to a massive lake of molten lava. On this molten lake, built upon several islands of igneous rock that have hardened enough to be safe, the Blackfire Order has actually built a few structures. These areas include:

- northwest region: The top floor of the current Temple of Blackfire, which includes the ritual platform and the artifact known as The Dragon's Eye (*Areas 3-1 to 3-3*).
- northeast region: The top floor of the abandoned temple (*Areas 5-1 to 5-3*).
- southern region: Vulkanon's inner sanctum and lair (*Areas 6-8 to 6-9*).

Each of these locations is separate from the other by several miles of the molten lake, so its virtually impossible to get from one to the other without being consumed by lava. The only way to travel between them is through the use of the magic circles (see *Magic Circles* in the *Inside the Volcano* section for details).

Due to the thermal updraft from the molten lake, it is also virtually impossible to fly in to the caldera on a winged mount without sustaining serious injury.

If players insist on attempting to enter the volcano by climbing its side, use your discretion in handling the situation but it should be abundantly clear that it is extremely dangerous and difficult for them to attempt such an approach. In addition to the harsh terrain on the volcano's exterior – jagged rocks, fissures of lava, vents of superheated gases, etc. – if they manage to reach the volcano's edge it is a several hundred foot drop to the molten lake below. And the thermal updraft from the lake would make any attempt to fly in impossible.

The Isle of Pyrias

Serpent's Cove

Havlok Orc
Landing Site

Abandoned
Temple

Temple of
Blackfire



THE HISTORY OF PYRIAS

Most of the following information can be provided to the players either prior to the campaign starting or when it becomes relevant during their adventure. The dates with an asterisk are initially for the DM only, but they can be discovered through investigation of the Blackfire order, such as documents in the various libraries, interrogating members of the order, etc. All dates listed are offsets from “CY”, or “Current year”. A player version of this list – without the DM-specific information – is available at the end of this module.

THE HISTORY OF THE PYRIAS AND THE NATION OF CERRA

CY -1,200 (approx.): The nation of Cerra is established.

CY -800 (approx.): The island of Pyrias begins to rise out of the ocean approximately 90 miles off the southern coast of the nation of Cerra. The island continues to increase in size over the next hundred years.

CY -650 (approx.): First explorers land on Pyrias, establish settlement near where Serpent’s Cove stands today.

CY -532: Massive volcanic eruption blasts open volcano’s caldera. Pyroclastic flow flattens entire island and the southern coast of Cerra, killing hundreds. Island is evacuated and left deserted for over two hundred years.

CY -525*: *The Voice of the Mountain* takes up residence deep inside the volcano.

CY -262: Raylen Darathar is born.

CY -258: After several decades of little to no volcanic activity, local fisherman return to the island and establish the modern day village of Serpent’s Cove near the northern end of the island.

CY -217: First recorded sighting of the great dragon Vulkanon.

CY -187: First recorded attack on Serpent’s Cove by Vulkanon. The attacks continue infrequently over the next few decades.

CY -165: First recorded attack on the Cerra mainland by Vulkanon.

CY -155: Vulkanon attacks cease for several decades. Volcano goes dormant.

CY -147: Mazon Darathar is born.

CY -120: After nearly 35 years of silence, Vulkanon once again reappears, attacking Serpent’s Cove and the mainland of Cerra. *The Sapphire Blade* is burned to the ground in the initial attack.

CY -118: The Blackfire Order is established in Serpent’s Cove in order to offer tribute to Vulkanon, in the hopes that the dragon would stop attacking and spare the village. Frequency of attacks decreases, but there is no concrete proof that the Blackfire Order’s tribute is the reason; residents of Serpent’s Cove remain skeptical about the Blackfire Order’s relationship with the dragon.

CY -109: While on route to the capital of Cerra, the galleon *Autumn Rose* is attacked by Vulkanon while at sea and sinks. All 65 people – including several members of the royal family – are killed in the attack.

CY -108: Volcanic activity on the island increases. Vulkanon begins to make regular attacks against Serpent’s Cove, the Cerran mainland and the surrounding fishing fleet.

CY -107: The nation of Cerra recruits Raylen Darathar and a group of adventurers to enter the volcano, seek out the dragon and destroy it. Raylen is the only one to return, and dies from his wounds shortly thereafter. The dragon ceases to be a threat, and volcanic activity stops; the Blackfire Order assumes the dragon is dead.

CY -98: Due to repeated clashes with the authorities, Mazon Darathar is banished from the nation of Cerra. All records of Raylen’s involvement in the defeat of Vulkanon are removed from the historical archives.

CY -85: The leadership of the Blackfire Order in Serpent’s Cove establish the first The Temple of Blackfire at the volcano’s base on the eastern coast of the island. They begin to worship Vulkanon as a god, looking forward to the day the great dragon will rise from the dead and return to lead them.

CY -72*: The *Circlet of Fire* is discovered while tunneling out Vulkanon’s inner sanctum. The arcanists of the Blackfire Order use it to create the artifact known as The Dragon’s Eye and hope to reach out to Vulkanon from beyond the grave.

CY -57: The new Temple of Blackfire is built on the northern side of the volcano nearest Serpent’s Cove. Over the next few decades the Blackfire Order moves most of their members and religious services to this new location and decrease their presence in the original temple to the east.

CY -44*: The *Sphere of Fire* is discovered while remodeling the original Temple of Blackfire. It is treated as a religious artifact and placed in the chapel.

CY -25: One of the interior tunnels to the original Temple of Blackfire collapses, sealing off the living quarters and killing over three dozen members. Since most of the operations have already moved to the new temple, the old temple is evacuated over the next year.

CY -24*: While attempting to evacuate the original Temple of Blackfire, a powerful demonic presence enters the abandoned temple and takes up residence in the chapel. The entity becomes the *Altar of Eternal Fire* and takes possession of the *Sphere of Fire*.

CY -11*: Mazon Darathar arrives in Pyrias and immediately joins the Blackfire Order as an elemental arcanist.

CY -6*: Mazon Darathar becomes the leader of the Blackfire Order, gaining access to Vulkanon’s inner sanctum.

CY -1: Volcanic activity once again increases. The council of Cerra notes the similarities to events over a hundred years ago and fears that Vulkanon may have returned.

Current Year: The nation of Cerra once again recruits a group of adventurers to enter the volcano and eliminate any potential threats.

THE VILLAGE OF SERPENT'S COVE

Near the northern end of the island of Pyrias is the small village of Serpent's Cove.

The village is primarily a fishing village, with the boat docks and warehouses taking up most of the coastline, but also has amenities for anyone who may be passing through.

The village is constantly bustling with sailors coming in and out of the pier unloading their daily catches. The streets are calm and safe, patrolled by a small contingent of guards, and the only time there is noticeable trouble is when members of the Blackfire Order arrive in town in force to seek new recruits.

THE SAPPHIRE BLADE

Besides the docks and the warehouses the focal point of the village is a large tavern and inn known as the Sapphire Blade, a two story stone-walled building with a reinforced wooden door and a smooth stone floor. Accommodations consist of several small rooms with somewhat comfortable beds and a mezzanine with several more cots and mattresses. There are six private rooms and two deluxe suites available to anyone who is willing to pay for them.

A small stable behind the inn has a modest variety of riding horses and warhorses. Horses can be bought (at the prices listed in the D&D 4E *PLAYER'S HANDBOOK*) or rented. In order to rent a horse, a security deposit must be left that will be returned upon the horse's safe return.

The Sapphire Blade will be the starting point of the party, and may quickly become their base of operations. This will also be the source of any rumors and information relating to the Temple of Blackfire, the Blackfire Order or other details on what the party may find on the island. See the *Information and Rumors* section on what the party may be able to discover by talking with the patrons of the inn and asking around on the village streets.

RESIDENTS OF SERPENT'S COVE

Notable residents of the village are:

Lady Wardsell: The mayor of the village of Serpent's Cove, Lady Elizabeth Wardsell also happens to be the owner of the Sapphire Blade. A former courtesan, she is the pinnacle of grace and elegance in the village, but despite that outward appearance she does have notable connections to the more shady elements of the village.

Havrik: When it comes to day to day operations of the dock, Havrik is the man in charge. He oversees everything that comes in and out of the dock and the adjacent warehouse, and as such has made his fair share of connections. Although he doesn't like to advertise it, everyone knows that if there is something they need Havrik will be able to acquire it one way or another. See *Havrik the Fence* below for more details.

Yanis: Nobody is sure for how many decades the elder Yanis has been in Serpent's Cove; some think he was one of the founders, but he's not one to admit it. The elven mage that effectively lives in the tavern knows a great deal of the history of the cove, the temple and the island of Pyrias. He's always eager to share stories of his adventures and exploits with fresh new faces, especially if drinks are involved.

SERPENT'S COVE

Population: 245

Human:	86	Elves:	37
Half-Elf:	25	Dwarves:	25
Halfings:	37	Other:	12

THE SAPPHIRE BLADE

FOOD, DRINK AND SERVICES

Ale & Mead	Price
Thunderclap Ale	1 cp
Kraken's Stout	2 cp
Smuggler's Gold	5 cp
Elderberry Wine	8 cp

Other Beverages	Price
Buttermilk	3 cp
Wine	1 gp
Gerrik's 10-Year Whiskey	4 gp
Gerrik's 20-Year Whiskey	10 gp
Gerrik's 30-Year Whiskey	25 gp
Fire and Ice	3 sp
Spiced apple brandy	8 cp

Food	Price
Bread (day old)	2 cp
Bread (fresh)	4 cp
Minced meat pie	5 cp
Steak & potatoes	1 sp
Vegetable stew	2 cp
Fish stew	1 cp
Roast pheasant	3 sp

Other Services	Price
Bath, per person	2 cp
Courtesan, per hour	2 gp
Strongbox key, per night	5 sp
Laundry, per person	2 sp
Cot, per night	5 sp
Private room, per night	3 gp
Deluxe suite, per night	8 gp
Rental, Riding horse	10 gp/day, 25 gp deposit
Rental, Warhorse	50 gp/day, 200 gp deposit

HAVRIK THE FENCE

Characters can fence property stolen from others through Havrik at 30% of its cost. Unique, rare or magical items cannot be fenced easily due to the problems in getting rid of the merchandise.

Stolen equipment and merchandise can also be purchased from Havrik. There is a 45% chance that Havrik will have a certain item, and if so the item will sell at 60% of its cost. If they do not have an item, they can probably acquire it in 1-3 days at a 15% price increase.

INFORMATION AND RUMORS

Prior to entering the volcano, players have the opportunity to do some research and ask the locals of Serpent's Cove for information that can prove useful for their quest.

GATHERING INFORMATION

There are two possible ways of making rumors available to players; regardless of method used to learn rumors, use Information and Rumors table for results.

1: SKILL CHECKS

Each player can attempt one and only one Streetwise check. When making the check do not reveal the DC to the players, but present them a rumor depending on what they roll is as follows:

Streetwise Check Result	Results
12 or lower	Players do not gather any information that is reliable.
13-18	Roll a d20 on the rumor table. The players are only 20% sure that the rumor is the stated correctness.
19-24	Roll a d20 on the rumor table. The players are only 80% sure that the rumor is the stated correctness.
25 or higher	Roll a d20 on the rumor table. The players are absolutely sure that the rumor is the stated correctness.

NOTE: You are welcome to flip the results at your discretion. For example, if the party rolls a 1 on a d20 (for the rumor) and gets a skill check result of 15, you can tell them that the rumor is either 20% true (as written) or 80% false.

Players may attempt to use additional interrogation methods, such as Diplomacy or Intimidate, during their attempt to gather information from the people of Serpent's Cove. You are welcome to roleplay this in any way you see fit, and depending on how the party interacts with the populace you can elect to give them circumstance bonuses or penalties to the Streetwise check. But, in order to get any information about rumors, all their actions must boil down to a Streetwise check as indicated above.

2: NO SKILL CHECKS

NOTE: This is the preferred method, which leaves the interpretation of the rumors up to the players.

Instead of using die rolls, players could simply be given a rumor and must use their own judgment to determine the validity of it.

From the table on the right, pick five true rumors and five false rumors. Mark each rumor whether it is true or false as is indicated except for one of each type that you mark incorrectly. In other words, you should end up ten rumors:

- Four "true" rumors that are marked as "true".
- Four "false" rumors that are marked as "false".
- One "true" rumor that is marked as "false".
- One "false" rumor that is marked as true.

Explain to the players that there are five "true" rumors and five "false" rumors in the set, but that one of each of the rumors is misrepresented. Then let each player pick one of these entries at random. They should not be permitted to make any additional skill checks in order to determine their accuracy and validity; it can be assumed that the necessary checks were already made during the acquisition of the rumors.

THE ABANDONED TEMPLE

One important piece of information should be revealed regardless of how the players perform the investigation: the existence of the original temple entrance. The first Temple of Blackfire was on the eastern side of the volcano along the beach, but when the Blackfire Order outgrew the facilities they moved closer to Serpent's Cove. The original complex was abandoned, and over time it has fallen in to disrepair and ruin.

THE HEART OF FIRE

Whether the party manages to get rumors relating to it or not, make the party aware of the possible existence of an artifact known as the *Heart of Fire*. Allow them to ask around and learn more about it, giving them more of a reason to enter the volcano.

INFORMATION AND RUMORS

d20	Rumor	T/F?
1	There is an elemental presence in the mountain more powerful than even the great dragon.	True
2	After the original temple was abandoned a powerful demonic entity took up residence in to the former chapel.	True
3	Raylen killed the great dragon in an intense battle that left him mortally wounded.	False
4	The members of Raylen's group betrayed him. A battle ensued in which Raylen killed all of them.	False
5	An orc tribe has made landfall on the eastern coast of the island.	True
6	The Blackfire Order requires a blood sacrifice be made in order for recruits to become full members.	True
7	In the treasure vault, only the shape of the symbol indicates the key that must be used.	False
8	The statue inside the entrance to the Temple of Blackfire has been known to come to life and eat people.	False
9	The members of Raylen's group still haunt the halls of the dragon's inner sanctum.	True
10	There are two vaults in the volcano. They are both filled with treasure and are protected by dangerous traps.	True
11	There is a two-headed giant wandering the forest that knows a great deal about the temple and the great dragon's lair.	False
12	The lava pit that the Blackfire Order uses for their initiation ritual is an illusion designed to test the loyalty of their recruits.	False
13	The creatures imprisoned in the temple's basement are not to be trusted.	True
14	Raylen did not slay the great dragon. The creature remains imprisoned in the mountain, waiting to be freed.	True
15	Attempting to use an artifact known as the Dragon's Eye will make you go permanently insane.	False
16	The door to the great dragon's vault has no key and must be opened by force.	False
17	There is a hidden treasure room somewhere in the volcano.	True
18	The Blackfire Order's blacksmith will make magic weapon to any member of the order who asks.	True
19	The gold sword goes in the left statue.	False
20	The two golems that guard the entrance to the Temple of Blackfire are actually an illusion.	False

EXPLORING THE ISLE OF PYRIAS

Between Serpent's Cove and either of the two temple sites there are approximately 15 miles of untamed forest and hills.

The people of Serpent's Cove hardly ever leave the village and explore the forest, and the only people that regularly navigate it are the members of the Blackfire Order if they ever need to resupply in the village. So there could be any number of surprises between the village and the party's ultimate destination.

If the party is looking for additional activities besides the primary quest, there are a variety of options available: events, encounters, adventure hooks... You are welcome to be as creative as you like in what the party may discover between the village and the Temple of Blackfire.

POSSIBLE EVENTS

The following list is but an example of things that could be discovered between Serpent's Cove and the volcano. None of the items listed are crucial to the main plot, so if you choose to use any of these feel free to modify these at your discretion.

You are welcome to create your own situations and events on the island in order to give the players something to do besides the main quest. Be creative, and have fun!

d8	Event
1	A group of bandits (6-9 human bandits three levels lower than the party, and one leader that is one level lower than the party) are waiting just outside of Serpent's Cove, hoping to catch anyone that decides to leave. They could possibly be bargained with, especially considering they are no match for the party.
2	A merchant has wandered out of Serpent's Cove, unaware that there aren't any customers beyond the village walls. He offers the party discounted prices due to desperation. If the party is particularly nice to the merchant (Diplomacy DC 22), he will tell the party if one rumor that they have heard (see the <i>Information and Rumors</i> section) is correct or not.
3	The party detects the ettin hunting through the forest. They see the giant from a distance and, depending on how quietly they are moving through the forest, could conceivably surprise it if they choose to attack. See the <i>Wandering Giant</i> encounter in the <i>Random Encounters on the Isle of Pyrias</i> section.
4	The party inadvertently wanders in to an area guarded by a group of 6-9 dryad witches (see D&D 4E <i>MONSTER VAULT</i> for stat blocks). If encountered they are not initially hostile, but they are particularly angry at the Blackfire Order's disregard of the forest. If the party is not careful, they may be seen as agents of the Order and the dryads will attack to protect the forest.
5	The party discovered a long abandoned druid ring that has been claimed by the forest, but appears to still be empowered with protective energy (Arcana or Nature DC 20). If the party takes any sort of rest within the ring, each party member gains 15 temporary hit points after the rest.
6	The party discovers a lair of a group of low level humanoids: goblins, kobolds or the like (see D&D 4E <i>MONSTER MANUAL</i> for stat blocks). The creatures are not hostile and not a threat to the party or the area; they just want to be left alone and mind their own business. The creatures are sufficiently low level that the party could obliterate the group with little effort, but there may be a considerable amount of them in a nearby lair.
7	The party discovers a festering, decomposing corpse that smells awful. If the corpse is disturbed in any way, it releases a cloud of nauseating gas that attacks everyone within 20': +13 vs Reflex, on a hit the target is exposed to <i>Blinding Sickness</i> (see D&D 4E <i>DUNGEON MASTER'S GUIDE</i>). On their next extended rest they must make a saving throw with a -2 penalty to the roll; if they fail, they suffer the effects of Stage 1 of the disease.
8	The players come across the scene of a slaughter. Several members of the Blackfire Order – zealots, acolytes and some guards – lie dead, their bodies brutally attacked by supernatural forces. Lingered amongst the bodies is a ghost that does not seem to be hostile, but it is actually a Wailing Ghost/Banshee (see D&D 4E <i>MONSTER MANUAL</i> for stat block) that will turn hostile if the party attempts to make contact with it. If the party does something to honor or respect the dead, even so much as a simple prayer, the banshee disappears without incident.

OTHER ADVENTURE HOOKS

The whole island is waiting to be explored, so players looking for more adventure have any number of different things they may discover. At your discretion, feel free to create new areas, events, quests, anything that the players can encounter on the island.

Some examples:

- Serpent's Cove, like most other villages that have a lot of trade, has had its share of issues with thieves, pirates and brigands. Players can take it upon themselves to clean the village up, and the town leadership may even attempt to hire the players to deal with the organization of thieves and protect the port.
- Between Serpent's Cove and the volcano there is a thick forest that is just waiting to be explored. Virtually anything could be found in the wild, from creatures native to the forest to ancient ruins and tombs that have remained untouched for centuries.
- The Havlok Orcs have made landfall to the east with the primary goal of entering the temple area (specifically, the abandoned temple on the east side of the volcano), but there really isn't anything stopping them from moving inland and exploring. They may even get close enough to Serpent's Cove to become a threat to the community.
- There are numerous small islands just offshore of the main island of Pyrias, some of which have not been explored in ages. Who knows what lies on these remote islands that have been cut off from civilization?

If the players want adventure and wish to explore the island, do not deny them the chance. Make up any content you wish, even if it might not seem appropriate for the environment, and roll with it!

RANDOM ENCOUNTERS ON THE ISLE OF PYRIAS

If the players begin to wander the island without guidance, or if they actually want some random encounters prior to entering the volcano, you can use some of the examples below or create your own.

If you elect to use any random encounters in the wild, after the encounter is over grant the players one treasure package they can recover off the bodies.

ROGUE ELEMENTALS

ENCOUNTER LEVEL 9 (2,000 XP)

- 2 Firelashers (level 11 skirmisher)
- 2 Flame Snakes (level 9 artillery)
- See **D&D 4E MONSTER MANUAL** for stat blocks

Due to the high volcanic activity in the area, numerous forms of elementals have gathered in and around the volcano. Sometimes they run rampant, leaving the comfort of the volcano's core to wander about the island burning everything in their path.

The firelashers make no effort to conceal themselves and will plow through the forest igniting everything in their path. The two flame snakes will attempt to be more subtle, crawling through the underbrush in the hopes of sneaking up on a target they can incinerate and consume.

For a slightly more difficult encounter (encounter level 10, 2,600 XP), add one firelasher to the mix.

TROLL HUNTERS

ENCOUNTER LEVEL 9 (2,000 XP)

- 3 Trolls (level 9 brute)
- See **D&D 4E MONSTER VAULT** or **MONSTER MANUAL** for stat blocks
- 2 Destrachans (level 9 artillery)
- See **D&D 4E MONSTER MANUAL** for stat blocks

Near the western coast of the island, in between Serpent's Cove and the volcano, are a series of caves that are home to a group of trolls and their pet destrachans. They set out periodically to hunt, and due to limited resources on the island sometimes even risk attacking the village of Serpent's Cove; in order to avoid the ensuing chaos, some residents of the village even set out a sort of tribute – food and other items of interest to the trolls – just outside the village and simply let them take it rather than risk having them attack the village.

For a slightly tougher encounter (encounter level 10, 2,400 XP) add either one destrachan or another troll to the group.

WANDERING GIANT

ENCOUNTER LEVEL 9 (2,200 XP)

- Ettin Marauder (level 10 elite soldier)
- Dire Bear (level 11 elite brute)
- See **D&D 4E MONSTER VAULT** or **MONSTER MANUAL** for stat blocks

One of the better known residents of the island forest is an enormous ettin known as Grom and his pet, a dire bear almost as big as he is. He is often found in the forests around the center of the island, as far from the settlement of Serpent's Cove as he can get.

He doesn't interfere with the villagers or with the Blackfire Order, and they don't interfere with him.

One of the available incorrect rumors that can be gathered from Serpent's Cove is that Grom knows a great deal about the Temple of Blackfire and the Blackfire Order. In fact, he knows very little if anything, and the only time he has even seen members of the Blackfire Order is when they entered his area and were subsequently mauled by his bear.

ORC PATROL

ENCOUNTER LEVEL 10 (2,650 XP)

- 2 Havlok Orc Warriors (level 10 minion)
- 3 Havlok Orc Raiders (level 11 skirmisher)
- Havlok Orc Archer (level 11 artillery)
- See **Appendix A** for stat blocks

After securing their beachhead on the eastern side of the island, the orcs have sent out a few patrols to investigate the island and search for more things to take and more creatures to kill.

This encounter could take place either within the central forest, along one of the overgrown paths between the volcano and Serpent's Cove, or somewhere along the beach on the eastern side of the island.

OGRE PATROL

ENCOUNTER LEVEL 11 (2,975 XP)

- 3 Havlok Orc Warriors (level 10 minion)
- 2 Havlok Orc Raiders (level 11 skirmisher)
- 2 Havlok Ogre Warriors or Havlok Ogre Brutes (level 12 brute)
- See **Appendix A** for stat blocks

A slightly tougher scouting party, the orcs lead a pair of ogres through the area to make sure that any resistance is dealt with swiftly and viciously.

You may use either Havlok ogre warriors or Havlok ogre brutes for this encounter, or use one of each if you are so inclined.

BLACKFIRE ORDER PATROL

ENCOUNTER LEVEL 10 (2,600 XP)

- 2 Blackfire Guards (level 11 soldier)
- 2 Blackfire Sentries (level 12 soldier)
- See **Appendix A** for stat blocks

Members of the Blackfire Order occasional head out of their temple and ensure that the surrounding area is secure. They will not venture far from the temple entrance.

In addition to the full compliment of guards, a few zealots and acolytes are occasionally sent with the group in order to gain experience out in the field and in dealing with potential threats to the Order. For a slightly more difficult encounter (encounter level 11, 3,150 XP), you can add 2 Blackfire acolytes and 2 Blackfire zealots to the mix.

INSIDE THE VOLCANO

FORCE SPHERES

The mages of the Blackfire Order have created small arcane objects known as “force spheres”. These small spheres that glow a bright blue function similar to modern day batteries, powering several forcefield-like systems throughout the temple.

The force spheres are available in the following locations:

- One is available in the secret guard room in the Temple of Blackfire, used to power the cube of force they use to trap intruders (*Area 1-11*).
- Three are currently in use across the molten river in the Temple of Blackfire (*Area 1-15*). Two of them are actively powering the northern force bridge across the river while the other waits for its partner to allow access across the southern expanse.
- Two are available in the containment room in the basement, use to power the cells that keep the creatures there imprisoned (*Area 2-5*).
- One is next to the door that leads to the portal room, powering the forcefield securing the entry door from a hidden compartment in the wall to the east (*Area 2-6*).
- One is in the hidden room alongside the force cage in the abandoned temple, powering the walls that currently have two orcs imprisoned (*Area 4-9*).
- One is powering the force wall that leads to the teleportation circle in the northwest area of the abandoned temple (*Area 4-11*).

See *Appendix B* for more information on how to use these spheres.

THE MAGIC CIRCLES

There are a total of four different systems of tunnels and dungeons within the volcano:

- The current Temple of Blackfire, populated by the members of the Blackfire Order.
- The abandoned tunnels that made up the original temple, but after a cave-in that sealed off the entrance the area was abandoned. It is now the point of entry for the Havlok Orcs.
- Vulkanon’s inner sanctum, which includes the lair of the great dragon himself. This is where Mazon Darathar is heading to release the dragon.
- A hidden treasure vault, accessible through a room in the abandoned temple.

In order to move between these separate locations, the Blackfire Order has placed several magic circles that allow instant teleportation between the areas.

There are a total of eight teleportation circles, each of which has a unique command word in Draconic to identify it. When one stands on a teleportation circle and speaks the command word of a target circle, up to 10 medium creatures are instantly teleported to the other circle that corresponds to the command word.

In order to facilitate teleportation between two circles that are meant to be linked, the command word for the destination circle

is usually written around the edge of the originating circle in Draconic.

The eight circles are:

Command Word Draconic (Common)	Target Location
“vutha” (“black”)	Southwest corner of Temple of Blackfire (<i>Area 1-16</i>).
“charir” (“red”)	Top level of the Temple of Blackfire (<i>Area 3-2</i>).
“okarthe!” (“home”)	Northwest corner of the Abandoned Temple (<i>Area 4-12</i>).
“verthicha” (“mountain”)	Top level of the Abandoned Temple (<i>Area 5-3</i>).
“vignar” (“ash”)	Western circle in Vulkanon’s inner sanctum (<i>Area 6-1a</i>).
“ixen” (“fire”)	Eastern circle in Vulkanon’s inner sanctum (<i>Area 6-1b</i>).
“vorel” (“beautiful”)	Deactivated circle in Abandoned Temple statue room (<i>Area 4-10</i>). Must be manually activated.
“irthos” (“secret”)	Circle near the Hidden Vault (<i>Area 7-1</i>).

In order to prevent accidental teleportation, or players flat out guessing words to areas they have not visited, you may choose to restrict teleportation between circles that are linked to each other and only allow cross-circle teleportation to circles that the players have already teleported to from their linked circles. See the description of each magic circle to determine what target it is linked to.

KEYS TO THE INNER SANCTUM

The door leading in to Vulkanon’s inner sanctum is protected by a powerful arcane ward which requires three different key stones to be inserted in to the door prior to it opening.

Each of these key stones is a black onyx about an inch across with an image of Vulkanon on one side and a set of complex ridges on the other. The ridges could be compared to the grooves on a key.

There are 7 key stones in existence throughout the temple, but only three are necessary in order to open the doors. The locations of the keys are:

- In the possession of Vasha, the Elemental High Priest of the Blackfire Order. See *Encounter T7 - The Chapel*.
- In the possession of Embriel, the Elemental High Arcanist of the Blackfire Order. See *Encounter T15 - Initiation*.
- In the Temple of Blackfire, amidst the remains of the dead adventurer near the cave-in and the molten river. See *Area 1-12*.
- In the possession of the Havlok orc war chief that is currently trying to force his way in to the treasure vault in Vulkanon’s inner sanctum. See *Encounter S2 - Armory*.
- Amidst the remains of the dead adventure on the other side of the pit in the abandoned temple tunnels. See *Encounter A3 - The Bone Pit*.
- Buried in one of the sarcophagi in the abandoned temple’s crypt. See *Encounter A5 - Lurking Horrors*.
- Inside Vulkanon’s true treasure vault, hidden deep within the volcano. See *Encounter H2 - The Vault*.

Each of these key stones is fairly ornate and can be sold to Havrik in Serpent’s Cove for 250gp a piece.

TEMPLE OF BLACKFIRE

BACKGROUND

After the Blackfire Order outgrew their original temple (see *The Abandoned Temple*), the Blackfire Order built a secondary complex in the northwest area of the volcano, nearest to Serpent's Cove. Over time this became their new center of operations, so much so that the Blackfire Order abandoned their original temple to the east.

Here they gather to hone their elemental arts and worship their great dragon, hoping that it will some day return and guide them to greatness.

ENTRANCE

Possible combat encounter, EL 12 (3,300 XP)

Possible skill challenge, Level 12 complexity 2 (1,400 XP)

Just outside the main temple entrance stand a group of Blackfire zealots and two massive magma golems guarding the entrance. The golems are also the gatekeepers since they are the only ones that can physically open the two enormous doors that lead in to the Temple of Blackfire.

See *Encounter T1 - The Gate Keepers* for more information.

GROUND LEVEL

The majority of the rooms at ground level are common areas for the Blackfire Order, and as a result many members of the order could be found wandering the halls. The areas near the south end of the complex are off limits, restricted to only the highest echelon of the order, and lead to the Vulkanon's inner sanctum and lair.

RANDOM ENCOUNTERS

At your discretion, you can have the occasional group of Blackfire zealots and acolytes roaming the halls; unless you want to challenge the players, the roamers should not be anything more than minions who are more of an annoyance than a hindrance.

If you do choose to have some roaming minions, they should never be present anywhere south of rooms *1-10* and *1-11*. Those rooms are restricted access, and only the higher ranking members of the Blackfire Order can enter that area unescorted.

COMMON AREA FEATURES

Unless otherwise specified, the following information pertains to all areas within the Temple of Blackfire.

Light Sources:

Ground Level: All areas on the ground level of the temple are well lit by torches on wall sconces, or in certain cases by ambient light from some other fire source (the alchemist's ember pile, the minotaur's forge, the fire urns in the junction, etc.).

Basement: Unless otherwise specified, the basement is mostly unlit and dark. Members of the Blackfire Order don't go down there very often any more.

Top Floor: The area is brightly lit, either by torches in the indoor areas or by the glow of the lake of molten lava.

Doors: All normal doors are unlocked and made of wood with banded bronze.

Arcane Locked Doors: All doors indicated on the map with a yellow or red glow are locked with an *Arcane Lock* ritual (see D&D 4E *PLAYER'S HANDBOOK*). The yellow doors can be opened by any member of the Blackfire Order (including the players once they become members; see *Joining the Blackfire Order*), while the red ones can only be opened by Vasha (Elemental High Priest, see *Area 1-10*) or Embriel (Elemental High Arcanist, see *Area 3-1*).

The arcane locked doors can be opened with either a Strength or a Thievery DC 22 check.

Walls: The floor is smooth stone, carved out of the mountain itself. Certain areas, such as the entrance (*Area 1-1*) are filled with decorative tile joined with mortar.

GROUND LEVEL POINTS OF INTEREST

1-1: ENTRY CHAMBER

Possible combat encounter, EL 10 (2,600 XP)

The entry chamber has a large statue of the Blackfire Order's patron god, the great dragon Vulkanon. This statue also happens to be a defense mechanism that shoots balls of fire at intruders.

If the party comes in as potential recruits, they will not have to deal with the trap or the guards waiting in the area.

See *Encounter T2 - Warm Welcome* for more information.

1-2: STORAGE ROOM

This room is filled with crates, barrels and other miscellaneous containers, most of which are for use in the kitchen or the alchemical lab.

If players search the crates thoroughly (Perception DC 18, ten minutes of searching), they will find:

- One set of *Everlasting Provisions* (see D&D 4E *PLAYER'S HANDBOOK*).
- A small sack with 120sp and 74cp.
- One ornate set of gold-plated silverware set for four people, worth approximately 150gp.

The chest against the north wall is locked (Thievery DC 16 to open) and untrapped. Inside it there is:

- One unlabeled vial of an odorless, tasteless, colorless liquid. The vial is a level 11 *Goodnight Tincture* (see D&D 4E *PLAYER'S HANDBOOK*), which is extremely difficult to distinguish it from normal water (Nature DC 24). If they attempt to taste it or drink it, the tincture attacks the imbiber as documented.
- Three *Potions of Healing* (see D&D 4E *PLAYER'S HANDBOOK*).
- At your discretion, you may also include one treasure package here.

1-3: KITCHEN

Possible combat encounter, EL 10 (2,700 XP)

This is the kitchen area for meal preparation by the priests and followers that reside in the temple. Currently there are two Blackfire acolytes milling about the area.

To the east, through a pair of partially open doors, is the garbage chute: a large 20'x20' pit that is about 15' deep, but the last 10' or so is packed solid with garbage and muck. At the bottom of the pit, partially submerged under the muck, are the resident garbage disposals: two diseased otyughs that have not been properly fed in quite some time and will be more than happy to reach out at anyone and anything that passes in front of the doors.

If the party is being escorted as potential recruits, they are warned of the otyughs and walked through the kitchen towards the chapel to the south (*Area 1-10*).

See *Encounter T3 - Garbage Disposal* for more information.

1-4: ALCHEMICAL LAB

Possible combat encounter, EL 10 (2,600 XP)

This is a small alchemical laboratory used by the Blackfire Order, where they do research and improve their elemental powers.

Right now the laboratory is staffed by one Blackfire Alchemist and a sizeable group of homunculus defenders.

See *Encounter T4 - Alchemical Lab* for more information.

1-5: HIDDEN LIBRARY

Behind a secret door in the alchemical laboratory is a small arcane library. Here is where all the serious books on the arcane arts are kept, hidden from the wandering eyes of anyone passing through the common area of the laboratory.

If the party searches the room thoroughly (Perception DC 18, five minute search), they will find one treasure package. If they search the books even more thoroughly (Perception or Arcana DC 20, five minute search), amidst the numerous books of arcane knowledge they will find one ornate ritual book (100gp value) with 15 pages containing an assortment of rituals, none of which are higher than level 5. Which rituals are within the book are up to your discretion.

In addition to the ritual book, players who make the successful Perception or Arcana check will also find numerous documents written in Draconic about an object known as the "Heart of Fire" and something simply called "The Voice". These documents are old and tattered, but they describe how the artifact was separated in to two parts and how one of the components is lost and in the hands of a "powerful presence" that guards it.

1-6: DINING HALL

Possible combat encounter, EL <1 (variable XP)

This is where the Blackfire members come to eat and socialize in times when they are not deep in worship or arcane study. The room is fairly nondescript and the only things of value in it are the plates and silver tableware, which if all was to be collected would be worth approximately 120gp but weigh a potentially hefty amount: approximately 2 pounds worth of items for each place setting, and there are a total of 20 complete place settings (16 on the main table, 4 in drawers on the side table to the west).

At your discretion, you can choose to place some Blackfire zealots or Blackfire acolytes (see *Appendix A*) in this room, but if you do so, do not place more than four of them. When the players enter all the minions will most likely be seated (requiring a move action to stand), and unless they are recruits all the minions will immediately attack.

1-7: SLEEPING QUARTERS

Possible combat encounter, EL <1 (variable XP)

Trap, Level 7 Elite Warder (600 XP)

This is where the Blackfire members come to rest. Even with all the beds, there isn't enough room for all the Blackfire members in the temple, so they share beds and take rotating shifts.

Almost all of the chests are locked (Thievery DC 16 to open), untrapped and contain a nominal amount of valuables, mostly mundane gear. But one particular chest – any one of the chests in the room, chosen at random – is trapped with an elite *Glyph of Warding* trap (level 7 elite warder, 600 XP, see D&D 4E *DUNGEON MASTER'S GUIDE* for stat block and more information) that is keyed to its owner. If the party circumvents the trap and unlocks the chest, inside they will find two *Potions of Vitality* (see D&D 4E *PLAYER'S HANDBOOK*).

At your discretion, you can choose to place some Blackfire zealots or Blackfire acolytes (see *Appendix A*) in this room, but if you do so, do not place more than four of them. Some of the minions may be in bunks (it would require a move action to get of bed, regardless of whether it's from the top or bottom bunk) or standing around in the open area of the room. When the players enter, unless they are recruits all the minions will immediately attack.

You may also choose to place one treasure package distributed amongst one or more of the chests, but it is recommended that it be significantly more difficult to acquire. You can optionally place some non-minion enemies, such as a Blackfire guard or Blackfire sentry (see *Appendix A*), in the room to defend the treasure.

1-8: FORGE

Possible combat encounter, EL 11+ (3,000-4,000 XP)

This is the forge where all the weapons used by the Blackfire Order are made. The forge is manned by an enormous minotaur named Silyan, who is constantly creating weapons infused with elemental energy.

See *Encounter T5 - The Forge* for more information.

1-9: GAUNTLET

Trap, Level 10 Solo Blaster (3,500 XP)

This seemingly harmless hallway lined by statues on either side is actually a powerful trap designed to catch intruders and wanderers who are not part of the Blackfire Order. When the trap is triggered, two heavy stone slabs descend and seal off the hallway while those trapped inside are burned alive by flame jets.

See *Encounter T6 - The Flame Gauntlet* for more information.

1-10: CHAPEL

Possible combat encounter, EL 12 (3,300 XP)

Possible skill challenge, Level 13 Complexity 2 (1,600 XP)

This is a room that is designed to serve as a place of worship for those not worthy to enter the top level shrine (*Area 3-1*). Currently there is a Blackfire elemental high priest – third in command of

the Blackfire Order – by the name of Vasha leading the zealots and acolytes through their daily rituals and the ongoing worship of the great dragon Vulkanon.

If the party is escorted as potential recruits, they will be brought here before Vasha for the next step of the admission process.

See *Encounter T7 - The Chapel* for more information.

1-11: JUNCTION

Possible combat encounter, EL 10 (2,500 XP)

At first glance this room looks like a plain chamber that serves no purpose other than decoration. But it is actually an observation point and guard post; two Blackfire guards stand in a secret room in the northeast corner, using a magical viewing device that gives them an unobstructed view of the hallway. Whenever they detect danger, they can enable a powerful cube of force in the middle of the room to trap the intruders.

See *Encounter T8 - Show of Force* for more information.

1-12: CAVE-IN

The corridor ceiling here has collapsed, burying the entire path south in rubble ten feet thick. It would take a considerable amount of time to dig through it; if players choose to do so, use your discretion in handling it.

On the opposite side of the obstruction, accessible only through the corridor entrance over the molten river (see *Area 1-15* below), is the body of what seems like a former member of the Blackfire Order that was apparently caught in the cave-in. He has been dead for quite some time, and the only things that remain are his bones and what's left of his possessions.

On his body is a magical weapon of level 14 or lower, an *Elemental Cloak* (see *Appendix B*) and an inner sanctum key stone (see *Inside the Volcano* for details). At your discretion you can include one additional treasure package here if the players went through significant effort to reach the body.

1-13: STATUE ROOM

When the party enters, read or paraphrase the following:

This long abandoned room is filled with cobwebs and a fine layer of dust. To the west is a statue about 10' high and that of a beautiful woman with a flowing gown. She holds one hand before her as if presenting something, but the hand appears to be empty.

The statue is of a nondescript female; any attempts to determine her origin through a History check will not uncover anything useful. It is visually identical to the statue in the abandoned temple (*Area 4-7*), except that this statue is dormant and does not have any magical aura or abilities; unlike the statues in the abandoned temple and the inner sanctum, if a sapphire or force sphere is placed in the statue's hand, nothing happens.

Behind the statue is what was once a set of double doors, but the doors have been sealed and paved over with plaster to resemble the walls. The door can be detected with a Perception or Dungeoneering DC 20 check, and the plaster that holds the door together can be easily broken apart after a few minutes.

This chamber is a convenient place for the party to take an extended rest; the outer door can be sealed from the inside, and since the Blackfire Order has strict instructions not to enter this

area of the Temple the party will not be interrupted. The room is also the largest area available before Vulkanon's inner sSanctum.

1-14: JAIL CELLS

Combat encounter, EL 10 (2,600 XP)

These holding cells are where prisoners are kept, at least until they can be sacrificed to their god or burned alive on the top floor as part of a ritual in the name of the Blackfire Order's patron god Vulkanon. The three remaining scouts from Serpent's Cove are being held here by the prison warden – a large dragonborn warrior with a whip and flail – and his trained attack dogs.

See *Encounter T9 - The Prison* for more information.

1-15: THE MOLTEN RIVER

A rapidly moving river of molten lava cuts through the passageway. The river is approximately 30' below the ground level of the hallway, and anything falling in has no chance of survival due to the intense heat and the fluidity of the lava.

The two hallways were abruptly interrupted by this lava flow, so in order to cross over them someone installed small columns at either end of the gap where force spheres (see *Appendix B* and the *Inside the Volcano* section for details) can be placed.

The northern hallway has both spheres in place, causing a bridge made of pure arcane force to extend over the river and allow safe passage. The southern hallway only has the western sphere in place, so a force sphere must be acquired from elsewhere in the temple and placed on the vacant column in order to extend the force bridge.

Just off the northern bridge is a hallway that has suffered a cave-in (*Area 1-12*). In order to get there, a player must cross over the 10'-15' gap that stands in between the force bridge and the ledge. This could be accomplished with a jump (with no running start due to the position), by flying or by teleporting.

Do remember the repercussions for someone not making the jump and falling in to the lava: they will not survive the fall and the intense heat of the volcano.

1-16: THE MAGIC CIRCLE

This is a teleportation circle that can transport creatures from here to the western circle in Vulkanon's inner sanctum (*Area 6-1a*). The circle has room for up to 10 Medium-sized creatures to transport all at once.

The outer ring of the circle is a series of undecipherable runes, but one word in Draconic appears repeatedly around the border: "vignar", which is Draconic for the word "ash". This is the command word of the destination circle in Vulkanon's inner sanctum, and if spoken while standing in this or any other similar circle it will teleport everyone standing within its bounds to the inner sanctum (*Area 6-1a*).

See the *Magic Circles* section in *Inside the Volcano* for more information.

BASEMENT

Most members of the Blackfire Order don't enter the temple basement often, so it has fallen in to a little decay. They still use some of the rooms for storage, but the majority of the area has been ignored and virtually abandoned.

BASEMENT POINTS OF INTEREST

2-1: STORAGE

Trap, Level 11 Elite Lurker (1,200 XP)

This is yet another storage room filled with miscellaneous boxes and crates, but it has been neglected for far longer than anything on the floor above.

If players search the crates thoroughly (Perception DC 18, ten minutes of searching), they will find:

- A small sack with 120gp of residuum.
- One *Bag of Holding* (see D&D 4E *PLAYER'S HANDBOOK*). There is a 20% chance that inside the bag there is a *Rope of Climbing* (see D&D 4E *PLAYER'S HANDBOOK*).
- One *Vortex Bag* trap (see below), which will appear to be a typical *Bag of Holding* (see D&D 4E *PLAYER'S HANDBOOK*) to the untrained eye, but a deep arcane analysis of the bag (Arcana DC 24) will reveal that there are flaws in the stitching that could jeopardize the integrity of the bag. Inside the vortex bag is at least one magic item no higher than level 12.

Vortex Bag Object	Level 11 Elite Lurker 1,200 XP
<i>This bag was formerly a Bag of Holding, but a defect in the fabric has caused the pocket space inside the bag to begin to collapse.</i>	
Detect Arcana DC 24	Initiative --
Object Properties (Exterior)	
HP 40 AC 12; Fortitude 12, Reflex 5, Will -- Immune disease, poison, psychic, forced movement, all effects and conditions, all ongoing damage except fire Vulnerable 10 fire, 10 vs slashing weapons	
Object Properties (Interior)	
HP 120 AC 18; Fortitude 18, Reflex 12, Will -- Immune disease, poison, psychic, forced movement, all effects and conditions, all ongoing damage except fire Vulnerable 10 fire, 10 vs slashing weapons	
Triggered Actions	
✦ Vortex (force) • At-Will	
<i>Trigger:</i> The bag is opened. <i>Attack (Opportunity Action):</i> Close Burst 2 (all creatures in burst); +14 vs Fortitude <i>Hit:</i> The target is pulled 2 squares towards the bag. If the target ends the forced movement adjacent to the bag, it is pulled inside. Until the creature escapes, the creature is immobilized and takes 15 force damage at the start of its turn. It has line of sight and line of effect only to the bag and other people inside the bag, and creatures outside of the bag do not have line of sight or line of effect to those trapped inside.	
† Violent Disruption (force) • At-Will	
<i>Trigger:</i> The bag is hit with an attack from the outside. <i>Attack (Free Action):</i> Melee 0 (all creatures inside bag); +14 vs Reflex <i>Hit:</i> The creature takes force damage equal to half of the damage caused by triggering attack.	
Countermeasures	
<ul style="list-style-type: none"> • Disrupt: Arcana DC 20 (Standard Action), from inside <i>Success:</i> The forces inside the bag are temporarily disrupted. Until the end of the next turn, the creatures inside the bag do not take the force damage for being trapped and any attempt to escape the bag gains a +4 bonus to the Athletics or Acrobatics skill check. • Destroy: If the bag is destroyed, all the contents appear in an adjacent square. Any creature inside the bag at the time of its destruction takes 10 force damage and falls prone upon exiting. Any creature standing outside adjacent to the bag at the time of its destruction takes 10 force damage and is pushed 1 square. 	

- **Escape:** A creature inside the bag can attempt to escape by forcing their way through the opening from the inside. This requires either an Athletics or Acrobatics DC 22 check, and on a success the creature exits the bag and lands prone in a square adjacent to the bag. Note that this action involves opening the bag, which will cause it to attack any creature outside besides the person trying to escape.

2-2: GELATINOUS SPHERES

Combat encounter, EL 11 (2,800 XP)

The two doors in to this corridor have been sealed with an *Arcane Lock* ritual and they can be opened only by members of the Blackfire Order or with either a Strength or Thievery DC 22 check (see *Common Area Features* in the *Temple of Blackfire* section).

The doors were sealed with arcane locks in order to prevent the two gelatinous spheres that roam the hallway from wandering in to the rest of the temple. They remain motionless and invisible, blocking the hallway and waiting for unsuspecting creatures to wander in to them.

See *Encounter T10 - Gelatinous Spheres* for more information.

2-3: ABANDONED LIBRARY

Trap, Level 11 Elite Blaster (1,200 XP)

This was a library formerly used by the upper echelon of the Blackfire Order, but the area hasn't been used in decades. As a result, a majority of the books have faded or crumbled due to neglect.

There are still a few manuscripts that hold arcane power, including a set of four tomes that have a mind of their own and will begin to cast spells at anyone who disturbs them.

See *T11 - Abandoned Library* for more information.

2-4: HALLWAYS

Combat encounter, EL 11 (3,000 XP)

This is a semi-ruined hallway, damaged by a break in the floor that has allowed molten lava to enter the chamber.

In addition to the gauntlet of statues that fire bolts of ice at anyone that enters the area, a magma golem stands in the middle of the lava flow waiting to pound on anyone it sees.

See *Encounter T12 - Fire and Ice* for more information.

2-5: CONTAINMENT ROOM

Possible combat encounter, up to EL 9 (max 2,100 XP)

The arcanists and magic users of the Blackfire Order used this room to experiment with summoning elemental creatures and other powerful entities to do their bidding.

Two creatures that have been summoned in the past remain here trapped behind walls of force: a vicious, bloodthirsty barglura and a woman who begs the players to save her... with dire consequences if they do.

See *Encounter T13 - Containment* for more information.

2-6: PORTAL ROOM

Combat encounter, EL 11 (3,000 XP)

Possible skill challenge, Level 11 Complexity 1 (600 XP)

This was a portal room that was used by the Blackfire mages to summon creatures from the Elemental Chaos and other planes as servants, and is what was used to bring the creatures contained in *Area 2-5* to this world.

There came a point when the mages simply lost control of the portal and creatures began to cross over against their wishes. So as a safety precaution the Blackfire Order sealed the room with a force barrier.

The portal remains partially open, allowing several demons to make their way through and remain trapped within.

See *Encounter T14 - Uninvited Guests* for more information.

TOP LEVEL

The top floor of the Temple of Blackfire is actually on the edge of the massive lake of boiling hot magma that fills the caldera.

Here is where the upper echelon of the Blackfire Order meets to hold rituals in the name of their great dragon god Vulkanon. Currently there is a small group of followers being led by Embriel, an Elemental High Arcanist that is second in command to the Blackfire Order.

RANDOM ENCOUNTERS

The top level of the Temple of Blackfire is rather small and filled with members of the order and the leader of the congregation, Embriel (see *Area 3-1*). If the party clears the area and returns later, there is a remote possibility that some members from the order may have returned to the scene.

TOP LEVEL POINTS OF INTEREST

3-1: RITUAL PLATFORM

Possible skill challenge, Level 13 Complexity 3 (2,400 XP)

A large group of Blackfire members have gathered in front of the ritual lava pool to watch Embriel, Elemental High Arcanist of the Blackfire Order, sacrifice one of the captured scouts in the name of their great dragon god Vulkanon.

If players have been attempting to become members of the Blackfire order themselves, Embriel will ask them to participate in this ritual and show their devotion by sacrificing the prisoner themselves.

See *Encounter T15 - Initiation* for more information.

3-2: MAGIC CIRCLE

This is a teleportation circle that functionally similar to the circle in *Area 1-16* in that it can transport creatures from here to the top level of the abandoned temple on the opposite side of the volcano (*Area 5-3*). The circle has room for up to 10 medium-sized creatures to transport all at once.

The outer ring of the circle is a series of undecipherable runes, but one word in Draconic appears repeatedly around the border: “verthicha”, which is Draconic for the word “mountain”. This is the command word of the destination circle on the top floor of the abandoned temple (*Area 5-3*), and if spoken while standing in this or any other similar circle it will teleport everyone standing within its bounds there.

See the *Magic Circles* section in *Inside the Volcano* for more information.

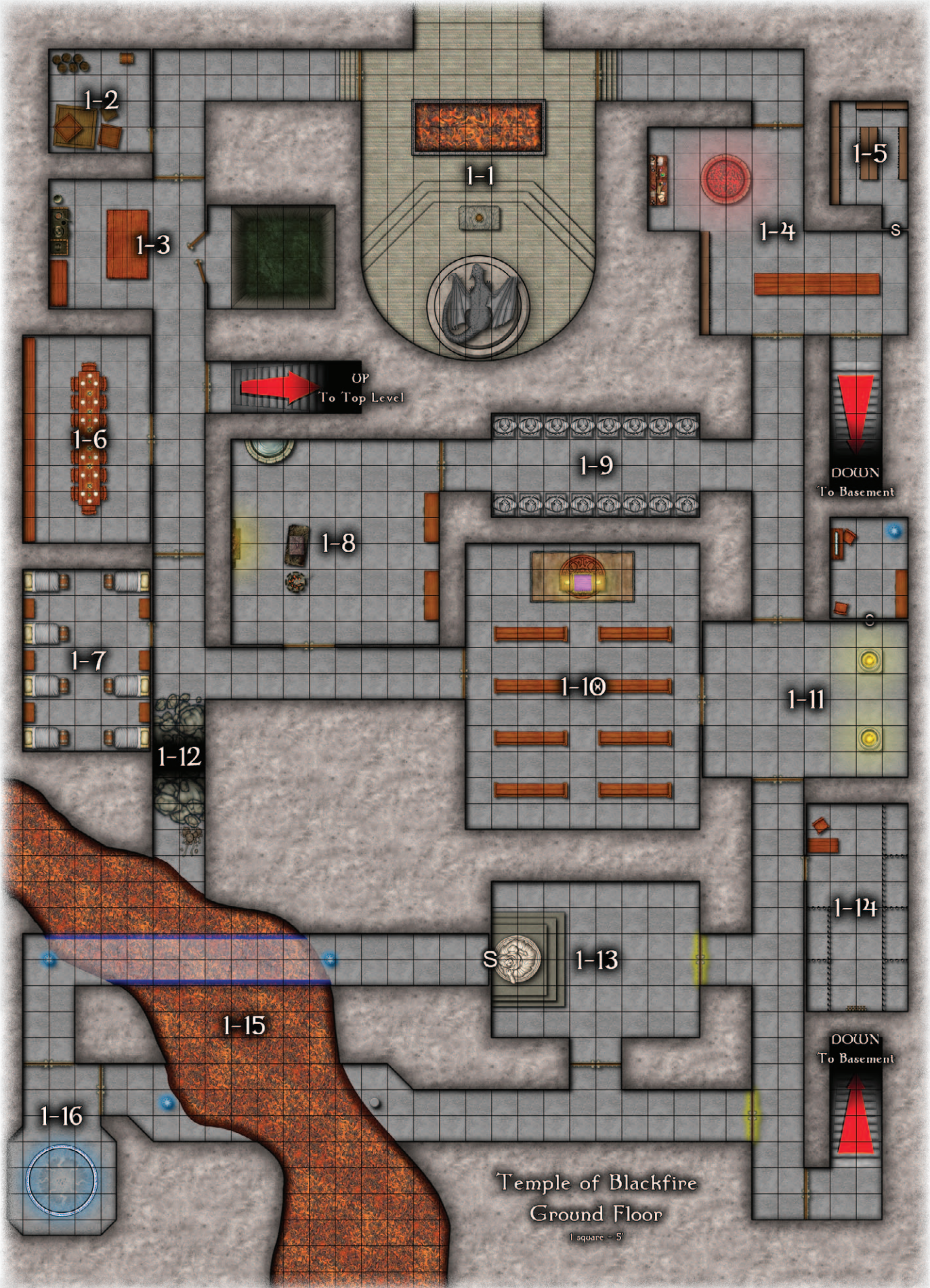
3-3: THE DRAGON'S EYE

Accessible only by the top level members of the Blackfire Order, they believe this to be a conduit to speak with the great

dragon Vulkanon himself. Little do they know that this is a device to communicate with *The Voice of the Mountain*, a powerful elemental force that resides inside the inner sanctum (*Area 6-6*). The voice impersonates the imprisoned great dragon in order to try and control his devout followers, but has not had very much success.

The device also contains the *Circlet of Fire*, one of two pieces that make up the artifact known as the *Heart of Fire* (see *Appendix B*).

See *Encounter T16 - The Dragon's Eye* for more information.



Temple of Blackfire Basement

1 square = 5'

UP
To Ground Floor



2-1

2-3

2-5

2-2

2-4

S

UP
To Ground Floor

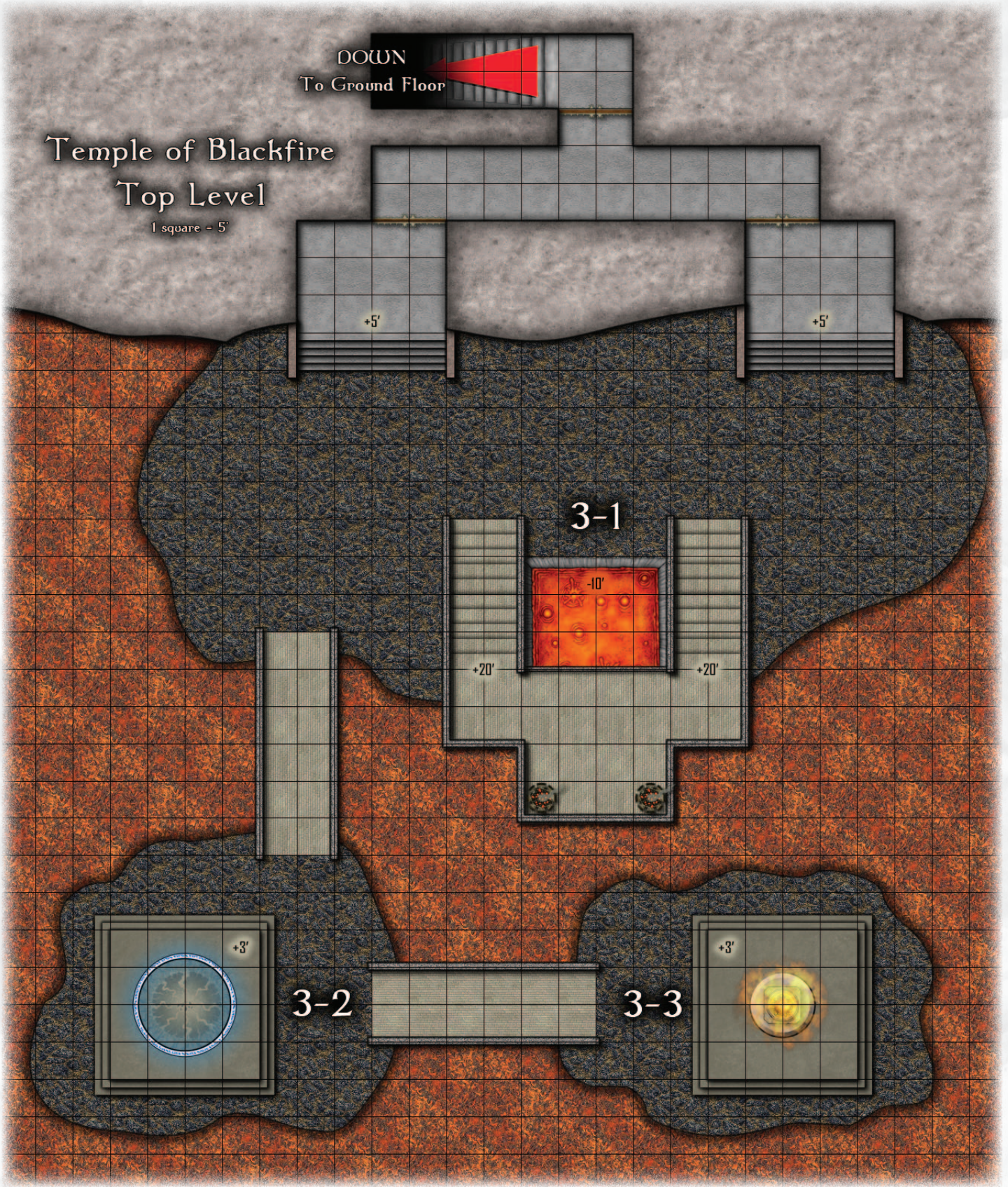


2-6

DOWN
To Ground Floor

Temple of Blackfire Top Level

1 square = 5'



JOINING THE BLACKFIRE ORDER

If the party chooses, they can attempt to infiltrate the Blackfire Order without being violent. Since the Blackfire Order doesn't accept just anyone this is not an easy task, and involves a series of skill challenges and strong diplomatic abilities.

MEMBERSHIP PROCESS

There are three steps to becoming an official member of the Blackfire Order.

1: EXPRESSING YOUR INTEREST

Skill Challenge, Level 12 Complexity 2 (1,400 XP)

The first obstacle is the group of Blackfire zealots at the entrance to the Temple of Blackfire, which must be convinced that you mean them no harm and wish to know how to become members of the Blackfire Order. This involves a short skill challenge, as described in *Encounter T1 - The Gate Keepers*.

If the party fails the skill challenge they will be immediately attacked, but if they succeed the Blackfire members will greet them with open arms and escort them towards the chapel (*Area 1-10*) to meet Vasha, the Blackfire Order's Elemental High Priest.

See *Encounter T1 - The Gate Keepers* for more information.

2: SPEAKING WITH THE HIGH PRIEST

Skill Challenge, Level 13 Complexity 2 (1,600 XP)

The party will be escorted through the kitchen area and to the chapel inside the Temple of Blackfire. Assuming the party doesn't deviate from the path and they aren't attacked due to their recklessness in the kitchen (see *Encounter T3 - Garbage Disposal*), they will be brought before Vasha, the Elemental High Priest of the Blackfire Order, in the temple's chapel (*Area 1-10*).

Vasha is not as easily convinced of the party's intentions, but another skill challenge – one of a slightly higher level – can be made in order to convince the priest that the party really means it and wishes to join the order.

If the party fails the Blackfire members will attack, but if they succeed Vasha will agree to take the party to the ritual platform on the top level to meet Embriel, the Blackfire Order's Elemental High Arcanist.

See *Encounter T7 - The Chapel* for more information.

3: INITIATION

Complex Challenge (maximum 3,200 XP)

Vasha will escort the party to the top level of the Temple of Blackfire and present them to Embriel, the Elemental High Arcanist of the Blackfire Order. There he will perform a ritual of initiation to the Blackfire Order, which involves the sacrifice of a prisoner in the name of their great dragon god.

If the players go through the complete initiation ritual, they can become official members of the Blackfire Order.

See *Encounter T15 - Initiation* for more information.

MEMBERSHIP PRIVILEGES

Once the players are official members of the Blackfire Order, they gain various benefits:

- They will not be attacked on sight by any member of the Blackfire Order, at least until they meet Mazon Darathar in the inner sanctum (*Area 6-8*).
- They will be able to pass through any yellow door sealed with the *Arcane Lock* ritual without having to use brute force or Thievery checks (see *Common Area Features* in the *Temple of Blackfire* section).
- Embriel will give each party member a somewhat temporary boon that will only work while inside the Temple of Blackfire:

The Mark of the Order

Level 12 Uncommon

Divine Boon

Property: This boon is only active while inside the Temple of Blackfire and does not last more than 5 days.

Property • Daily (Minor Action): You are able to communicate short sentences (25 words or less) telepathically with any other member of the Blackfire Order, and they are able to respond with a similar short sentence, in the same manner as the *Sending* ritual (see D&D 4E *PLAYER'S HANDBOOK*). There target must be within 1 mile.

Power (Fire) • Daily (Immediate Interrupt):

Trigger: You take fire damage.

Effect: Reduce the fire damage by 20.

This boon remains active so long as the party remains in any one of the three areas of the volcano: the Temple of Blackfire, the abandoned temple and Vulkanon's inner sanctum. It has no effect inside the hidden vault.

After five days, the boon's power dissipates and leaves behind a symbol similar to a tattoo. This symbol serves as permanent identification for being a member of the Blackfire Order.

- Silyan, the minotaur blacksmith of the Blackfire Order (see *Encounter T5 - The Forge*) will agree to make the party no more than two uncommon magic weapons no higher than level 10 for free. The party will not be made aware of this; if by chance they approach Silyan and ask him for weapons, he will comply.
- The Blackfire alchemist inside of the alchemical lab (see *Encounter T4 - Alchemical Lab*) will hand the party up to three vials of *Alchemist's Fire* (level 11, See D&D *ADVENTURER'S VAULT* for details) free of charge. The homunculus there will not attack.
- In any other area that contains traps that attack non-Blackfire members (such as the homunculus in *Area 1-4*, the statues in the gauntlet at *Area 1-9* or the ice statues and golem in *Area 2-4*), those mechanisms will not trigger and react to anyone who has *The Mark of the Order*.
- The party gains experience equivalent to a level 12 major quest (3,500 XP). See the *Introduction* for more details.

Note that the above benefits are bestowed only if the party successfully completes all three parts of the initiation ritual, one of which involves the sacrifice of one of the prisoners from Serpent's Cove. See *Encounter T15 - Initiation* for more details on the ceremony and the steps involved in becoming a member of the Blackfire Order.

ENCOUNTER T1 - THE GATE KEEPERS

Encounter Level 11 (2,800 XP)

Possible Skill Challenge, Level 12 Complexity 2 (1,400 XP)

SETUP

2 Magma Golems (level 12 elite brute)

4 Blackfire Zealots (level 10 minion)

As soon as the party approach the entrance, read or paraphrase the following:

A large entrance juts out of the solid rock at the volcano's base. Ornate columns, blackened by soot, depict rolling flames all the way up to the stone overhang some forty feet above.

Looking through the columns to the south you can see a group of men wearing long red robes and clutching daggers. Not far behind them, illuminated by cauldrons of fire, are two massive golem-like creatures standing in front of an enormous set of double doors. They appear to be made out of molten stone, and the air around them ripples with the intense heat coming off their bodies.

This is the main entrance to the Blackfire Order's temple – the Temple of Blackfire – and Vulkanon's inner sanctum.

The four humans are Blackfire zealots, followers of the great dragon. If threatened they will defend this site to the death in the name of their draconic master, but if the party approaches cautiously it is possible to strike up a conversation with the zealots before conflict ensues.

The two creatures guarding the door are magma golems, creatures similar to the traditional stone golems (see D&D 4E *MONSTER MANUAL* for general description of golems) but made of molten rock. Unless the party makes arrangements with the zealots to try and join the Blackfire Order (see skill challenge below), the golems will attack as soon as the party approaches within 5 squares of them.

FEATURES OF THE AREA

Illumination: In addition to the sky overhead, the area is well lit by the burning cauldrons and the reddish glow of the magma golems themselves.

Columns: Each of the columns is solid stone and goes all the way to the ceiling forty feet above. They are blocking terrain and can be used as cover. The magma golems are too big to pass through them, and will not attempt to squeeze to get by for any reason.

Fire Cauldrons: There are four stone cauldrons, each about eight feet wide and six or seven feet high. Inside each of them is a large pile of hot coals that burns brightly.

The cauldrons are blocking terrain and can be used for cover, but the magma golems are tall enough to see over them. They can be climbed with an Athletics DC 15 check. Any creature starting their turn inside a burning cauldron takes 15 fire damage.

Doors: The double doors are unlocked but are extremely large and heavy. It will take a Strength DC 23 check to open them, and they lead in to the temple and deeper in to the

volcano. Due to their size, the golems can open the doors easily without need for a skill check.

Treasure: The golems and zealots do not have any treasure of their own.

SKILL CHALLENGE: CONVINCING THE BLACKFIRE ZEALOTS

The players could conceivably attempt to talk to the zealots and try to convince them that their intentions here are benign. If they express interest in the Blackfire Order, such as possibly looking to join its ranks, the zealots might allow the players through in to the main temple without conflict.

This is a somewhat difficult skill challenge due to the fact that the zealots need a considerable amount of convincing to let just anyone walk in to their temple.

Level: 12 (1,400 XP)

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Religion

Other Skills: Arcana, History

Arcana DC 18 (1 success, maximum 2 successes): The PCs show off their arcane abilities, dazzling the zealots with magic.

Bluff, DC 20 (1 success, maximum 4 successes): The PCs attempt to fool the zealots in to thinking something that isn't true and that they mean the order no harm. A failed Bluff check imposes a -2 penalty on all subsequent Bluff checks.

Diplomacy DC 20 (1 success, maximum 4 successes): The PCs manage to convince the zealots that their intentions are peaceful and honest.

History DC 20 (1 success, maximum 1 success): The PCs recall some bit of information about the history of the Blackfire Order. The next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Intimidate DC 18 (2 successes, maximum 6 successes): The PCs show the zealots that they mean business, and it would be in their best interestes that they get out of the way and not oppose them joining the Blackfire Order.

Religion DC 18 (1 success, maximum 2 successes): The PCs recall some information regarding the religious aspects of the Blackfire Order. The next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Special: If the players explicitly state that they are interested in joining the Blackfire Order, the zealots might be more willing to hear them out; from that point

on, grant the party a +2 bonus to all skill checks for the challenge.

Success: If the PCs succeed, the zealots will welcome them as potential new members of the Blackfire Order and allow them entry. The magma golems will be instructed to stand down and open the main doors so that the party may enter without incident. If the party does proceed in, at least two zealots will accompany the party through the temple interior – through the western passage, passing through the kitchen (*Area 1-3*) – all the way to the chapel (*Area 1-10*) where they can speak further with Vasha about joining the Blackfire Order.

See *Joining the Blackfire Order* for more information.

Failure: The zealots realize what the intentions of the players truly are, and command the magma golems attack immediately in defense of the temple.

TACTICS

Zealots: The zealots aren't very bright and will charge the intruders without hesitation, frantically trying to stab them with no regard for self-preservation. One of them may try to retreat to the temple interior to the south, but they will not be strong enough to open the door themselves.

Golems: The golems will not attack until a creature comes within 5 squares of them. The golems are not only bound to the protection of the entrance, but they are too large to pass between the columns leading out.

The golems will prefer to stay near the double doors, working in tandem to ensure nothing gets by them.

DEVELOPMENT

If the party successfully parlays with the Blackfire members, one or two zealots will escort them to the chapel to speak with Vasha, hopefully continuing their initiation in to the order.

See *Joining the Blackfire Order* and *Encounter T7 - The Chapel* for more information.

Magma Golem (G) **Level 12 Elite Brute**
1,400 XP
Large natural animate (construct, fire), golem

Initiative +8 **Senses** Perception +8, darkvision
HP 306; **Bloodied** 153
AC 24; **Fortitude** 26, **Reflex** 19, **Will** 21
Immune disease, petrification, poison **Resist** 20 fire **Vulnerable** 10 cold (see *Cold Weakness*)
Speed 5 (cannot shift)
Saving Throws +2 **Action Points** 1

Traits

Intense Heat • Aura 1

Any creature that starts its turn in or enters the aura takes 5 fire damage.

Regeneration

If the golem starts its turn in contact with lava or magma, it regenerates 10 hit points.

Cold Weakness

If the golem takes cold damage, it is slowed until the end of the next turn.

Standard Actions

Ⓜ **Slam (fire) • At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d10 +6 damage, plus an additional 1d10 +3 fire damage.

Ⓜ **Double Slam • At-Will**

Effect: The golem uses *Slam* twice. If both attacks hit the same target, the target also takes ongoing 10 fire damage (save ends).

⚡ **Lava Bomb (fire) • Encounter**

Attack: Area Burst 1 within 10 (all creature in burst); +15 vs Reflex
Hit: 2d6 +8 fire damage.
Miss: 10 fire damage.

Golem Rampage • Recharge ⓂⓂ

Effect: The golem moves up to its speed +2. During this movement the golem can move through enemies' spaces, and when the golem first enters a creature's space it can use *Slam* against that creature.

Alignment --

Languages --

Str 24 (+13)	Dex 10 (+6)	Wis 14 (+8)
Con 23 (+12)	Int 3 (+2)	Cha 3 (+2)

Blackfire Zealot (Z)

Level 10 Minion

Medium natural humanoid, human 125 XP

Initiative +8 **Senses** Perception +6
HP 1; *a missed attack never damages a minion*
AC 22; **Fortitude** 21, **Reflex** 22, **Will** 20
Speed 6

Traits

Strength in Numbers

The zealot gains a +2 bonus to all defenses if it has at least 2 other Blackfire members within 2 squares of it.

Standard Actions

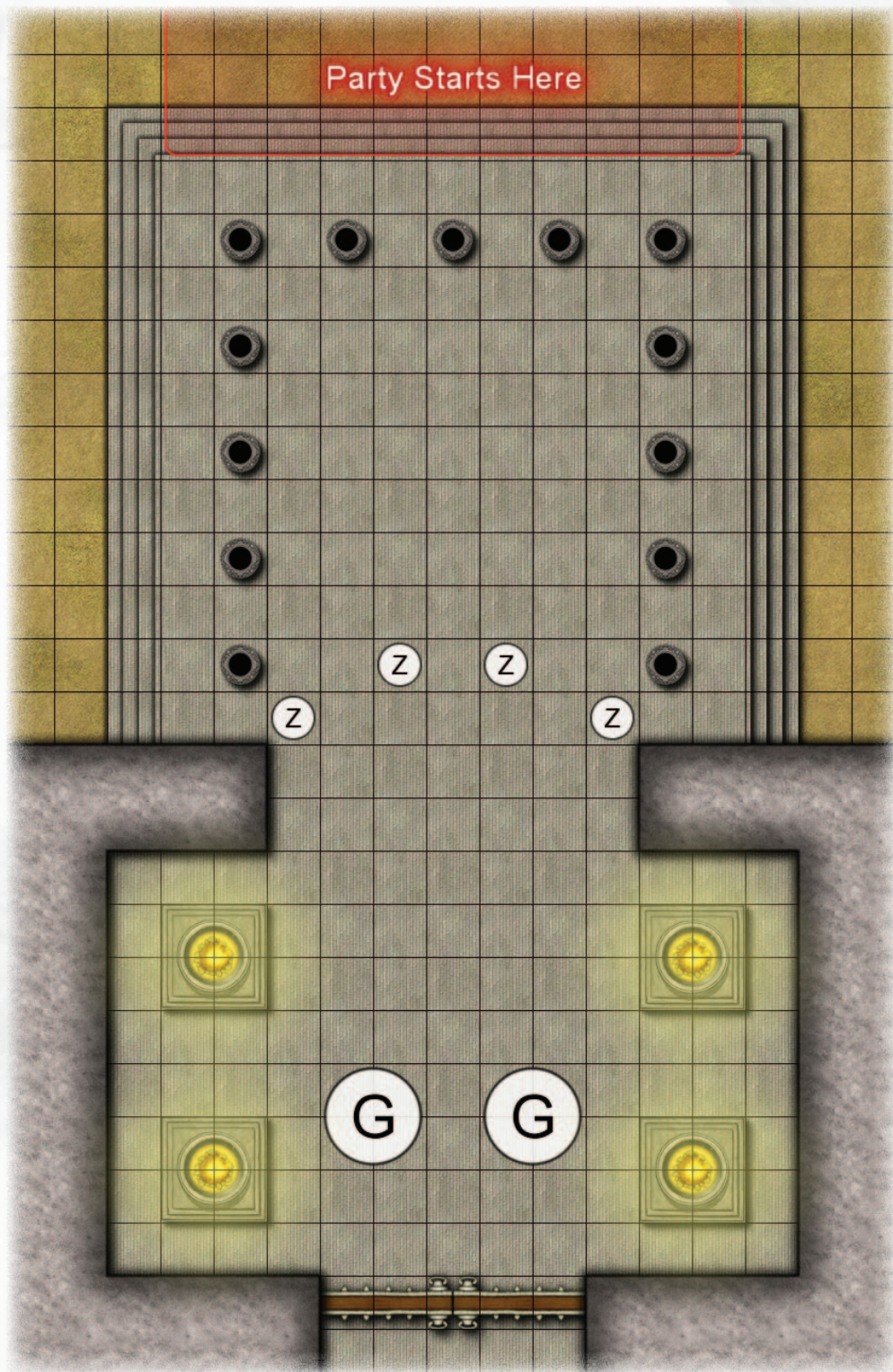
Ⓜ **Dagger (weapon) • At-Will**

Attack: Melee 1 (one creature); +15 vs AC
Hit: 8 damage.

Alignment Evil

Languages Common, Draconic

Str 14 (+7)	Dex 16 (+8)	Wis 13 (+6)
Con 12 (+6)	Int 9 (+4)	Cha 11 (+5)



ENCOUNTER T2 - WARM WELCOME (AREA 1-1)

Encounter Level 10 (2,600 XP)

SETUP

2 Blackfire Sentries (level 12 soldier)
 Blackfire Arcanist (level 12 artillery)
 Dragon Statue (level 10 blaster trap)

When the players enter, read or paraphrase the following:

As you pass through the large, wooden doors you enter a domed chamber that is decorated with ornate tile and stone work.

At the far end of the chamber, beyond a wide vat of burning embers, is a large stone statue of a dragon rearing up with its wings spread wide, its menacing teeth and piercing gaze staring down the main entrance.

Standing in front of the statue, just in front of a small altar, is a human wearing a long red cloak. On either side of the chamber stand tall dragonborn fighters with halberds.

If the players managed to convince the zealots at the entrance that they intend to join the order (see *Joining the Blackfire Order* and *Encounter T1 - The Gate Keepers* for more information), they will be escorted through here and to the passage to the west without confrontation. If that isn't the case, these members of the order will attack on sight and without any hesitation.

FEATURES OF THE AREA

Illumination: The entrance is brightly lit by wall torches and the glow of the burning embers just inside the entrance.

Burning Embers: A large stone vat about 25' long and 10' wide, filled with glowing hot embers, stands just inside the main entrance. The edge of the container is about 3' high, and any creature being moved forcefully in to the container gets a +3 bonus to the saving throw for entering hazardous terrain.

Any creature entering or starting their turn inside the embers takes 15 fire damage.

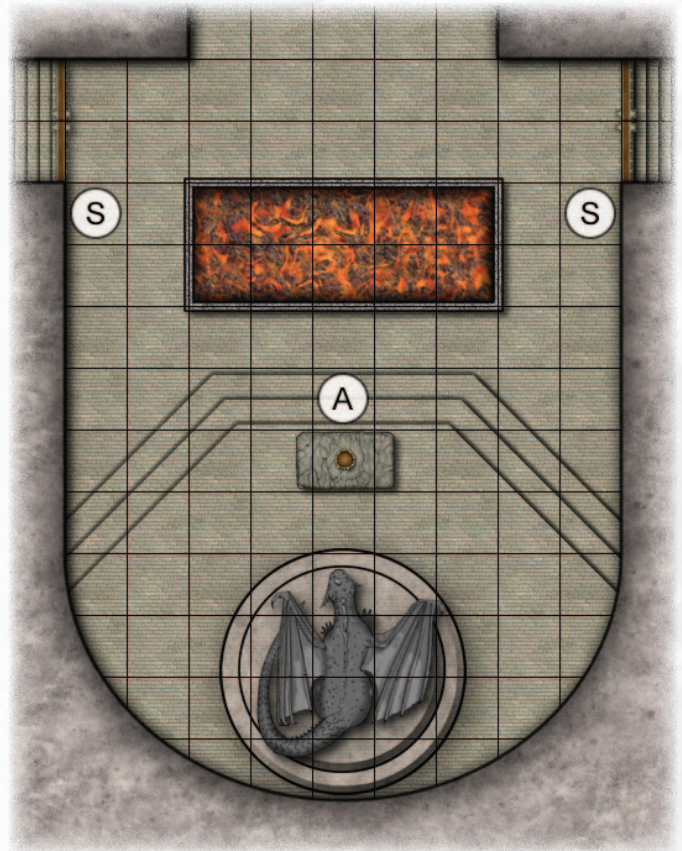
Altar: A nondescript stone altar stands just behind the embers. On top of it is a small pyre of stones and wood sticks that is currently unlit.

When the pyre is targeted by a ranged or melee fire attack, or it is included within the area of a fire-based burst, blast or wall, the pyre ignites and activates the *Dragon Statue Trap* (see below). If the pyre is lit and targeted with a cold attack, make an immediate saving throw against the attack; on a failure, the pyre is extinguished.

In addition to that, any adjacent Blackfire can ignite the pyre with a minor action.

Dragon Statue: The statue of Vulkanon stands 15' high, its wings spread wide in an aggressive stance. The dragon's mouth is visibly scarred by fire (Perception DC 18).

When the pyre just in front of the statue is lit, the dragon statue will enter initiative and begin firing goutts of fire at any intruders in the room.



See the *Dragon Statue Trap* stats below.

Treasure: There is no treasure in this area.

TACTICS

Arcanist: On its first turn or any turn in which the pyre is unlit, the arcanist will either use a minor action (if adjacent) or fire a *hellfire missile* at the pyre, igniting it and activating the statue. The statue then immediately enters the initiative order and begins to attack.

First chance he gets he will move behind the altar and use it as cover, attacking the nearest target at range.

Sentries: The sentries will protect the arcanist at all costs, moving in to flanking positions on either side of the altar and doing everything possible to stand in the way between the arcanist and the intruders.

If the arcanist is killed, somehow disabled or unable to reigniting the pyre, the sentries may consider using their *breath weapon* to ignite it themselves so long as they can get the pyre and at least one enemy within the blast. If not, they may attempt to move adjacent and ignite it by hand.

All the enemies will fight to the death in the name of their draconic god.

ESCORTED ENTRY

If the party has managed to enter the temple by convincing the zealots at the entrance that they wish to join, they will be escorted through this room and west through the kitchen. The guards here will be polite, welcoming the group in to the order and praising them as new recruits. They may even thank the party for their “service to the great one.”

Blackfire Sentry (S)	Level 12 Soldier
Medium natural humanoid, dragonborn	700 XP
Initiative +11	Senses Perception +13
HP 118; Bloodied 59	
AC 28; Fortitude 25, Reflex 22, Will 23	
Resist 10 fire	
Speed 6	
Traits	
Dragonborn Fury	
The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.	
Punishing Blow	
The dragonborn deals an additional 1d10 damage on melee attacks against a prone target.	
Standard Actions	
Ⓢ Halberd (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs AC	
<i>Hit:</i> 2d12 +6 damage, and the target is marked until the end of the next turn.	
⚡ Powerful Strike (weapon) • Recharge [2]	
<i>Attack:</i> Melee 2 (one creature); +17 vs AC	
<i>Hit:</i> 3d12 +6 damage, and the target is knocked prone.	
Minor Actions	
⏪ Dragon Breath (fire) • Encounter	
<i>Attack:</i> Close Blast 3 (all creatures in burst); +17 vs Reflex	
<i>Hit:</i> 2d8 +6 fire damage.	
Alignment Evil	Languages Common, Draconic
Str 17 (+9)	Dex 12 (+7)
Con 14 (+8)	Int 10 (+6)
	Wis 14 (+8)
	Cha 12 (+7)
Equipment halberd, chainmail	

Dragon Statue	Level 10 Blaster
Object	500 XP
<i>A statue of the great dragon Vulkanon shoots balls of fire at any intruders.</i>	
Detect Perception DC 18	Initiative when first activated
HP 240	
AC 12; Fortitude 12, Reflex 5, Will --	
Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage	
Vulnerable 20 thunder	
Standard Actions	
⏪ Flame Burst (fire) • At-Will	
<i>Attack:</i> Ranged 10 (one enemy); +13 vs Reflex	
<i>Hit:</i> 2d6 +6 fire damage, ongoing 5 fire damage (save ends).	
Countermeasures	
<ul style="list-style-type: none"> • Deactivate: If the pyre is targeted by a cold attack, it must make an immediate saving throw; on a failure, it is extinguished until it is relit. If the pyre in front of the statue is unlit on the statue's turn, the statue does not attack. • Destroy: If the statue is destroyed, the trap is disabled. • Disable: If a character can successfully climb the statue (Athletics DC 15), they can disable the firing mechanism in the statue's head with a Thievery DC 18 check. 	

Blackfire Arcanist (A)	Level 12 Artillery
Medium natural humanoid, tiefling	700 XP
Initiative +7	Senses Perception +7, low-light vision
HP 93; Bloodied 46	
AC 24; Fortitude 23, Reflex 25, Will 25	
Resist 10 fire	
Speed 6	
Traits	
Bloodhunt	
The tiefling gains a +1 bonus to attacks against bloodied targets.	
Standard Actions	
Ⓢ Flame Dagger (weapon, fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs AC	
<i>Hit:</i> 2d4 +4 damage, plus an additional 1d8 fire damage.	
Ⓢ Hellfire Missile (fire) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +15 vs Reflex	
<i>Hit:</i> 2d8 +6 fire damage, and every creature adjacent to the target takes 8 fire damage.	
⚡ Blackfire Burst (fire) • Encounter	
<i>Attack:</i> Area Burst 2 within 20 (all creatures in burst); +15 vs Reflex	
<i>Hit:</i> 2d6 +4 fire damage, ongoing 10 fire damage (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of the arcanist's next turn. Any creature that ends their turn within the zone takes 10 fire damage.	
Move Actions	
Ⓢ Dimension Door (teleportation) • Recharge [2]	
<i>Effect:</i> The arcanist teleports up to 6 squares.	
Triggered Actions	
⚡ Infernal Wrath (fire) • Encounter	
<i>Trigger:</i> The tiefling is hit by an attack.	
<i>Effect (Free Action):</i> The triggering creature takes 1d6 +4 fire damage.	
Alignment Evil	Languages Common, Draconic
Skills Arcana +15, History +15	
Str 12 (+7)	Dex 12 (+7)
Con 15 (+8)	Int 19 (+10)
	Wis 12 (+7)
	Cha 17 (+9)
Equipment cloth, dagger	

ENCOUNTER T3 - GARBAGE DISPOSAL (AREA 1-3)

Encounter Level 10 (2,400 XP)

SETUP

- 2 Diseased Otyughs (level 10 elite soldier)
- 2 Blackfire Acolytes (level 11 minion artillery)

When the players enter, read or paraphrase the following:

You enter what appears to be a small kitchen that has gotten its fair share of use. A large counter stands in the center of the room, and you can see a large stove and cooking utensils along the wall to the west.

From the doorway you can sense a faint foul stench coming through two semi-opened doors to the east.

Standing around a table in the center of the room are two humans wearing long red robes and clutching quarterstaves.

If the party is being escorted by Blackfire zealots, read or paraphrase the following as well:

As they escort you through the kitchen, the men motion for you to move to the right. "Please stand clear of our garbage disposal..." they say almost jokingly.

The two humans are Blackfire acolytes, and are in the process of preparing a meal for themselves. Depending on how subtle the party is in entering the room and their preoccupation with the meal they are making, it may be possible to surprise them.

The two otyughs are lurking inside the refuse pit to the east, just below the water line. As soon as the players enter, roll Stealth checks for each otyugh to determine if their presence is detected.

FEATURES OF THE AREA

Illumination: The main kitchen is brightly lit by torches on wall sconces. The refuse pit has no illumination of its own but if the two doors are opened fully it will be dimly lit by ambient light from the kitchen.

Stove: The meal being prepared by the acolytes still cooks on top of the stove. If left there, it will eventually burn and the intense smell may serve to alert other Blackfire members that something is amiss.

Doors: The two double doors to the east have been left open on purpose, allowing the otyughs to reach clean through them and grab anything that walks down the main hallway. The doors have no lock and swing freely.

Counter: The main counter is approximately four feet high and clear. A player can climb on to the table with an Acrobatics DC 10 check, and doing so requires 1 additional square of movement.

Refuse Pit: The pit is ten feet deep but filled to the brim with refuse and murky water, making it an ideal place for the two otyugh to live.

The pit is considered difficult terrain for any creature (including the otyughs), and any creature that ends its turn in the pit and is not grabbed by an otyugh must make a saving throw or be immobilized as they sink deeper in to the refuse. Any creature that is immobilized in this manner takes ongoing 10 poison damage and can attempt to escape (DC 15) on their turn as a move action.

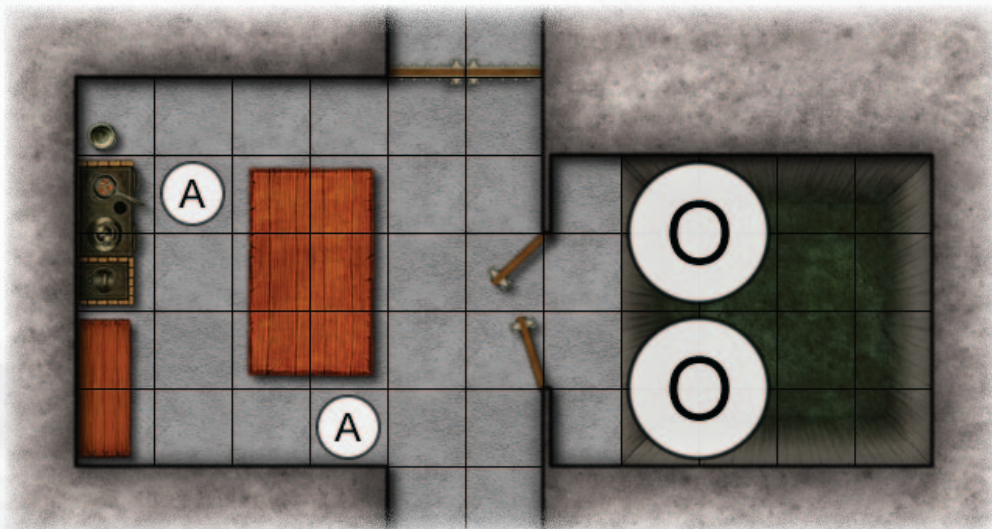
Treasure: Inside the otyugh's pit are the remains of at least one or two adventurers that have crossed through here before and weren't as lucky. If their bodies are searched the party can recover one treasure package and a 10% chance of finding a second package with a thorough search (Perception DC 22, ten minutes).

TACTICS

Acolytes: The acolytes will try to circle around the table, keeping it between them and the party while they open up with *fire bolt*.

Otyughs: The otyughs do not cooperate with each other, and one will even attack targets grabbed by the other. They will come out of the pit only if they have to, but would much rather have their meal come to them.

So long as the acolytes are in the kitchen, the otyughs will remain in their pit. If the two acolytes are slain and the party makes no effort to hide their presence (such as closing the doors), the otyughs may attempt to climb out of the pit and



move in to the kitchen to attack. If they can get in range to grab a target, they will attempt to pull them back in to the pit.

If a player steps through the doors in to the pit for whatever reason, the otyugh will immediately attack.

ESCORTED ENTRY

If the party has managed to enter the temple by convincing the zealots at the entrance that they wish to join, they will be escorted by one or two Blackfire zealots. That zealots will take them through the kitchen to avoid the homunculus in the alchemist's lab (who are designed to attack non-members immediately).

As soon as the zealots enter, they will point out that the party should stay away from the eastern doors without explicitly stating what is beyond them.

If the players disturb the doors in any way, or if their curiosity gets the better of them and they try to peek through the doorway, the otyugh will attack.

Once the otyughs begin attacking, the zealots and acolytes will not join in unless they themselves are attacked. They may actually find it rather comical and amusing, suggesting to the party that they do not attack the creatures and simply move away from the doors. If the players insist on attacking the otyughs, the Blackfire members will attack to protect the otyughs. The otyughs must be protected; the alternative – having to get rid of all the garbage on their own – is unthinkable to the Blackfire members present.

Blackfire Acolyte (A) **Level 11 Minion Artillery**
Medium natural humanoid, human 150 XP

Initiative +7 **Senses** Perception +5
HP 1; *a missed attack never damages a minion*
AC 25; **Fortitude** 20, **Reflex** 22, **Will** 22
Speed 6

Standard Actions

⊕ **Quarterstaff** (weapon) • **At-Will**

Attack: +16 vs AC
Hit: 6 damage.

⊕ **Fire Bolt** (fire) • **At-Will**

Attack: Ranged 10; +14 vs Reflex
Hit: 8 fire damage.

Alignment Evil **Languages** Common, Draconic

Str 10 (+5) **Dex** 14 (+7) **Wis** 11 (+5)
Con 12 (+6) **Int** 16 (+8) **Cha** 14 (+7)

Diseased Otyugh (O)

Large natural beast

Level 11 Elite Soldier

1,200 XP

Initiative +10 **Senses** Perception +13, darkvision
HP 228; **Bloodied** 114
AC 27; **Fortitude** 25, **Reflex** 20, **Will** 22
Resist 10 poison
Speed 5, swim 5
Saving Throws +2 **Action Points** 1

Traits

Otyugh Stench • **Aura** 1

Living enemies take a -2 penalty to attack rolls while in the aura.

Standard Actions

⊕ **Tentacle** (poison) • **At-Will**

Attack: Melee 3 (one creature); +16 vs AC
Hit: 2d8 +8 damage, and ongoing 5 poison damage (save ends).
In addition, the otyugh pulls the target up to 2 squares and grabs it (until escape).

⊕ **Putrid Bite** (disease, poison) • **At-Will**

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d12 +6 damage or 2d12 +10 if the creature is grabbed by the otyugh, and ongoing 5 poison damage (save ends).
In addition, at the end of the encounter the target makes a saving throw; on a failure, the target contracts *Diseased Otyugh Filth Fever* (Stage 1, see below). If the attack is a critical hit, the target automatically contracts *Diseased Otyugh Filth Fever* without a saving throw.

⊕ **Tentacle Frenzy** • **Recharge** ☑☑☑

Effect: The otyugh makes three *Tentacle* attacks against separate targets within range.

Alignment Evil

Languages --

Str 22 (+11) **Dex** 13 (+6) **Wis** 16 (+8)
Con 18 (+9) **Int** 1 (+0) **Cha** 5 (+2)

Diseased Otyugh Filth Fever

Level 11 Disease

Stage 0: The target recovers from the disease.

Stage 1: While affected by Stage 1, the target loses a healing surge.

Stage 2: While affected by Stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude and Reflex.

Stage 3: While affected by Stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude and Reflex.

Check: At the end of each extended rest, the target must make an Endurance check if it is in Stage 1 or 2.

12 or lower: The stage is increased by 1.

13-18: No change

19 or higher: The stage is decreased by 1.

ENCOUNTER T4 - ALCHEMICAL LAB (AREA 1-4)

Encounter Level 10 (2,600 XP)

SETUP

- 1 Blackfire Alchemist (level 11 artillery)
- 3 Fire-Infused Iron Defenders (level 10 soldier)
- 1 Fire-Infused Arbalester (level 10 artillery)

When the players enter, read or paraphrase the following:

This appears to be an arcane or alchemical laboratory. Near the northern doors is a large stone font which is filled with glowing hot embers.

In the middle of the room stands a man wearing a long red robe that seems to be singed or discolored in several spots. He is carrying several small vials of liquid, and also seems to have a few of those same vials hanging from his belt.

In the far corners of the room are a series of metallic constructs that spring to life as soon as the doors are opened.

The man is a Blackfire Alchemist, who is carrying half a dozen vials of alchemical mixtures and is ready to unleash them on the party.

The constructs in the corners are homunculus – three iron defenders and one arbalester – that have been infused with elemental fire and ordered to guard the room and the alchemist.

The homunculus are keyed to react as soon as the doors are opened by anyone who is not part of the Blackfire Order, so there is no possibility of surprising them. The alchemist himself may be surprised, depending on how the party enters the room.

FEATURES OF THE AREA

Illumination: The room is brightly lit by wall sconces and by the pile of hot coals to the north.

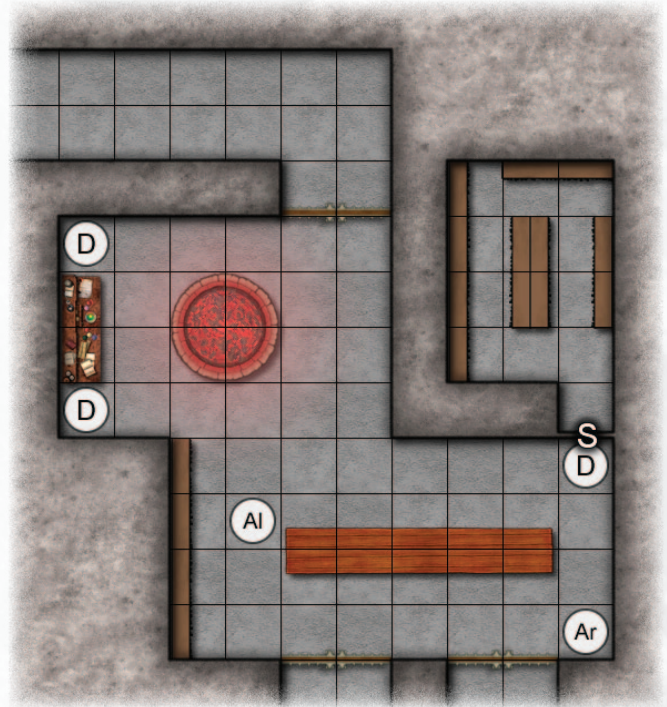
Hot Coals: The circular container is approximately 4' high and 10' in diameter and made of solid stone. The coals radiate intense heat and are magically infused by the mixtures created by the alchemist. Any creature standing adjacent to the coals will have their fire resistance halved (round down), and any creature that is forced in to the coals gains a +4 bonus to the saving throw against hazardous terrain.

If someone places a metallic weapon in to the coals and leaves it there for one full minute, the item will be infused with elemental energy and will deal an additional 1d8 fire damage on the next six hits made with the weapon. Each weapon can only be treated in this manner once a day.

Any creature that enters a or starts their turn in a square within the coals takes 10 fire damage.

Alchemical Workbench: The workbench on the west wall has several alchemical mixtures placed on it, and is potentially unstable if disturbed by someone who doesn't know what they are doing.

If any of the workbench's squares is hit with an attack or s within the area of a burst or blast attack, roll a d20. If the result is less than 10, the workbench explodes:



✦ Alchemical Explosion • At-Will

Attack (Immediate Reaction): Close Burst 2 (all creatures in burst), centered on workbench; +14 vs Reflex

Hit: 4d6 damage. For each creature attacked, roll a d6 to determine the damage type:

- 1: Acid
- 2: Cold
- 3: Fire
- 4: Lightning
- 5: Thunder
- 6: Poison

Miss: Half damage, the type of which determined in same manner as above.

Effect: The workbench is destroyed.

If the workbench is not destroyed during the combat, at the end of the encounter the party can attempt to retrieve usable alchemical mixtures from it. With an Arcana DC 18 check, the party will be able to retrieve 1d4 alchemical mixtures (choose at random or use your discretion); if they fail the check by 5 or more, the workbench explodes as above and the contents are destroyed.

If the Blackfire Alchemist is adjacent to the workbench, as a minor action he can grab a vial from the table and use it to make his *alchemical vial* attack instead of using a vial he is carrying.

Bookshelf: The shelves to the southwest contain several papers, manuscripts and books that describe the process by which to create alchemical mixtures. A player that searches the shelves and succeeds in an Arcana DC 20 check will acquire the formulas to create the following alchemical mixtures:

- *Alchemist's Acid* (70gp value)
- *Alchemist's Fire* (80gp value)
- *Alchemist's Frost* (80gp value)

If any player beats a DC 25 on the Arcana check, they will also find the formula to create a *Thunderstone* (200gp value).

See the D&D 4E *ADVENTURER'S VAULT* for more information on these alchemical items.

Secret Door: A secret door is hidden in a corner in the southeastern area of the room, and can be detected with a Perception DC 18 check. The door is locked, and it can be opened either with a key held by the Blackfire Alchemist or with a Thievery DC 18 check.

Behind the secret door is a hidden library (*Area 1-5*).

Treasure: Besides the alchemical mixtures above, sitting on top of the table to the south are 1d4 *Ember Stones* (see *Appendix B*), which can be found amidst all the other junk on the table with a Perception DC 14 check.

At your discretion you may include one treasure package spread across the southern table, but the important treasure should be in the hidden library to the northeast (see *Area 1-5*).

TACTICS

Homunculus: If the party has become members of the order and carry *The Mark of the Order* (see *Joining the Blackfire Order* for more information), the homunculus will not attack them unless the alchemist is attacked or if he commands them to. If the party are not members of the Blackfire Order, the homunculus will attack on sight.

The iron defenders will charge forward and confront the party at close range while the alchemist and the arbalester stand in the back and fire volleys.

Alchemist: The alchemist will try to throw his vials in places that can catch as many players as possible without damaging the defenders, but if that's unavoidable he will not hesitate to catch them in a blast.

Blackfire Alchemist (AI) **Level 11 Artillery**
600 XP
Medium natural humanoid

Initiative +5 **Senses** Perception +5
HP 86; **Bloodied** 43
AC 23; **Fortitude** 21, **Reflex** 22, **Will** 22
Speed 6

Standard Actions

Ⓣ **Poisoned Dagger** (poison, weapon) • **At-Will**

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d4 +4 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).

☼ **Alchemical Vial** (varies) • **6/Encounter**

Roll a d4 to determine the type of vial used.

- 1: Acid
- 2: Cold
- 3: Fire
- 4: Lightning

Using the damage type as the keyword to the power, make the following attack.

Attack: Area Burst 1 within 10 (all creatures in burst); +14 vs Reflex
Hit: 3d6 +6 damage of the chosen type.
Miss: 5 damage of the chosen type.

Alignment Evil **Languages** Common, Draconic

Skills Arcana +13, History +13

Str 12 (+6) **Dex** 11 (+5) **Wis** 10 (+5)
Con 14 (+7) **Int** 17 (+8) **Cha** 15 (+7)

Equipment cloth, dagger, 6 alchemical vials

Fire-Infused Arbalester (Ar) **Level 10 Artillery**
500 XP
Medium natural animate
(construct, homunculus)

Initiative +9 **Senses** Perception +12, darkvision
HP 79; **Bloodied** 39
AC 22; **Fortitude** 21, **Reflex** 23, **Will** 21
Immune disease, poison **Resist** 10 fire
Speed 6

Standard Actions

Ⓣ **Slam** • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC
Hit: 2d6 +4 damage.

☼ **Fire Bolt** (fire) • **At-Will**

Attack: Ranged 20/40 (one creature); +15 vs Reflex
Hit: 1d8 +6 damage, plus an additional 1d8 fire damage. On a critical hit, the target also takes ongoing 5 fire damage (save ends).

➤ **Double Shot** • **Recharge** ☼☼☼

Effect: The arbalester makes two *Fire Bolt* attacks, each against a different target. The targets must be within 5 squares of each other.

Alignment --

Languages --

Str 15 (+7) **Dex** 18 (+9) **Wis** 15 (+7)
Con 13 (+6) **Int** 5 (+2) **Cha** 8 (+4)

Fire-Infused Iron Defender (D) **Level 10 Soldier**
500 XP
Medium natural animate
(construct, homunculus)

Initiative +11 **Senses** Perception +10, darkvision
HP 104; **Bloodied** 52
AC 26; **Fortitude** 22, **Reflex** 21, **Will** 19
Immune disease, poison **Resist** 10 fire
Speed 6

Traits

Pursue and Attack

When the iron defender makes an opportunity attack, it shifts 1 square before and after the attack.

Standard Actions

Ⓣ **Bite** • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC
Hit: 2d6 +6 damage.

⬅ **Fire Breath** (fire) • **Encounter**

Attack: Close Blast 3 (all creatures in blast); +15 vs Reflex
Hit: 2d6 +4 fire damage, and the target takes a -2 penalty to attack rolls (save ends).
Miss: 5 fire damage.

Triggerred Actions

† **Guard Creature** • **At-Will**

Trigger: An adjacent enemy attacks a creature guarded by the iron defender.
Effect (Immediate Reaction): The iron defender makes a melee basic attack against the triggering enemy.

Alignment --

Languages --

Str 17 (+8) **Dex** 15 (+7) **Wis** 11 (+5)
Con 16 (+8) **Int** 10 (+5) **Cha** 8 (+4)

ENCOUNTER T5 - THE FORGE (AREA 1-8)

Encounter Level 11+ (between 3,200 and 3,950 XP)

SETUP

Silyan, Minotaur Blacksmith (level 11 solo brute)
 4 Animated Armors (level 10 soldier)
 Up to 6 Animated Weapons (level 10 minion skirmisher)

When the party enters, read or paraphrase the following:

You enter what appears to be a forge. On the west wall is a forge glowing brightly and filled with hot coals, and just in front of it is a large stone block with an anvil on top of it. Next to the anvil is a lit brazier.

Standing in front of the fireplace is a surly looking minotaur, who is using a large hammer and tongs to pound and shape a blade against the anvil.

The minotaur is Silyan, the master blacksmith used by the Blackfire Order to create all their weapons and armor. He is not a particularly pleasant creature, and will attack on sight anyone who is not a member of the Blackfire Order.

FEATURES OF THE AREA

Illumination: The room is brightly lit by the forge.

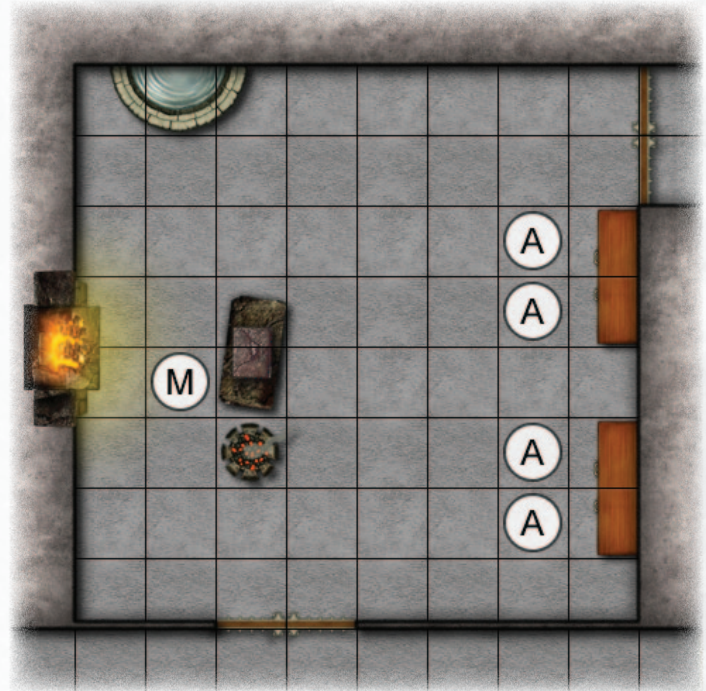
Forge: The fireplace is extremely hot, and any creature standing next to it at the start of their turn takes 5 fire damage. The minotaur, having been exposed to the flames for many years, is immune to this effect.

Brazier: The lit brazier just to the south of the anvil has an assortment of semi-completed weapons. These weapons are slightly magical, and the blacksmith has the power to pull one or more of these weapons from the coals, throw it in to an unoccupied space within 5 squares and create an Animated Weapon (see below).

Water Vat: A vat of water ten feet wide and a few feet deep is against the northern wall. The blacksmith uses it to cool weapons he is actively working on.

Treasure: In the cabinets to the east are an assortment of weapons made by the blacksmith. Although most of them are mundane, players will find at least one weapon of 14th level or lower. There is also a 20% chance that they will find a second weapon of 11th level or lower.

In addition to the loose weapons, inside the brazier there are 2d4 *Ember Stones* (see *Appendix B*), but they may be hard to distinguish amongst the other coals. A player searching the brazier and succeeding a Perception DC 16 check will notice the stones seem somewhat different from the surrounding coals. In order to retrieve them, the player can either attempt to extinguish the brazier (using water, cold attacks, or even overturning the brazier and spilling it out on the floor) or reach in and grab them; if they do the latter, they will take 10 fire damage.



TACTICS

If the party has *The Mark of the Order* (see *Joining the Blackfire Order* for details), Silyan will not be openly hostile until provoked. If they are not members, the minotaur will attack on sight.

As soon as the encounter begins, read or paraphrase the following:

The minotaur raises his hands and yells "come to my aid!" As he does, four suits of armor in the armor and weapon racks animate and step forward, grabbing hold of a longsword as they move to attack.

Four animated suits of armor step out of the cabinets to the east, grab longswords and join the fight.

The minotaur will lead off with *goring charge* against the nearest party member he sees, then will attempt to withdraw back to the forge so he can periodically use his *stoking the fire* power by sticking his weapon in the forge and making it glowing hot. Beyond that, every round he can he'll attempt to use *forge strike* to pound one opponent.

While adjacent to the brazier, whenever possible the minotaur will pull a weapon from it and throw it in to an empty space within 5 squares. The weapon will immediately animate, turning in to an Animated Weapon (see below) and join the conflict.

Once the minotaur falls, the lesser animated weapons will stop attacking and fall to the ground lifeless. The non-minion weapons will keep fighting until destroyed.

BLACKFIRE MEMBER BENEFITS

If the party has acquired *The Mark of the Order* the blacksmith will not attack on sight. Only if asked will he volunteer his services to create magic weapons for the party; he will create no more than two common or uncommon magic weapons no higher than level 10 for free.

See *Joining the Blackfire Order* for more information.

Silyan, Minotaur Blacksmith (M) Medium natural beast, minotaur	Level 11 Elite Brute 1,200 XP
Initiative +8	Senses Perception +8
HP 280; Bloodied 140	
AC 23; Fortitude 25, Reflex 20, Will 22	
Speed 6	
Saving Throws +5 Action Points 2	
Traits	
Headless Charge	
While charging, the minotaur gains a +2 bonus to AC against opportunity attacks.	
Standard Actions	
Ⓢ Hammer (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs AC <i>Hit:</i> 2d10 +8 damage. On a critical hit, the target is dazed (save ends).	
Ⓢ Tongs (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs AC <i>Hit:</i> 3d6 +6 damage, and the target is grabbed.	
† Forge Strike (weapon) • At-Will	
<i>Effect:</i> The minotaur makes a <i>Tongs</i> attack. If the attack hits, the minotaur makes a <i>Hammer</i> attack with a +2 bonus to the attack roll against the same target as a free action.	
† Goring Charge • Encounter	
<i>Effect:</i> The minotaur charges a target, making the following attack instead of a melee basic attack: <i>Attack:</i> Melee 1 (one creature); +16 vs AC <i>Hit:</i> 2d6 +8 damage, and the target is knocked prone.	
Minor Actions	
Animate Weapon • Recharge ☞☞ (1/round)	
<i>Requirement:</i> The minotaur must be adjacent to the brazier. <i>Effect:</i> The minotaur summons an <i>Animated Weapon</i> minion (see below) in an unoccupied space within 5 squares. The minion acts immediately. <i>Special:</i> The minotaur cannot use this power more than 6 times in the entire encounter.	
Stoking the Fire (weapon) • Recharge ☞☞ (1/round)	
<i>Requirement:</i> The minotaur must be adjacent to the forge. <i>Effect:</i> The minotaur's next weapon attack deals an additional 1d6 fire damage if it hits.	
Triggered Actions	
† Ferocity • Encounter	
<i>Trigger:</i> The minotaur drops to 0 hit points or fewer. <i>Effect (Free Action):</i> The minotaur makes a melee basic attack.	
Alignment Evil	Languages Common, Draconic
Skills Athletics +16, Endurance +15	
Str 23 (+11)	Dex 12 (+6)
Con 20 (+10)	Int 10 (+5)
Wis 16 (+8)	Cha 11 (+5)
Equipment hide armor, blacksmith's hammer and tongs	

Animated Armor (A) Medium elemental animate (construct)	Level 10 Soldier 500 XP
Initiative +11	Senses Perception +6, darkvision
HP 105; Bloodied 52	
AC 26; Fortitude 24, Reflex 21, Will --	
Immune disease, poison, gaze, attacks that target Will defense	
Speed 6	
Standard Actions	
Ⓢ Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs AC <i>Hit:</i> 2d8 +6 damage.	
Standard Actions	
† Covering Attack (weapon) • At-Will	
<i>Trigger:</i> An adjacent enemy makes an attack that does not include the armor as a target. <i>Effect (Immediate Interrupt):</i> The animated armor make a <i>Longsword</i> attack as a free action. If the animated armor hits, the triggering attack takes a -2 penalty to the attack roll.	
Str 18 (+9)	Dex 15 (+7)
Con 17 (+8)	Int 3 (+1)
Wis 13 (+6)	Cha 3 (+1)
Animated Weapon	
Animated Weapon Medium elemental animate (construct)	Level 10 Minion Skirmisher 125 XP
Initiative +9	Senses Perception +6, darkvision
HP 1; <i>a missed attack never damages a minion</i>	
AC 24; Fortitude 21, Reflex 23, Will --	
Immune fire, disease, poison, gaze, attacks that target Will defense	
Speed 0, fly 6 (hover)	
Standard Actions	
Ⓢ Slice (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs AC <i>Hit:</i> 8 damage. <i>Special:</i> The animated weapon can shift 1 square before and after the attack.	
✦ Blade Flurry (weapon) • At-Will	
<i>Attack:</i> Close Burst 1 (all enemies in burst); +15 vs AC <i>Hit:</i> 6 damage.	
Str 16 (+8)	Dex 18 (+9)
Con 15 (+7)	Int 3 (+1)
Wis 12 (+6)	Cha 3 (+1)

ENCOUNTER T6 - THE FLAME GAUNTLET (AREA 1-9)

Encounter Level 10 (2,500 XP)

SETUP

The Flame Gauntlet (level 10 solo blaster trap)

The members of the Blackfire Order are extremely cautious when walking through this tunnel as it houses a sinister trap that will engage whenever a non-member crosses the midway point (see area map below).

FEATURES OF THE AREA

Illumination: The hallway is brightly lit by wall sconces.

Statues: Each statue is of a robed humanoid at least 8' tall. The robe has arcane marking along the front and extends all the way down to the floor. A hood is draped over the statue's head, and where the face should be there is nothing but a blank, flat stone.

An Arcana DC 18 check will detect a trace of evocation magic coming from each of the numbered statues, while the other statues that are not part of the trap have no hint of magic.

A Perception or Dungeoneering DC 20 check will reveal that every other statue – specifically, the numbered statues that are part of the trap (see map) – are slightly darker than the others. If the same skill check beats a DC 25, players will determine that the discoloration is due to intense heat.

Stone Barriers: Two stone barriers are tucked in the roof and out of view at opposite ends of the hallway (see map). A Perception DC 22 check will allow the party to note the markings in the roof and the floor that reveal the possibility of a some sort of barrier.

Treasure: There is not treasure in this area.

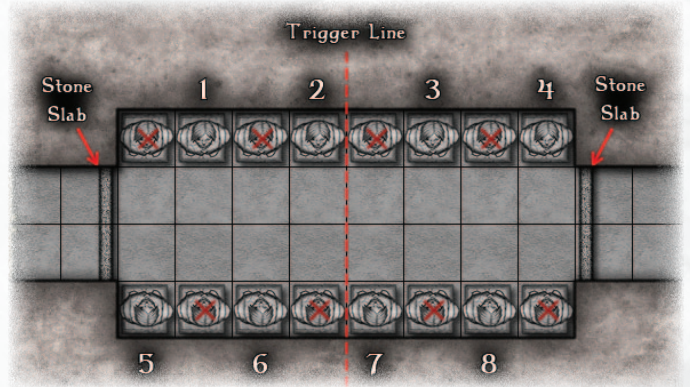
THE GAUNTLET

When any party members enters the hallway and passes the midpoint of the area (see the red line on the map below), the trap activates and rolls initiative.

The first thing that occurs is that the two stone slabs will fall from the roof and seal the area off. Each slab is solid stone approximately a foot thick, and the only way out of the area is to either raise the heavy slab with a Strength DC 26 check (as a Standard Action) or completely destroy the slab (see below for properties of each slab). Once one of the slabs is raised or destroyed, those trapped in the hallway can exit.

The trap has three initiative positions, acting on initiative counts 2, 12 and 22. On each of these initiative counts, roll a d8 and use the map as reference; the corresponding statue will make a *flame burst* attack, filling most of the hallway with fire.

Besides bypassing the stone slabs that seal the hallway, the only other option would be to systematically disable each of the statues either with a Thievery DC 22 check (as a Standard Action) or by destroying the statue (see below for properties of each statue). When it comes time for the trap to attack, if the roll ends up originating from a disabled statue, that attack does not take place.



Once all eight statues are disabled, the stone slabs retract and the trap stop attacking.

The Flame Gauntlet Trap	Level 10 Solo Blaster
	2,500 XP
<i>Two rows of statues on either side of the hallway blast cones of fire down on whoever might be trapped between two large, stone slabs.</i>	
Detect Perception DC 24	Initiative see below
Object Properties (Each statue)	
HP 40 AC 15; Fortitude 15, Reflex 5, Will -- Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage Resist 5 all except for thunder Vulnerable 10 thunder	
Object Properties (Each slab)	
HP 150 AC 18; Fortitude 18, Reflex 5, Will -- Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage Resist 5 all except for thunder Vulnerable 20 thunder	
Traits	
Flame Bursts	
The trap acts on initiative counts 2, 12 and 22. On each of its initiative counts, the trap makes a <i>Flame Burst</i> attack originating from one of the numbered statues, chosen randomly with a d8 (see map above).	
Standard Actions	
< Flame Burst (fire) • At-Will <i>Attack:</i> Close Blast 3 (all creatures in blast), originating from statue; +15 vs Reflex <i>Hit:</i> 2d8 +8 fire damage. <i>Miss:</i> Half damage.	
Countermeasures	
<ul style="list-style-type: none"> • Disable: Thievery DC 22 (Standard Action) on an adjacent statue. <i>Success:</i> The statue is disabled. <i>Failure by 5 or more:</i> The single statue uses <i>Flame Burst</i> as a free action. • Suppress: Thievery DC 25 (Standard Action) from a square adjacent to trigger line prior to trap activation. <i>Success:</i> The triggering mechanism in the middle of the hallway is found and disabled. The trap will not activate for the next 24 hours or until it is manually reset. <i>Failure by 5 or More:</i> The trap immediately activates and enters the initiative order. • Destroy: If a single statue is destroyed, it can no longer be used as the source of an attack. If the statue is supposed to make an attack during the trap's turn, no attack takes place. • Escape: If a stone slab is either lifted (Strength DC 26 check) or destroyed (see object properties above), the creatures in the hall can exit. If there are no creatures in the area between the two slabs, the trap does not attack but does remain active and in the initiative order. The trap automatically resets and the slabs retract after 1 hour. 	

ENCOUNTER T7 - THE CHAPEL (AREA 1-10)

Encounter Level 12 (3,300 XP)

Possible Skill Challenge, Level 13 Complexity 2 (1,600 XP)

SETUP

Vasha, Blackfire Elemental High Priest
(level 13 elite controller, leader)
Blackfire Guard (level 11 soldier)
4 Blackfire Acolytes (level 11 minion artillery)
4 Blackfire Zealots (level 10 minion)

When the players enter, read or paraphrase the following:

A constant stream of chanting rises up through the vaulted ceiling of this makeshift chapel. Several rows of pews, filled with cloaked humanoids in deep meditation, face north towards an altar.

Standing behind the altar to the north is a man wearing far more ornate robes leading the congregation in their chant. To his left is a stout looking dragonborn guard stands at attention, bastard sword in hand.

This is the primary gathering place of most members of the Blackfire Order. Vasha, the Elemental High Priest of the Blackfire Order, is here watching over his followers.

If the party is escorted here by the Blackfire zealots from the entrance (see *Joining the Blackfire Order* and *Encounter T1 - The Gate Keepers*), they are immediately brought before Vasha for somewhat of an interview and interrogation to determine if they belong in the Blackfire Order.

If the party enters the room on their own, Vasha will get enraged over the intrusion and command the entire congregation to attack.

FEATURES OF THE AREA

Illumination: The chapel is brightly lit by torches on wall sconces and by bright candles on the altar.

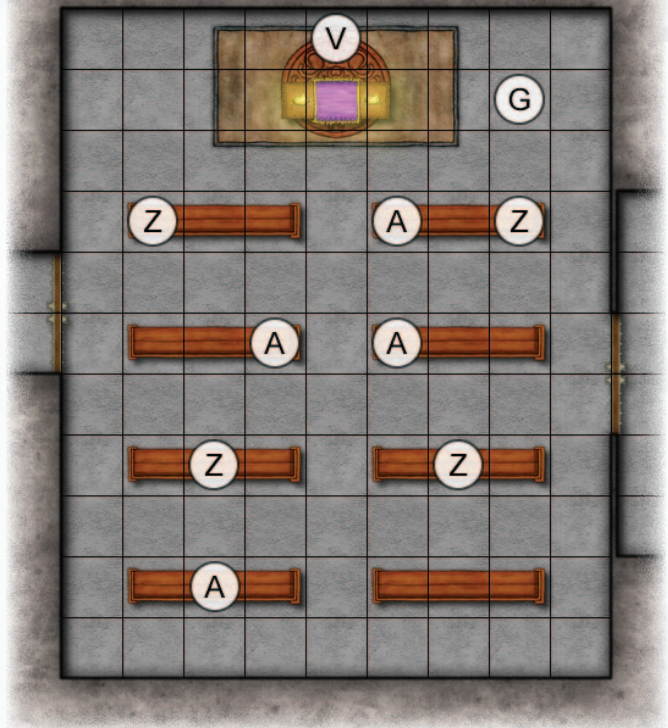
Walls and Ceiling: The ceiling here is a vaulted ceiling approximately 20' high. The walls are decorated with murals of the great dragon in a variety of situations: combat against a small army, standing proud at the top of his volcano, curled up amongst his treasure hoard, etc.

Pews: The pews are made of sturdy wood and have been very well maintained by the residents of the temple. Climbing on to and off of a pew requires an additional square of movement.

Altar: The altar is about 4' tall and solid stone. It has two burning candles on it which brightly illuminate the immediate area. It requires an Athletics or Acrobatics DC 15 to enter an altar square and stand on the altar itself, and even if that check is successful it also requires one additional square of movement to climb on or off the altar.

Treasure: Vasha is wearing the *Phoenix Brooch* (see *Appendix B*) and is carrying an inner sanctum key stone (see *Inside the Volcano* for details).

In addition to that, the players can recover one treasure package from the altar and from Vasha himself.



SKILL CHALLENGE: MEMBERSHIP INTERVIEW

If the party convinces the zealots at the entrance that they wish to join the order (see *Joining the Blackfire Order* and *Encounter T1 - The Gate Keepers*), they will be escorted directly here to speak with Vasha.

Once they meet Vasha, they can attempt a skill challenge in order to convince him of their peaceful intentions and of their interest in becoming active members of the Blackfire Order.

Level: 13 (1,600 XP)

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate

Other Skills: History, Religion

Arcana DC 16 (1 success, maximum 2 successes): The PCs show off their arcane abilities, dazzling Vasha with an impressive display of power. The next major skill check made by the player gains a +2 bonus.

Bluff, opposed by Vasha's Insight check (1 success, maximum 4 successes): The PCs attempt to fool Vasha into believing they really wish to join the Blackfire Order. A failed Bluff check imposes a -2 penalty on all subsequent Bluff checks.

Diplomacy DC 20 (1 success, maximum 4 successes): The PCs manage to convince Vasha of their sincerity in wanting to become members of the Blackfire Order.

History DC 16 (1 success, maximum 1 success): The PCs recall some bit of information about the history of the

Blackfire Order. The next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Intimidate: Vasha does not respond to intimidation well at all. On the first attempt, regardless of the roll, Vasha will berate the party for attempting to talk down to him, and will suggest that they do not do that again. If the players attempt to Intimidate him again, the second try will count as an automatic failure to the skill challenge.

Religion DC 16 (1 success, maximum 2 successes): The PCs recall some information regarding the religious aspects of the Blackfire Order. The next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Success: If the PCs succeed, Vasha will welcome them with open arms and suggests that they begin the initiation ritual immediately on the top floor (*Area 3-1*). He and the guard will escort them up to meet Embriel, the Elemental High Arcanist.

See *Joining the Blackfire Order* and *Encounter T15 - Initiation* for more information.

Failure: Vasha gets enraged, proclaims that the party are disbelievers and heretics, and commands everyone in the chapel to attack.

TACTICS

Vasha: If combat begins, Vasha will remain behind the altar while commanding his loyal followers to do most of the attacking for him. He will lead off with *inspiring sermon* and *curse of despair*, then repeatedly mix the use of *suggestion* and *command* to have his way with anyone and everyone in the room.

In addition to his standard abilities, Vasha also wears the *Phoenix Brooch* (see *Appendix B*) and so long as he has it on he gains the benefits associated with it. When Vasha falls for the first time, he will be immediately reborn in a blast of fire that will probably consume most of the room; he has no personal problem obliterating everyone else in the chapel for his own safety.

Guard: The guard will try to stay as close to Vasha as possible, putting himself in harm's way to protect the priest.

Zealots and Acolytes: The minions will throw themselves at the enemy without any regard for self-preservation.

DEVELOPMENT

If the party is escorted here and manages to convince Vasha that they are worthy of joining the Blackfire Order, Vasha and the guard will escort them upstairs to the ritual platform (*Area 3-1*) to meet Embriel, the Elemental High Arcanist that is capable of indoctrinating the party in to the Blackfire Order.

See *Encounter T15 - Initiation* for more information.

Vasha, Blackfire Elemental High Priest (V) **Level 13 Elite Controller (Leader)**
Medium natural humanoid, human 1,600 XP

Initiative +7 **Senses** Perception +12

HP 250; **Bloodied** 125

AC 27; **Fortitude** 25, **Reflex** 26, **Will** 30

Resist 20 fire; **Vulnerable** 10 cold (see *Phoenix Brooch*)

Speed 6

Saving Throws +2 **Action Points** 1

Standard Actions

Phoenix Brooch

Vasha is currently wearing the Phoenix Brooch, which grants him resist 10 fire and vulnerable 10 cold. Also see *Phoenix Rebirth* below.

Standard Actions

Ⓜ **Mace** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +18 vs AC

Hit: 2d6 +8 damage.

‡ **Priest's Shield** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +18 vs AC

Hit: 2d10 +8 damage, and the priest and one adjacent ally gain a +1 power bonus to AC until the end of the next turn.

‡ **Lance of Flame** (fire) • **At-Will**

Attack: Ranged 10 (one creature); +16 vs Reflex

Hit: 2d8 +7 fire damage, and the target is slowed (save ends).

First Failed Save: Target is immobilized instead of slowed (save ends).

‡ **Suggestion** (charm) • **At-Will**

Attack: Ranged 10 (one enemy); +16 vs Will

Hit: The target slides up to 4 squares and makes a basic attack against a target of the priest's choice.

‡ **Command** • **At-Will**

Attack: Ranged 10 (one ally)

Effect: The target shifts up to its speed and makes a basic attack against a target of the priest's choice.

← **Curse of Despair** (fear, psychic) • **Encounter**

Attack: Close Burst 3 (all enemies in burst); +16 vs Will

Hit: 2d6 +6 psychic damage, and the target takes a -2 penalty to all defenses until the end of the next turn.

Miss: Half damage.

Minor Actions

Ⓜ **Healing Word** (healing) • **2/Encounter** (1/round)

Effect: One non-minion ally within 5 squares of the priest uses a healing surge and regains an additional 1d6 +6 hit points.

← **Inspiring Sermon** (healing) • **Encounter**

Effect: All allies within line of sight gain 10 temporary hit points.

Triggered Actions

⚡ **Phoenix Rebirth** (fire, healing) • **Encounter**

Requirement: Vasha must have at least one healing surge remaining.

Trigger: Vasha is reduced to 0 hit points.

Effect (Free Action): Vasha uses a healing surge and gains 62 hit points. Until the end of the next turn he gains resist 20 fire and a fly speed equal to his move speed. In addition, he makes the following attack:

Attack: Close Burst 2 (all creatures in burst), +16 vs Reflex

Hit: 4d8 +8 fire damage.

Miss: Half damage.

Alignment Evil

Languages Common, Draconic

Skills Heal +17, History +14, Religion +14

Str 10 (+6)

Dex 12 (+7)

Wis 22 (+12)

Con 13 (+7)

Int 16 (+9)

Cha 18 (+10)

Equipment cloth, mace, *Phoenix Brooch* +3

Blackfire Guard (G)**Level 11 Soldier**

Medium natural humanoid, dragonborn

600 XP

Initiative +10**Senses** Perception +12**HP** 111; **Bloodied** 55**AC** 27; **Fortitude** 24, **Reflex** 21, **Will** 22**Resist** 10 fire**Speed** 6**Traits****Dragonborn Fury**

The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.

Standard ActionsⓈ **Bastard Sword** (weapon) • **At-Will**

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

Hit: 2d10 +7 damage, and the target is marked until the end of the next turn.

⚡ **Blade Fury** (weapon) • **Recharge** when bloodied

Attack: Close Burst 1 (all enemies in burst); +16 vs AC

Hit: 1d10 +7 damage.

Minor Actions⚡ **Dragonfear** (fear) • **Encounter**

Attack: Close Burst 5 (all enemies in burst); +16 vs Will

Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the next turn.

Triggered ActionsⓇ **Impetuous Spirit** (weapon) • **At-Will**

Trigger: An enemy leaves an adjacent square.

Effect (Immediate Interrupt): The dragonborn makes a melee basic attack against the triggering creature.

Alignment Evil**Languages** Common, Draconic**Str** 17 (+8)**Dex** 13 (+6)**Wis** 14 (+7)**Con** 15 (+7)**Int** 10 (+5)**Cha** 12 (+6)**Equipment** bastard sword, chainmail**Blackfire Acolyte (A)****Level 11 Minion Artillery**

Medium natural humanoid, human

150 XP

Initiative +7**Senses** Perception +5**HP** 1; *a missed attack never damages a minion***AC** 25; **Fortitude** 20, **Reflex** 22, **Will** 22**Speed** 6**Standard Actions**Ⓢ **Quarterstaff** (weapon) • **At-Will**

Attack: +16 vs AC

Hit: 6 damage.

⚡ **Fire Bolt** (fire) • **At-Will**

Attack: Ranged 10; +14 vs Reflex

Hit: 8 fire damage.

Alignment Evil**Languages** Common, Draconic**Str** 10 (+5)**Dex** 14 (+7)**Wis** 11 (+5)**Con** 12 (+6)**Int** 16 (+8)**Cha** 14 (+7)**Blackfire Zealot (Z)****Level 10 Minion**

Medium natural humanoid, human

125 XP

Initiative +8**Senses** Perception +6**HP** 1; *a missed attack never damages a minion***AC** 22; **Fortitude** 21, **Reflex** 22, **Will** 20**Speed** 6**Traits****Strength in Numbers**

The zealot gains a +2 bonus to all defenses if it has at least 2 other Blackfire members within 2 squares of it.

Standard ActionsⓈ **Dagger** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC

Hit: 8 damage.

Alignment Evil**Languages** Common, Draconic**Str** 14 (+7)**Dex** 16 (+8)**Wis** 13 (+6)**Con** 12 (+6)**Int** 9 (+4)**Cha** 11 (+5)

ENCOUNTER T8 - SHOW OF FORCE (AREA 1-11)

Encounter Level 10 (2,500 XP)

SETUP

Blackfire Guard (level 11 soldier)

Blackfire Sentry (level 12 soldier)

Cube of Force (level 10 elite obstacle)

This area appears to serve no purpose other than being a hall junction, but it's actually an observation point and guard post. It is the last secure point before arriving at the prison (*Area 1-14*) and the magic circle to access Vulkanon's inner sanctum (*Area 1-16*), so it must be protected at all costs.

The center of the room is being observed by two Blackfire guards from within a secret room to the northeast, and they are waiting for any intruder to enter so they can seal them inside a magical cube of force.

FEATURES OF THE AREA

Illumination: The room is brightly lit by the fires on the eastern side.

Walls and Ceiling: The walls are plain and the ceiling is a little over 10' high.

Fires: Two concrete basins burning brightly with hot embers are on the eastern side of the chamber. They are approximately 5' tall, are considered blocking terrain and can be used as cover.

Secret Door: In the northeast corner of the chamber there is a well hidden secret door that can only be discovered with a Perception DC 18 check.

From the outside, the secret door is locked with a complex mechanism that requires a Thievery DC 20 check to open.

Guard Room: Behind the secret door is a small room used by the Blackfire guards to monitor the hallway.

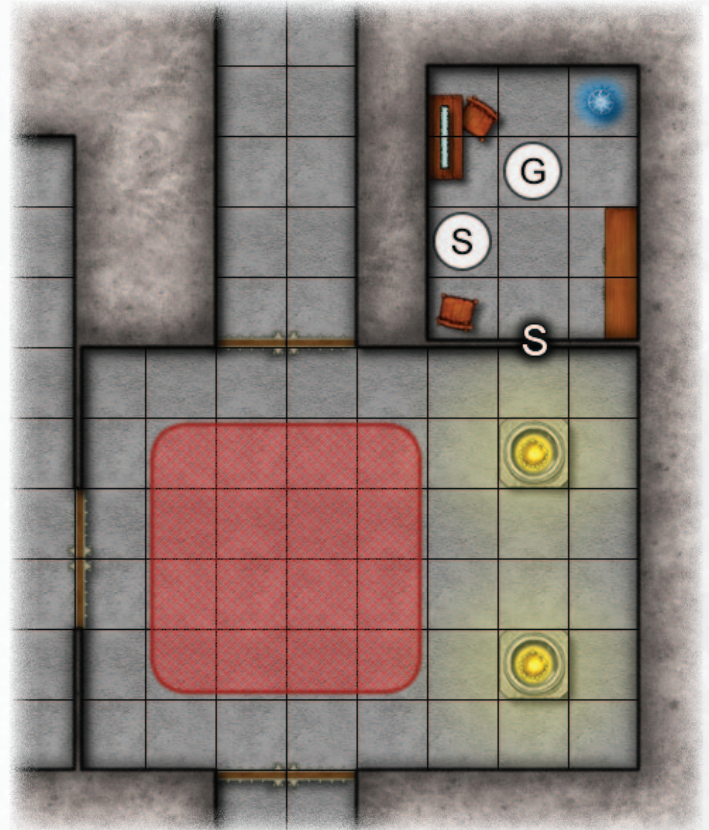
On a table in the northwest corner is a large mirror-like device that provides a complete, unobstructed view of the area just outside. If the guards see anything out of the ordinary they can immediately drop the cube of force (see below) without ever stepping foot in the main chamber.

In the northeast corner of the room is a blue *Force Sphere* (see *Appendix B*) atop a small pedestal. The sphere powers the cube of force, and if it is removed the cube stops functioning.

Standing in the guard room is a Blackfire guard and a Blackfire sentry, monitoring the device for any suspicious activity in the main hallway.

Cube of Force: By issuing a set of command words in Draconic (which word is up to your discretion) from within the secret room, the Blackfire guards can call in to existence a 20'x20' cube of force in the center of the room outside. These walls are a powerful arcane barrier that is highly resistant to weapon attacks.

If any one wall is breached, dispelled or destroyed the integrity of the entire cube fails and all four walls collapse.



Once that happens, the cube cannot be reactivated for 30 minutes.

With a different set of command words the guards can turn the cube of force off. Unlike the command to activate it, this command can be spoken within the main chamber.

Even though the cube is fairly resistant to magic attacks, it does have one weakness: it does not react well to lightning. Any creature that analyses the cube and succeeds in an Arcana DC 24 check will make that determination.

Even though the cube blocks all line of effect for spells and attacks, it does not block teleportation. A creature can simply teleport to the opposite side of the cube (assuming all other conditions for teleportation are met).

See the *Cube of Force* below.

Treasure: In the southeast corner of the guard room there is a storage cabinet that contains one treasure package.

TACTICS

As soon as any unauthorized creature enters the room, the Blackfire guards will see them through the viewing device. They will wait until as many intruders as possible are within the bounds of the trap before activating the cube, and once it is activated the two guards will exit the room and attack any creature that was able to escape the cube's grasp. Once those outside the cube are dealt with, they will seek out reinforcements to deal with those trapped. Prisoners will be taken to the jail cells (*Area 1-14*) and eventually either executed or sacrificed on the top level (*Area 3-1*).

Cube of Force **Level 10 Elite Obstacle**
1,000 XP

A 20' x 20' cube with walls made of powerful arcane energy traps intruders as they pass.

Detect automatic, when triggered **Initiative** --
HP 200 (each side of cube, 4 sides in total)
AC 26; **Fortitude** 22, **Reflex** 15, **Will** --
Immune cold, fire, thunder, disease, necrotic, poison, psychic, forced movement, all effects and conditions, ongoing damage
Resist 10 force, 20 vs untyped damage **Vulnerable** 10 lightning

Special Properties

- The walls of the cube cannot be moved in any way.
- The cube does not block any senses: light, sound, smell, etc.
- The walls of the cube block line of effect for everything except teleporting. It is possible to teleport to the opposite side of the wall assuming all other teleporting guidelines are followed.
- Attacks (melee, ranged or burst attacks) cannot penetrate the walls of the cube, but they can damage the cube wall itself.
- If any one of the cube walls is destroyed or dispelled, the cube collapses and all walls disappear. If disabled in this manner, the cube cannot be reactivated for 30 minutes.

Countermeasures

- Damage:** Arcana DC 24 (Standard Action)
Success: All four cube walls take damage equal to 40 + 5 for each point that the resulting skill check beats a DC of 24. For example, the walls take 40 damage on a DC 24, 45 damage on a DC 25, 50 damage on a DC 26, etc. If the cube is destroyed in this manner, it cannot be reactivated for 30 minutes.
Failure By More than 5: All creatures within the cube take 10 force damage due to magical feedback.
- Dispel:** The cube can be completely destroyed by *Dispel Magic* (level 6 wizard's utility power, see D&D 4E *PLAYER'S HANDBOOK*) if the attack successfully hits a Will defense of 25. If the attack succeeds, the cube disappears and cannot be reactivated for 30 minutes.
- Deactivate:** If the deactivation command words are spoken by anyone, the cube disappears.

Blackfire Guard (G) **Level 11 Soldier**
600 XP

Initiative +10 **Senses** Perception +12
HP 111; **Bloodied** 55
AC 27; **Fortitude** 24, **Reflex** 21, **Will** 22
Resist 10 fire
Speed 6

Traits
Dragonborn Fury

The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.

Standard Actions
Ⓣ Bastard Sword (weapon) • At-Will

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d10 +7 damage, and the target is marked until the end of the next turn.

⚡ Blade Fury (weapon) • Recharge when bloodied

Attack: Close Burst 1 (all enemies in burst); +16 vs AC
Hit: 1d10 +7 damage.

Minor Actions
⚡ Dragonfear (fear) • Encounter

Attack: Close Burst 5 (all enemies in burst); +16 vs Will
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the next turn.

Triggered Actions
Ⓣ Impetuous Spirit (weapon) • At-Will

Trigger: An enemy leaves a square adjacent to the dragonborn.
Effect (Immediate Interrupt): The dragonborn makes a melee basic attack against the triggering enemy.

Alignment Evil **Languages** Common, Draconic

Str 17 (+8) **Dex** 13 (+6) **Wis** 14 (+7)
Con 15 (+7) **Int** 10 (+5) **Cha** 12 (+6)

Equipment bastard sword, chainmail

Blackfire Sentry (S) **Level 12 Soldier**
700 XP

Initiative +11 **Senses** Perception +13
HP 118; **Bloodied** 59
AC 28; **Fortitude** 25, **Reflex** 22, **Will** 23
Resist 10 fire
Speed 6

Traits
Dragonborn Fury

The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.

Punishing Blow

The dragonborn deals an additional 1d10 damage on melee attacks against a prone target.

Standard Actions
Ⓣ Halberd (weapon) • At-Will

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d12 +6 damage, and the target is marked until the end of the next turn.

Ⓣ Powerful Strike (weapon) • Recharge Ⓜ

Attack: Melee 2 (one creature); +17 vs AC
Hit: 3d12 +6 damage, and the target is knocked prone.

Minor Actions
⏪ Dragon Breath (fire) • Encounter

Attack: Close Blast 3 (all creatures in burst); +17 vs Reflex
Hit: 2d8 +6 fire damage.

Alignment Evil **Languages** Common, Draconic

Str 17 (+9) **Dex** 12 (+7) **Wis** 14 (+8)
Con 14 (+8) **Int** 10 (+6) **Cha** 12 (+7)

Equipment halberd, chainmail

ENCOUNTER T9 - THE PRISON (AREA 1-14)

Encounter Level 10 (2,600 XP)

SETUP

Enemies:

- Blackfire Prison Warden (level 13 elite soldier)
- 2 Prison Guard Dogs (level 10 skirmisher)

Allies:

- 3 Village Prisoners (level 6 minion)

When the party enters, read or paraphrase the following:

This cramped chamber appear to be a prison. There are six 5' x 10' holding cells against the walls, and three of the cells have badly beaten human and half-elf prisoners dressed in tattered cloth.

Standing behind a desk to the north is a surly looking dragonborn holding a whip and flail.

As he makes eye contact and prepares his weapons, he lets out a whistle to alert two vicious looking guard dogs that were lying amongst the jail cells to the south.

This is a small jail area used by the Blackfire Order to detain non-believers until they determined what is to be done with them. Most prisoners end up being thrown in to the volcano's caldera as an offering to their god or used in the initiation rituals on the top floor (see *Encounter T15 - Initiation*).

Currently the three scouts from Serpent's Cove are being held here, awaiting their execution.

FEATURES OF THE AREA

Illumination: The room is brightly lit by torches on wall sconces.

Cells: Each of the cells is locked, and the prison warden has the only key. They are fairly simple locks that can either be opened with a Thievery DC 20 check (as a standard action) or destroyed (AC/Fortitude 12, Reflex 5, 20hp).

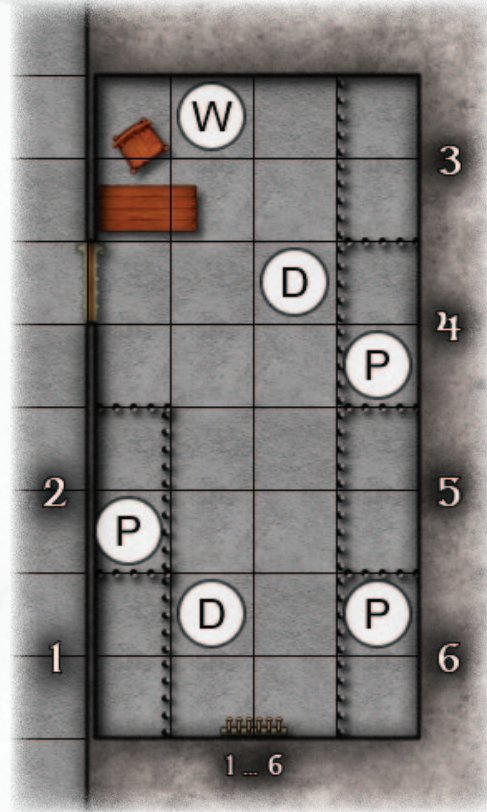
The cell bars radiate abjuration magic (Arcana DC 16) and are designed to effectively block line of effect: players cannot physically penetrate the bars in any way or teleport through them. It's as if they were a solid wall, blocking everything except common senses (sight, sound, smell, etc.).

The effect of the bars could be dispelled with an Arcana DC 24 check per cell.

Levers: On the south wall are six levers, all of which are in the "down" position. None of the levers are labeled.

Each lever corresponds to a cell; the cells are numbered on the map below, and the levers match the cells from cell #1 (west end) to #6 (east end).

If any lever is moved to the "up" position (as a minor action by an adjacent creature), that corresponding jail cell will erupt in to a wall of intense fire, incinerating any creature inside it with 10d6 fire damage each round of exposure, which is more than enough to instantly vaporize any of the prisoners.



If the door to the cell that's engulfed in flames is unlocked and open, the burst will spill out in to the hallway and make an attack each round:

← Prison Incinerator (fire)

Attack (Opportunity Action): Close Blast 3 (all creatures in blast), originating just inside prison cell door; +15 vs Reflex

Hit: 3d8 +6 fire damage, ongoing 5 fire damage (save ends).

Miss: Half damage, no ongoing.

Special: Creatures that are inside of other closed cells are immune to the attack.

The flames will continue until the lever is lowered back to the "down" position (as a minor action).

Prisoners: The three prisoners are the scouts from Serpent's Cove. They have seen better days, and are pretty banged up and scarred due to their treatment in the hands of the Blackfire Order and the prison warden. They will be extremely happy to see the party.

See *The Prisoners* below for more information.

Treasure: The prison warden has a treasure package inside his desk in the northwest corner.

In addition to that, inside of a small box near the back of a desk drawer (Perception DC 16 to discover) is a *Deathstrike Ring* (see *Appendix B*).

TACTICS

The dragonborn and his dogs are not particularly friendly, and will attack almost immediately as soon as they catch sight of any intruder.

If the party has *The Mark of the Order* (see *Joining the Blackfire Order* for details), the dragonborn will not attack immediately but will definitely criticize at the party for being in an unauthorized area. If the party isn't quick to react and leave, he will attack anyway.

Once the dragonborn is bloodied, he will try and force his way through the crowd to the levers on the southern wall and begin immolating the prisoners, but while attempting to focus on the combat at hand it may be difficult to pay attention to which lever he is reaching for; if the dragonborn is adjacent to the levers, each round as a minor action roll a d6 on his behalf. The number that comes up is the number of the lever the dragonborn pulls, incinerating anything within that cell. If the result of the roll is a lever that has already been pulled, re-roll.

On the third attempt at pulling the levers the warden will know exactly which levers he needs to pull to immolate the prisoners; from that point on he will flip one lever each turn that will ensure a prisoner gets killed without need for a die roll.

THE PRISONERS

Village Prisoner (P)		Level 6 Minion
Medium natural humanoid		-- XP
Initiative +5	Senses Perception +4	
HP 1; <i>a missed attack never damages a minion</i>		
AC 20; Fortitude 16, Reflex 17, Will 16		
Speed 6		
Alignment --		Languages Common
Str 12 (+4)	Dex 14 (+5)	Wis 13 (+4)
Con 11 (+3)	Int 8 (+2)	Cha 12 (+4)

The three prisoners are part of the scouting party sent by Serpent's Cove. They were captured by a Blackfire patrol and brought here to await execution.

There were five members of the original scouting party: the three prisoners here, one that is about to be sacrificed on the top level (see *Encounter T15 - Initiation*) and one that died trying to resist capture.

If the prisoners are freed, they may have a hard time getting out of the temple and to safety on their own, so they may request or even demand the party escort them at least up to the exit (*Area 1-1*) and away from the temple. Once outside, they can make their way back to Serpent's Cove on their own without incident.

If at least two of the prisoners make it to Serpent's Cove alive and unharmed, this is sufficient to complete the *Rescuing the Scouts* quest (10th level minor quest) described in the *Adventure Hooks* section.

Blackfire Prison Warden (W)		Level 13 Elite Soldier
Medium natural humanoid, dragonborn		1,600 XP
Initiative +11	Senses Perception +12	
HP 256; Bloodied 128		
AC 29; Fortitude 27, Reflex 23, Will 23		
Speed 6		
Saving Throws +2 Action Points 1		
Traits		
Dragonborn Fury		
The dragonborn gains a +1 racial bonus to attack rolls while bloodied.		
Standard Actions		
Ⓢ Whip (weapon) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +18 vs AC		
<i>Hit:</i> 3d4 +6 damage, and the target is pulled 1 square. On a critical hit, the target is restrained and takes ongoing 10 damage (save ends both).		
Ⓢ Flail (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +18 vs AC		
<i>Hit:</i> 2d10 +5 damage.		
‡ Double Attack (weapon) • At-Will		
<i>Effect:</i> The dragonborn makes one <i>Whip</i> and one <i>Flail</i> attack against different targets.		
‡ Leg Trip (weapon) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +18 vs Reflex		
<i>Hit:</i> 2d4 +6 damage, and the target is knocked prone.		
Minor Actions		
◀ Dragon Breath (fire) • Encounter		
<i>Attack:</i> Close Blast 3 (all creatures in blast); +18 vs Reflex		
<i>Hit:</i> 2d6 +4 fire damage.		
Triggered Actions		
‡ Distraction Whip (weapon) • At-Will		
<i>Trigger:</i> An enemy within 2 squares of the dragonborn makes an attack that does not include the dragonborn as a target.		
<i>Action (Immediate Interrupt):</i> The dragonborn uses <i>Whip</i> against the target. If the attack hits, instead of pulling the target the target takes a -4 penalty to the triggering attack roll.		
Alignment --		Languages Common, Draconic
Skills Athletics +15, Endurance +14		
Str 18 (+10)	Dex 13 (+7)	Wis 13 (+7)
Con 16 (+9)	Int 10 (+6)	Cha 9 (+5)
Equipment whip, flail, chainmail		
Prison Guard Dog (D)		Level 10 Skirmisher
Medium natural beast		500 XP
Initiative +9	Senses Perception +10, low-light vision	
HP 104; Bloodied 52		
AC 24; Fortitude 21, Reflex 20, Will 18		
Speed 8		
Standard Actions		
Ⓢ Bite • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs AC		
<i>Hit:</i> 2d6 +8 damage, or 3d6 +8 if the target is prone. If the dog has combat advantage against the target, the target also falls prone.		
Str 13 (+6)	Dex 15 (+7)	Wis 10 (+5)
Con 16 (+8)	Int 3 (+1)	Cha 6 (+3)

ENCOUNTER T10 - GELATINOUS SPHERES (AREA 2-2)

Encounter Level 11 (2,800 XP)

SETUP

2 Gelatinous Spheres (level 12 elite brute)

The two doors leading in to this area are sealed with an *Arcane Lock* ritual and will not open easily; unless the party has joined the Blackfire Order they will have to be forced open or destroyed.

The hall is nondescript and plain. Allow the players to simply roam through it at will as if there is nothing out of the ordinary.

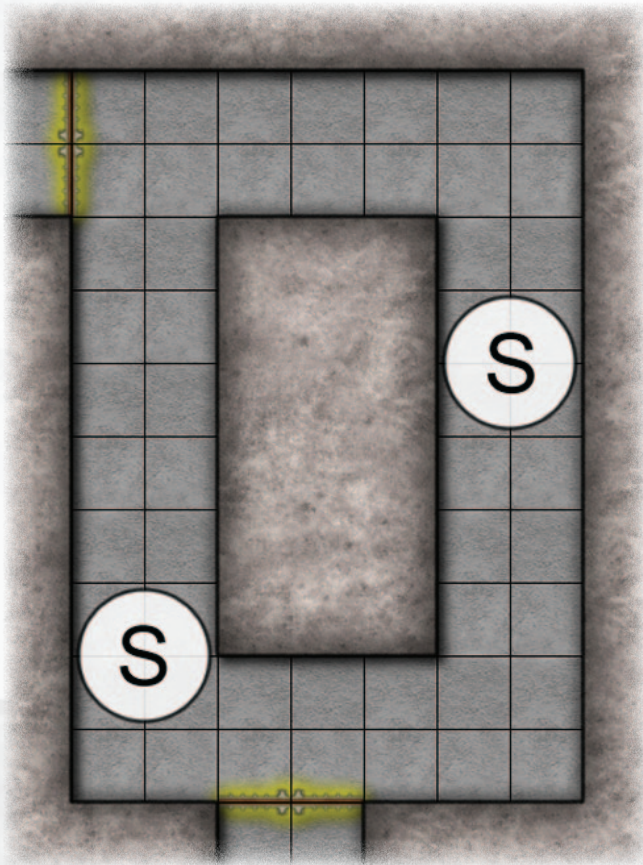
In each passage, completely blocking the entire width of the passage, is a gelatinous sphere that can only be detected with a Perception DC 28 check or until a player wanders in to it and gets engulfed. These creatures are very similar to their cube-like cousins, but can move significantly faster due to their spherical structure.

FEATURES OF THE AREA

Illumination: The hallway is dark. There are wall sconces with torches, but none of them are lit and do not have enough material on them to ignite.

Walls and Ceiling: All surfaces are smooth stone, wiped clean of debris by the gelatinous sphere's movement up and down the tunnel. The ceiling is 10' high.

Doors: The two doors leading in to this area are sealed with an *Arcane Lock* ritual, keyed to be openable only by members of the Blackfire Order. See *Common Area Features* in the *Temple of Blackfire* section.



Treasure: There is not treasure available in this area. If you are so inclined you may add a treasure package scattered about the eastern hallway, as far away and out of view of the both doors as possible.

TACTICS

The two spheres will remain motionless until they are discovered and/or attacked or if a player walks in to them and gets engulfed.

Once they begin combat, they will continually try to roll through the hallway and engulf as many targets as possible.

They will make no attempt to leave the area; if the party retreats beyond the doors, they will not pursue and simply move back near to where they started and try to become invisible once again.

Gelatinous Sphere (S)	Level 12 Elite Brute
Large natural beast (blind, ooze)	1,400 XP
Initiative +12	Senses Perception +7, blindsight 5
HP 294; Bloodied 147	
AC 24; Fortitude 23, Reflex 24, Will 22	
Immune blind, gaze effects Resist 10 acid	
Speed 6, climb 6	
Saving Throws +2 Action Points 1	
Traits	
Ooze	
While squeezing the ooze moves at full speed rather than half speed. It does not take the -5 penalty to attack rolls and it does not grant combat advantage by squeezing.	
Translucent	
The gelatinous sphere is invisible until detected (Perception DC 28) or until it attacks. A creature that fails to notice the sphere might walk in to it, automatically being hit with <i>Engulf</i> .	
Standard Actions	
Ⓢ Slam (acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature), +15 vs Fortitude	
<i>Hit:</i> 3d6 +9 acid damage, and the target is immobilized (save ends).	
Ⓡ Engulf (acid) • At-Will	
<i>Requirement:</i> The sphere must have less than 2 creatures grabbed.	
<i>Attack:</i> Melee 1 (one or two creatures), +15 vs Reflex. The attack automatically hits immobilized creatures.	
<i>Effect:</i> The cube grabs the target (Escape DC 18) and pulls the target into its space. Until the grab ends, the target takes ongoing 15 acid damage and is dazed. When the sphere moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. The movement does not provoke an opportunity attack from the grabbed creature.	
Ⓡ Rolling Engulf • Recharge ☹☹	
<i>Effect:</i> The sphere shifts up to its move speed. It can move through enemy spaces during this movement, but must end its turn in an unoccupied space. Whenever it passes through an enemy's space, unless it has two or more creatures grabbed it can use <i>Engulf</i> against that creature as a free action.	
Alignment Evil	Languages Common, Elven
Str 14 (+8)	Dex 18 (+10)
Con 17 (+9)	Int 1 (+1)
	Wis 14 (+8)
	Cha 1 (+1)

ENCOUNTER T11 - ABANDONED LIBRARY (AREA 2-2)

Possible Encounter Level 6 (1,200 XP)

SETUP

Enchanted Tomes (level 11 elite blaster trap)

When the party enters, read or paraphrase the following:

Opening the door kicks up an inordinate amount of dust in this long forgotten library. Cobwebs line the racks as books lie tattered and in ruins. It does not appear that this area has been entered in quite some time.

This is a long forgotten arcane library once used by the Blackfire Order but sealed off and unused. There are still a few books that may be of value, but some of the other magical tomes have taken life all their own and wait to be disturbed so that they may show the arcane power they wield.

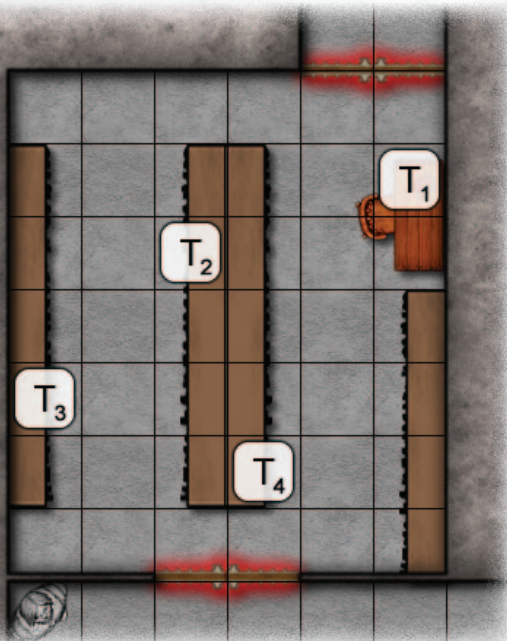
FEATURES OF THE AREA

Illumination: The area is unlit.

Doors: Both doors leading in and out of this room are locked with an *Arcane Lock* ritual and keyed only to the higher echelon of the Blackfire Order, and they can be opened only with a Strength or Thievery DC 22 check. See *Common Area Features* in the *Temple of Blackfire*.

Bookshelves: The shelves are blocking terrain, rising up all the way to the ceiling. The books amongst them are mostly worthless and tattered except for one book that could be discovered with a Perception or Arcana DC 18 check. This book is a ritual book that contains 20 pages filled with rituals, with no single ritual higher than level 5. Use your discretion as to which rituals are in the book; the value of the book is 100gp plus the value of each ritual contained in it.

In addition to that, there are four tomes (indicated on map below) that seem extremely ornate and valuable at first glance. An Arcana DC 18 check will reveal the books possess powerful conjuration and evocation magic.



If any of the four tomes are disturbed, the books animate and start attacking, continuing to do so until the room is clear. See the *Enchanted Tomes* trap below.

One of the books is lying on the table in the northeast corner. If the desk is opened, roll a d20; on a 9 or lower, the player disturbs the desk and the tome enough to cause it to attack.

Treasure: Other than the ritual book mentioned above, there is one treasure package inside the desk to the northeast. Opening the desk risks disturbing the enchanted tome that sits on top of it and causing it to attack (see above).

Enchanted Tomes (T) Trap	Level 11 Elite Blaster 1,200 XP
<i>Four enchanted spell books cast random spells at whomever attempted to open it.</i>	
Detect Perception or Arcana DC 18 HP 40 (each tome, 4 tomes in total) AC 12; Fortitude 12, Reflex 5, Will --	Initiative +4
Immune disease, poison, gaze, necrotic, forced movement, all effects and conditions, all ongoing damage except fire Resist 5 arcane Vulnerable 10 fire	
Traits	
Unpredictable Magic The trap acts on initiative counts 4, 14 and 24, using one standard action each turn. On each initiative count, one of the tomes (chosen at random with a d4) casts a spell chosen at random.	
Standard Actions	
➤ Magic Missile (force) • At-Will <i>Attack:</i> Ranged 20 (one enemy) <i>Effect:</i> The target takes 8 force damage.	
⚡ Thunderwave (thunder) • At-Will <i>Attack:</i> Close Blast 3 (all creatures in blast); +14 vs Fortitude <i>Hit:</i> 1d8 +6 thunder damage, and the target is pushed 2 squares.	
➤ Ray of Frost (cold) • At-Will <i>Attack:</i> Ranged 10 (one enemy); +14 vs Fortitude <i>Hit:</i> 1d8 +6 cold damage, and the target is slowed until the end of the next turn.	
⚡ Scorching Burst (fire) • At-Will <i>Attack:</i> Close Blast 3 (all creatures in blast); +14 vs Reflex <i>Hit:</i> 1d8 +6 fire damage.	
⚡ Cloud of Daggers (force) • At-Will <i>Attack:</i> Close Blast 3 (all creatures in blast); +14 vs Reflex <i>Hit:</i> 1d8 +6 force damage. <i>Miss:</i> 5 force damage.	
➤ Phantom Bolt (psychic) • At-Will <i>Attack:</i> Ranged 10 (one enemy); +14 vs Will <i>Hit:</i> 1d8 +6 psychic damage, and the target is slid 1 square.	
➤ Arc Lightning (lightning) • At-Will <i>Attack:</i> Ranged 10 (one or two enemies); +14 vs Reflex <i>Hit:</i> 1d8 +6 lightning damage.	
➤ Hypnotism (charm) • At-Will <i>Attack:</i> Ranged 10 (one enemy); +14 vs Will <i>Hit:</i> The target makes a basic attack against an ally with a +4 bonus to the attack roll.	
Countermeasures	
<ul style="list-style-type: none"> • Destroy: Destroying the tome prevents further attacks. • Disable: Arcana DC 22 (Standard Action) within 2 squares <i>Success:</i> One tome is disenchanting. <i>Failure by 5 or more:</i> The targeted tome makes a random attack as a free action. • Withdraw: If all living creatures exit the room, the trap resets and will not attack until the books are once again disturbed. 	

ENCOUNTER T12 - FIRE AND ICE (AREA 2-4)

Encounter Level 11 (3,000 XP)

SETUP

Magma Golem (level 12 elite brute)
4 Ice Bolt Statues (level 9 blaster trap)

When the party enters the area, read or paraphrase the following:

As you open the doors, the temperature rises significantly as a wave of heat hits you. You can see the glow of hot magma around a section of the floor that has given way, exposing a pool of lava underneath.

At the far corners of the room you can make out stone statues of humanoids depicted as wearing long flowing robes and carrying quarterstaves.

A subterranean pocket of lava has collapsed, filling part of the basement with molten lava. In order to guard the area, the Blackfire Order has placed a magma golem right on top of the lava flow.

As soon as any creature comes within range of the statues:

Suddenly a bolt of freezing ice blasts forth from the nearest statue and streaks by, narrowly missing you.

In the four corners there are statues that trigger automatically when an intruder enters the area. Knowing that most people who enter the temple are prepared for the heat of the volcano by acquiring fire resistance, the designers of these statues chose to have them fire bolts of freezing ice instead. When anyone who is not a member of the Blackfire Order (that is, they do not have *The Mark of the Order*) comes within range of them, the statues attack.

Standing in the middle of the area, ankle high in the lava, is a large magma golem. It does not have line of sight to any of the doors.

When the party moves and makes visual contact, read or paraphrase the following:

Standing amidst the magma is a large golem made of molten stone, glowing almost as brightly as the lava beneath it.

As soon as it makes eye contact with any member of the party that does not have *The Mark of the Order*, it attacks.

FEATURES OF THE AREA

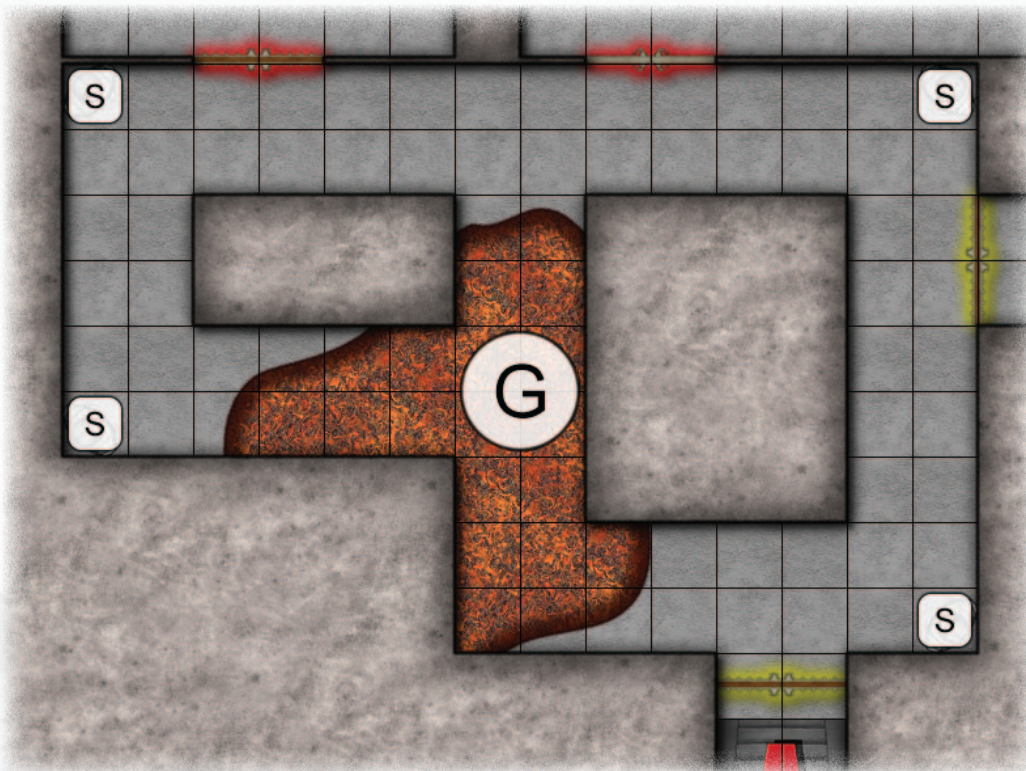
Illumination: The area is brightly lit by the lava flow.

Lava: The lava is extremely hot and is considered hazardous terrain for all creatures except the magma golem. Any creature entering or starting their turn in the lava takes 20 fire damage. The magma golem is not only immune to the fire but will regenerate 10 hit points at the start of its turn while in contact with the lava.

Statues: When activated, each statue will fire upon any creature that is not a member of the Blackfire Order (except the magma golem) that enters the statue's line of sight and comes within 10 squares.

The statues can be destroyed (see below) or an adjacent creature can disable each one with a Thievery DC 15 check as a standard action.

Doors: All the doors in and out of this room are sealed with an *Arcane Lock* ritual. The two doors to the north are keyed to only be opened by the Blackfire Order high command, while the other two doors can be opened by any member



of the Blackfire Order. See *Common Area Features* in the *Temple of Blackfire* section.

Stairs: The southern stairs lead back up to the ground floor of the Temple of Blackfire near the prison (south of *Area 1-14*).

Treasure: There is no treasure available in this area.

TACTICS

Note that neither the statues nor the golem will attack members of the Blackfire Order; if the players have received *The Mark of the Order* (see *Joining the Blackfire Order* for details), they will not be targeted by anything in this area and can cross it without incident.

Golem: The magma golem does not move at all until it gets direct visual contact with one of the players or if it is attacked. Even if the statues begin firing, it will not move. It is not exactly aware of the statues and doesn't understand what they do, so it will not make efforts to work in conjunction with them.

Once it comes time to attack, the golem will attack anything it sees while trying to remain within the lava flow to regenerate.

Statues: The statues will attack immediately as soon as any creature that does not have *The Mark of the Order* enters the area.

Ice Bolt Statues (S) Trap	Level 9 Blaster 400 XP
<i>These humanoid statues blast forth shards of freezing ice at anyone who passes and isn't authorized to be there.</i>	
Detect automatic	Initiative +5
HP 40 (each statue)	
AC 15; Fortitude 15, Reflex 5, Will --	
Immune fire, cold, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage	
Resist 5 vs untyped damage; Vulnerable 10 thunder	
Standard Actions	
↷ Ice Bolt (cold) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +12 vs Reflex	
<i>Hit:</i> 2d6 +4 cold damage, ongoing 5 cold damage (save ends).	
Countermeasures	
<ul style="list-style-type: none"> • Destroy: Destroying the statue prevents further attacks. • Disable: Thievery DC 20 (Standard Action) <i>Success:</i> An adjacent statue is disabled. <i>Failure by 5 or more:</i> The trap uses <i>ice bolt</i> against the target as a free action. • Ignore: The trap does not attack members of the Blackfire Order. If the party has become members through the initiation process, the trap ignores them. 	

Magma Golem (G)	Level 12 Elite Brute
Large natural animate (construct, fire), golem	1,400 XP

Initiative +8 **Senses** Perception +8, darkvision
HP 306; **Bloodied** 153
AC 24; **Fortitude** 26, **Reflex** 19, **Will** 21
Immune disease, petrification, poison **Resist** 20 fire **Vulnerable** 10 cold (see *Cold Weakness*)
Speed 5 (cannot shift)
Saving Throws +2 **Action Points** 1

Traits

Intense Heat • **Aura** 1

Any creature that starts its turn in or enters the aura takes 5 fire damage.

Regeneration

If the golem starts its turn in contact with lava or magma, it regenerates 10 hit points.

Cold Weakness

If the golem takes cold damage, it is slowed until the end of the next turn.

Standard Actions

Ⓢ **Slam** (fire) • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC

Hit: 2d10 +6 damage, plus an additional 1d10 +3 fire damage.

‡ **Double Slam** • **At-Will**

Effect: The golem uses *Slam* twice. If both attacks hit the same target, the target also takes ongoing 10 fire damage (save ends).

✦ **Lava Bomb** (fire) • **Encounter**

Attack: Area Burst 1 within 10 (all creature in burst); +15 vs Reflex

Hit: 2d6 +8 fire damage.

Miss: 10 fire damage.

Golem Rampage • **Recharge** ☞☞☞

Effect: The golem moves up to its speed +2. During this movement the golem can move through enemies' spaces, and when the golem first enters a creature's space it can use *Slam* against that creature.

Alignment --

Languages --

Str 24 (+13)

Dex 10 (+6)

Wis 14 (+8)

Con 23 (+12)

Int 3 (+2)

Cha 3 (+2)

ENCOUNTER T13 - CONTAINMENT (AREA 2-5)

Possible Encounter Level 9 (up to 2,100 XP)

SETUP

Meghara, Lamia (level 13 elite controller)
Enraged Barlgura (level 10 brute)

When the party enters, read or paraphrase the following:

The steady hum of arcane energy echoes throughout this room. In the corners opposite the entrance there are three large circles etched in to the ground that glow a faint red hue, and four columns positioned around their perimeter that reach all the way up to the ceiling. Directly in front of each circle, near the center of the room, is a small column about two feet tall.

Two of the circles glow even brighter, and between the columns stands a bright blue wall of force that forms a sort of containment cell. Both of these containment cells has a bright blue sphere floating one or two inches above the small column in front of it.

The containment cell to the north holds a large, fearsome looking, gorilla-like creature with huge claws. Upon seeing you, it begins to pound on the wall of force repeatedly, each hit rippling across the surface but not penetrating the barrier.

In the eastern cell is an attractive woman with long, blonde hair lies on the floor. Her clothes have been torn and tattered, and she looks as if she has sustained some superficial injuries. She looks up at you and tries to pick herself up off the ground but does not seem to have enough strength to do so.

"Help me!" she says weakly as she places one hand against the barrier.

The creature to the north is an Enraged Barlgura, a vicious and bloodthirsty demon. It was summoned by the Blackfire Order using the planar portal in the nearby room (Area 2-6), but it was brought here and imprisoned within the confines of the wall of force ever since.

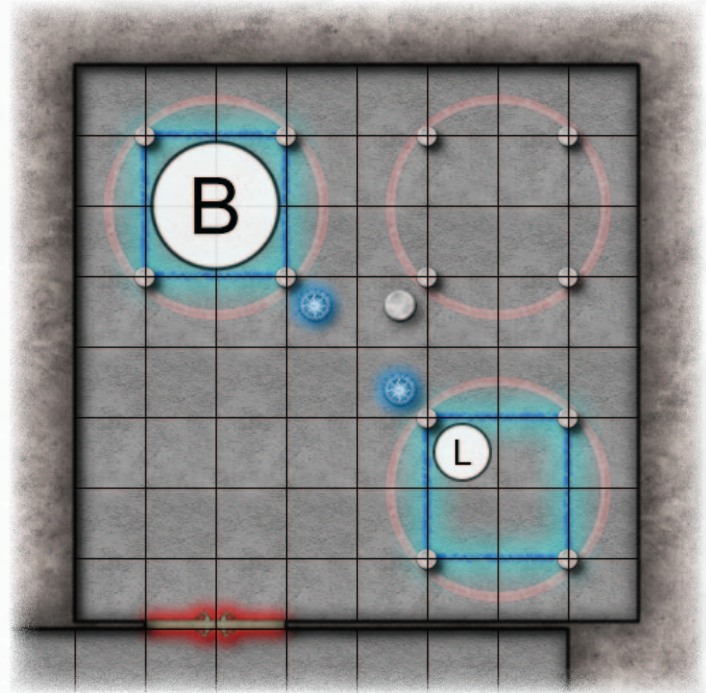
The woman is actually a rather powerful lamia named Meghara, using her shapechanging ability to appear attractive, distressed and troubled. She has been trapped here under similar circumstances, and will do anything within her power to get free.

See D&D 4E *MONSTER MANUAL* for description, lore, tactics and other information on the barlgura and the lamia.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the glow of the containment cells. If all the containment cells are deactivated, the circles and the columns still glow enough to fill the room with dim, blue light.

Containment Cells: The containment cells are powerful barriers of pure force. They cannot be penetrated by any attack, block line of effect and cannot be teleported through. The only thing that can penetrate the barrier is sight and sound.



The containment walls here are designed to be far more durable than the usual force walls found elsewhere in the temple; the walls are immune to all attacks and are virtually impenetrable.

Force Spheres: Each containment cell is powered by a blue *Force Sphere* (see *Appendix B*) sitting atop the smaller column. If the sphere is removed, the containment cell immediately collapses, and if any force sphere is placed on the column the containment cell reactivates.

Treasure: Besides the force spheres, there is no treasure in the area.

THE PRISONERS

Although they may not appear to have anything in common, due to the amount of time the two have spent here the barlgura and the lamia have come to an agreement in which they will attempt to help each other out. But neither one of them is likely to respect that arrangement once they are freed.

THE ENRAGED BARLGURA

The demon is savage, bloodthirsty and extremely angered at being imprisoned here. It will continue to rage within its containment cell, bashing away at the walls to no avail.

If any party member knows Abyssal they can attempt to talk to it. The barlgura is angry, having been stuck here with this woman for as long as he can remember, and all he wants at this point is freedom. He may offer the party either power, wealth or allegiance... but those are things he is incapable, or unwilling, to grant.

Once he is freed he will immediately attack the party, and will do so until he is bloodied. Once he is bloodied, he will turn to Meghara and ask her for assistance, to which she will agree provided she is released. The barlgura will then attempt to reach her containment

unit's force sphere (even if this means taking opportunity attacks) and will release her (as a minor action), letting her join the combat.

If here ruse is detected, she may attempt to tell the party that they “need” her to get around some obstacle in the future. This is, of course a lie, and she will turn on the party first chance she gets.

Enraged Barglura (B)		Level 10 Brute
Large elemental beast (demon)		500 XP
Initiative +10	Senses Perception +13, low-light vision	
HP 128; Bloodied 64		
AC 22; Fortitude 23, Reflex 20, Will 20		
Resist see <i>Variable Resistance</i> below		
Speed 8, climb 8		
Standard Actions		
⊕ Slam • At-Will		
<i>Attack:</i> Melee 2 (one creature); +15 vs AC		
<i>Hit:</i> 2d10 +8 damage, or 3d10 +8 damage if the barglura is bloodied.		
‡ Double Attack • At-Will		
<i>Effect:</i> The barglura uses <i>Slam</i> twice.		
Triggered Actions		
Savage Howl • Encounter		
<i>Trigger:</i> The barglura is first bloodied.		
<i>Effect (Free Action):</i> The barglura and all allies within 5 squares of it gain a +2 bonus to attack rolls until the end of the barglura's next turn.		
Variable Resistance • Encounter		
<i>Trigger:</i> The barglura takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The barglura gains resist 10 to the triggering damage type until the end of the encounter.		
Alignment Chaotic Evil	Languages Abyssal	
Skills Athletics +16		
Str 23 (+11)	Dex 16 (+8)	Wis 16 (+8)
Con 18 (+9)	Int 6 (+3)	Cha 12 (+6)

Meghara, Lamia (L)		Level 13 Elite Controller (Leader)
Medium fey magical beast (shapechanger)		1,600 XP
Initiative +8	Senses Perception +13	
HP 254; Bloodied 127		
AC 29; Fortitude 25, Reflex 26, Will 28		
Resist half damage from melee and ranged attacks		
Vulnerable 10 against close and area attacks		
Speed 6, climb 6		
Saving Throws +2 Action Points 1		
Traits		
Swarm's Embrace • Aura 1		
An enemy that starts its turn in the aura takes 10 damage.		
Squeezing Swarm		
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature.		
Standard Actions		
⊕ Cursed Touch (healing) • At-Will		
<i>Attack:</i> Melee Touch (one creature); +17 vs Fortitude		
<i>Hit:</i> 1d6 +5 damage and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.		
‡ Devouring Swarm • At-Will		
<i>Attack:</i> Melee 5 (one creature); +17 vs Fortitude		
<i>Hit:</i> 3d6+5 damage		
<i>Sustain Minor:</i> When the lamia sustains this power, the devouring swarm deals 3d6 +5 damage to the target (no attack roll required). The target must be within this power's range for the lamia to sustain the power.		
← Pacifying Burst (psychic) • Recharge ☼☼		
<i>Attack:</i> Close Burst 5 (all enemies in burst); +17 vs Will		
<i>Hit:</i> The target is stunned (save ends).		
Minor Actions		
Change Shape (polymorph) • At-Will		
A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender.		
Alignment Evil	Languages Common, Elven, Abyssal	
Skills Arcana +15, Bluff +17, Insight +13		
Str 13 (+7)	Dex 14 (+8)	Wis 14 (+8)
Con 15 (+8)	Int 18 (+10)	Cha 23 (+12)

MEGHARA, THE LAMIA

The lamia will give the impression that she was captured by the Blackfire Order and confined to this room for reasons unknown. She will state she is from Serpent's Cove, but may have difficulty recollecting the people or places from the village since she's never actually been there. All she wants is freedom, and she will promise the party that she will do “anything” in order to buy her freedom.

She can be quite convincing... If the party is hesitant, she will pretend to cry or wail in misery. At this point, allow the lamia to make Bluff checks (possibly “taking 10”, depending on interaction with the party) in order to hide her ruse.

If she is released, depending on the interactions with the party there are two possibilities:

- She will approach the barglura and ask the demon in abyssal whether it will “do as I say” in exchange for freedom. Once the barglura agrees she will take the force sphere and release the demon, after which they will both attack.
- She may completely ignore the demon, causing the barglura to be even more angered by her betrayal. If the party allows her to accompany them, she will wait for the opportunity to subvert the party. She may attack them in the heat of combat, she may do something to alert enemies, she may lead the party in to a trap (such as the gauntlet in *Area 1-9*), etc. She will do whatever is in her power to gain her freedom at the expense of the party's death.

ENCOUNTER T14 - UNINVITED GUESTS (AREA 2-6)

Encounter Level 11+ (at least 3,000 XP)

Possible Skill Challenge, Level 11 Complexity 1 (600 XP)

SETUP

Imprisoned Immolith (level 14 controller)
4 Firescarred Mezzodemons (level 11 soldier)
Multiple Firescarred Mezzodemon Troopers (level 10 minion)

When the party approaches the outer door, read or paraphrase the following:

A set of double doors on the southern wall of the passage glow with an intense blue aura as crackles of arcane energy ripple across their surface.

The door is sealed by a barrier of arcane force, powered by a force sphere hidden in the wall to the east. The secret door can be detected with a Perception DC 18 check, and removing the sphere powers down the ward on the door.

When the party manages to open the doors, read or paraphrase the following:

As you open the doors you are hit with a wave of intense heat and vapor. The long, narrow room extends south to a raised platform that has a slightly oval-shaped portal of swirling energy suspended vertically between two ornate columns.

Standing near the center of the room is an enormous demon-like creature bathed in flames and with a bony skull for a head. Standing around him are smaller insect-like creatures clutching tridents.

The large creature is an imprisoned immolith who has managed to make his way through the open portal along with his lackeys, four firescarred mezzodemon soldiers. All of the demons will attack on sight.

During combat the immolith can call for more firescarred mezzodemon troopers to enter through the portal. See the immolith's *summon troopers* power.

See the D&D 4E *MONSTER MANUAL* for information and lore on the immolith and the mezzodemons.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the flames consuming the immolith and by the glow of the portal. If both are extinguished (by killing the immolith and closing the portal), the room goes dark.

Outer Door: The outer door is technically unlocked, but a powerful force barrier seals it and prevents anything from getting through.

Force Door

Object Properties

HP 100

AC 22; Fortitude 25, Reflex 10, Will --

Immune fire, cold, disease, necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Resist 20 untyped

The barrier is powered by a *Force Sphere* (see Appendix B) hidden behind a secret door to the east (Perception DC 18

to detect the secret door). If the sphere is removed from its stand or if the force barrier is destroyed, the door can be opened with little effort.

Columns: Two columns to the south rise all the way to the ceiling and are covered with strange, arcane runes. The columns radiate powerful conjuration magic (Arcana DC 16) and are sustaining the arcane portal between them.

Portal: The unstable portal is a doorway to an area of the Elemental Chaos from which the demons came. Even though the portal is not stable enough to enter from this end, the immolith can still use it to summon firescarred mezzodemon minions from the other side to his aid (see below).

Bookshelf: The bookshelf in the side room to the east contains assorted texts and documents describing the experiments the Blackfire mages performed with the portal, including the kinds of creatures they summoned.

With a Perception or Arcana DC 20 check, players will discover the references to the "gorilla creature" (the enraged barlgura in containment, Area 2-5) and another creature only referred to as "her" (Meghara the lamia) were the most recent creatures brought through the portals they created. Even though it makes reference to her, the documents do not elaborate on the nature of the lamia only that she is "quite convincing". See *Encounter T13 - Containment* for more information on the barlgura and Meghara.

In addition to that, if the same Perception or Arcana check beats a DC 24, the party will find a *Linked Portal* ritual scroll (see D&D 4E *PLAYER'S HANDBOOK*).

Treasure: In addition to the possible discovery of the ritual scroll mentioned above, there are two chests in the small room to the east. Both are locked (Thievery DC 18 to unlock) but untrapped, and each chest contains one treasure package.

TACTICS

The immolith and the demons are not happy to be trapped here for so long, so as soon as the outer doors show sign of being opened they will charge the entrance and attack anything that is in their way.

Imprisoned Immolith: Once per round as a minor action, if the immolith is within 5 squares of the portal it can use its *summon troopers* power and call out for reinforcements. When it does so, roll two d20s; for each result that is 10 or greater, one firescarred mezzodemon trooper (see stat block below) will appear as close to the portal as possible and act immediately.

The amount of firescarred mezzodemon troopers that the immolith can summon is only limited by the size of the room.

Firescarred Mezzodemons: The mezzodemons are bound to serve the immolith, so they will do their best to pin enemies down so that the immolith can destroy them more easily.

All the demons are so enraged at being stuck in this room that they will do anything to escape; they all fight to the death.

SKILL CHALLENGE: CLOSING THE PORTAL

The party can attempt to close the portal either during or after the encounter to stop the flow of firescarred mezzodemon troopers coming through it.

Unless otherwise specified, all the primary checks below are standard actions. At your discretion you may allow the players to attempt the same checks as minor actions, but if so increase the respective DC by 5.

Level: 11 (600 XP)

Complexity: 1 (requires 4 successes before 3 failures)

Primary Skills: Arcana, History, Thievery

Other Skills: Insight

Arcana DC 19 (1 success, maximum 3 successes): The PC controls the flow of arcane energies that sustain the portal. On a failure, arcane feedback from the portal deals 1d8 force damage to the PC.

History DC 19 (1 success, maximum 2 successes): The PC can analyze the markings on the column to recall some information on how to control the portal. If the check beats a DC of 23, the PC gets a +2 bonus to the next Arcana check.

Insight DC 19 (1 success, maximum 2 successes): The PC analyzes the flow of energies through the columns and the portal, trying to determine a weakness. If the check beats a DC of 23, the PC gets a +2 bonus to the next Thievery check.

Thievery DC 19 (1 success, maximum 2 successes): An adjacent PC can try to close the portal by disrupting the flow of energy through the column.

Success: The portal is closed and disappears from view, preventing the immolith from summoning more mezzodemon troopers.

Failure: The portal becomes violently unstable and explodes:

☼ Portal Explosion (fire, thunder)

Attack: Close Burst 5 (all creatures in burst); +15 vs Reflex
Hit: 3d6 +6 fire damage, ongoing 10 fire damage (save ends) and the target is pushed 2 squares.
Miss: Half damage, and the target is pushed 1 square.
Effect: The portal collapses.

After the explosion, the portal collapses, preventing the immolith from summoning more troopers.

DEVELOPMENT

It should be clear that the portal is a major threat to the area, and if it left open it is only a matter of time before some other demon – perhaps even more powerful ones – decide to pass through it.

If the portal is left open and the outer door is not secured with the force sphere, the party can expect to have demons wandering the lower halls in no time. This may become a significant problem for the Blackfire Order, who is not very well equipped to deal with such an incursion.

Once the primary campaign is over, players may attempt to come back to this room and attempt to use the portal to enter the Elemental Chaos. It is up to your discretion what they may find there.

Imprisoned Immolith		Level 14 Controller
Large elemental magical beast (demon, fire, undead)		1,000 XP
Initiative +10	Senses Perception +9, darkvision	
HP 145; Bloodied 72		
AC 28; Fortitude 29, Reflex 25, Will 26		
Immune disease, fire, poison Resist 15 variable (2/encounter)		
Vulnerable 10 radiant		
Speed 6		
Traits		
Flaming Aura (fire) • Aura 1		
Any creature that enters or starts its turn in the aura takes 10 fire damage.		
Standard Actions		
Ⓜ Claw (fire) • At-Will		
<i>Attack:</i> Melee 4 (one creature); +19 vs AC		
<i>Hit:</i> 2d6 +6 fire damage, ongoing 10 fire damage (save ends).		
‡ Fiery Grab (fire) • At-Will		
<i>Effect:</i> The immolith makes a <i>Claw</i> attack against a Large or smaller target. On a hit, the target is slid to a square adjacent to the immolith and is grabbed until it escapes. While grabbed, the target loses any resistance it has to fire.		
<i>Special:</i> An immolith can hold up to five grabbed creatures using this power.		
Minor Actions		
↗ Deathfire Curse (fire) • At-Will (1/round)		
<i>Attack:</i> Ranged 10 (one creature); +17 vs Will		
<i>Hit:</i> The target is slowed (save ends).		
<i>Aftereffect:</i> The target takes ongoing 5 fire damage (save ends).		
Vigor From the Grave (healing) • At-Will (1/round)		
<i>Effect:</i> Every undead creature within 5 squares of the immolith (including the immolith itself) regains 10 hit points.		
Summon Troopers (summoning) • At-Will (1/round)		
<i>Condition:</i> The immolith must be within 5 squares of portal. The portal must still be active and open.		
<i>Effect:</i> Roll two d20s. For each die result that is a 10 or greater, one <i>Firescarred Mezzodemon Trooper</i> appears in an unoccupied square as close to the portal as possible. The troopers act immediately.		
Alignment Chaotic Evil	Languages Abyssal	
Str 22 (+13)	Dex 16 (+10)	Wis 15 (+9)
Con 25 (+14)	Int 9 (+6)	Cha 18 (+11)

Firescarred Mezzodemon **Level 11 Soldier**
600 XP
Medium elemental humanoid (demon)

Initiative +11 **Senses** Perception +8, darkvision
HP 111; **Bloodied** 55
AC 27; **Fortitude** 25, **Reflex** 22, **Will** 23
Resist 10 poison, 10 fire
Speed 6

Standard Actions

⊕ **Trident** (weapon) • **At-Will**
Attack: Melee 2 (one creature); +16 vs AC
Hit: 2d8 +10 damage.

⊕ **Skewer** (weapon) • **At-Will**
Attack: Melee 2 (one creature); +16 vs AC
Hit: 2d8 +10 damage, and the target is restrained and takes ongoing 10 damage (save ends both). Until the effect ends, the mezzodemon cannot make any other weapon attacks.

⊖ **Poison Burst** (poison) • **Recharge** [3]
Attack: Close Blast 3 (all enemies in blast); +14 vs Fortitude
Hit: 3d8 +5 poison damage, ongoing 10 poison damage (save ends).
Miss: Half damage, no ongoing.

Alignment Chaotic Evil **Languages** Abyssal

Str 20 (+10)	Dex 14 (+7)	Wis 16 (+8)
Con 15 (+7)	Int 10 (+5)	Cha 12 (+6)

Firescarred Mezzodemon Trooper **Level 10 Minion**
125 XP
Medium elemental humanoid (demon)

Initiative +7 **Senses** Perception +7, darkvision
HP 1; *a missed attack never damages a minion*
AC 24; **Fortitude** 22, **Reflex** 20, **Will** 20
Resist 10 poison, 10 fire
Speed 6

Standard Actions

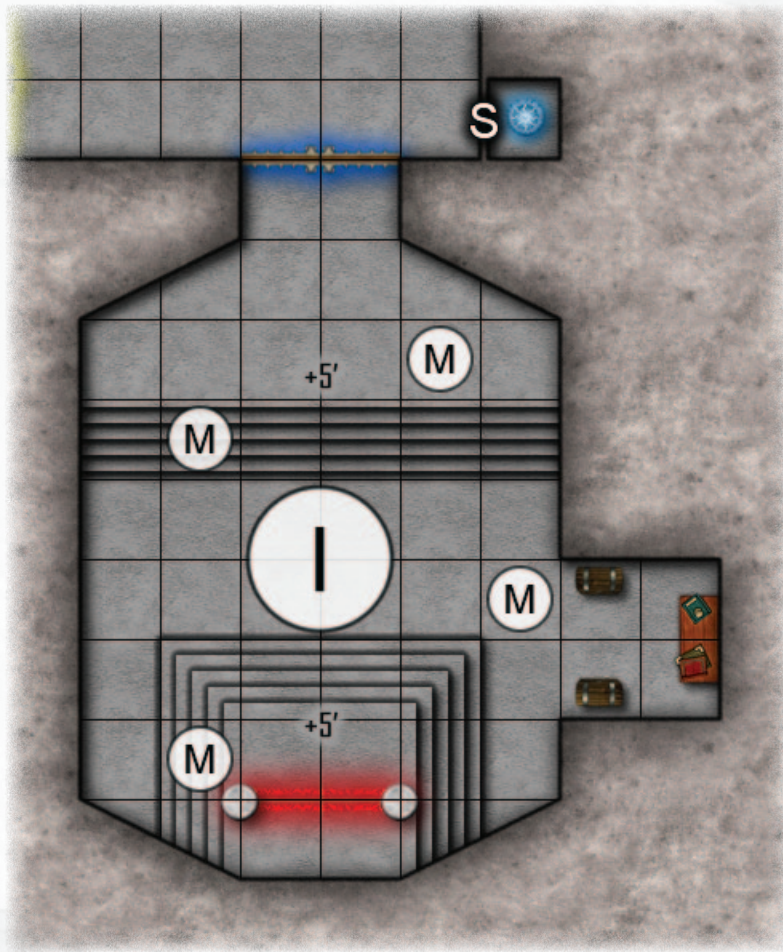
⊕ **Trident** (weapon) • **At-Will**
Attack: Melee 2 (one creature); +15 vs AC
Hit: 10 damage. On a critical hit, the target is restrained and takes ongoing 5 damage (save ends both), and while the target is restrained the mezzodemon can't make any weapon attacks.

Triggered Actions

⚡ **Death Burst** (poison) • **Encounter**
Trigger: The trooper is reduced to 0 hit points or fewer.
Attack (Free Action): Close Burst 1 (all creatures in burst); +13 vs Fortitude
Hit: 6 poison damage.

Alignment Chaotic Evil **Languages** Abyssal

Str 18 (+9)	Dex 15 (+7)	Wis 15 (+7)
Con 14 (+7)	Int 10 (+5)	Cha 12 (+6)



ENCOUNTER T15 - INITIATION (AREA 3-1)

Possible Roleplaying Challenge (maximum 3,200 XP)

Possible Encounter Level 13 (3,900 XP)

SETUP

Enemies:

- Embriël, Blackfire High Arcanist (level 13 elite artillery)
- 2 Blackfire Guards (level 11 soldier)
- 4 Blackfire Acolytes (level 11 minion artillery)
- 4 Blackfire Zealots (level 10 minion)

Allies:

- Village Prisoner (level 6 minion)

When the party enters, read or paraphrase the following:

The heat begins to get uncomfortable as the walls and ceiling end and the tunnel opens up in to the volcano's caldera.

To the south, just at the edge of an area of hardened volcanic rock is a large stone platform. Directly in front of it, between the two stone stairs that ascend to the upper platform, is a large, deep pit of bubbling lava.

Several Blackfire members are standing or kneeling in the area in front of the pit, their eyes fixated on a robed tiefling standing on the edge of the upper platform. On its knees next to him is a human prisoner that appears to have been severely bruised and beaten. The tiefling holds the prisoner by his hair and appears to be chanting, but you cannot make out what he's saying from this distance.

At the top of each flight of stairs stands a dragonborn guard clutching a large bastard sword.

If the players have been escorted here by Vasha as part of joining the Blackfire Order, read or paraphrase the following:

The elemental priest steps forward as all the Blackfire members turn to see him.

"High Priest Embriël, forgive the interruption. I have come with new blood!" he shouts. "They have proven themselves worthy of becoming members of our order and seek to perform the initiation!"

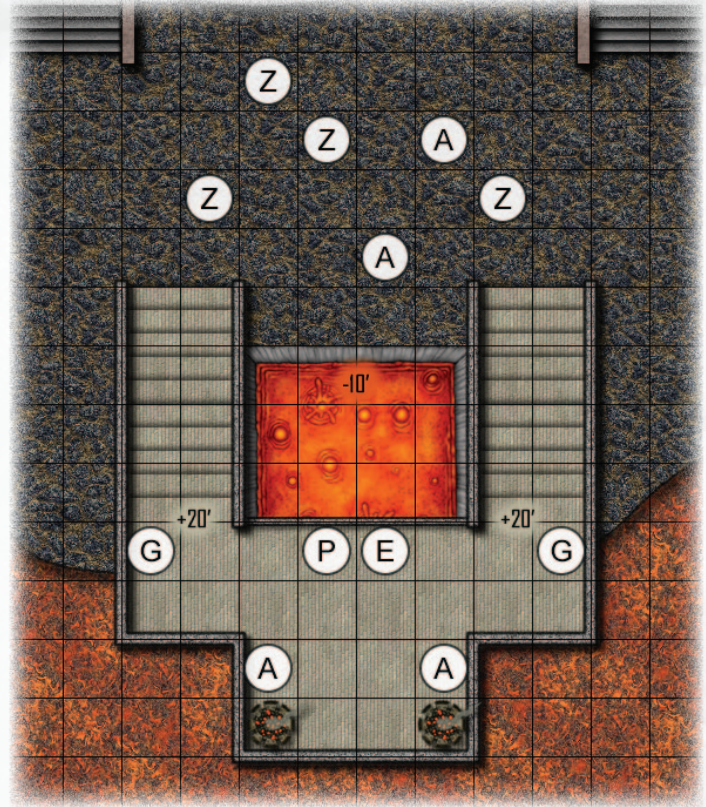
If the players have not come here to become members, read or paraphrase the following:

The tiefling on the platform raises his hand and begins to shout.

"We call upon the great dragon to accept this offering so that he may gain strength and return to the world of the living!"

He begins to pull at the prisoner, attempting to get him on his feet. The Blackfire members in front of the platform begin to chant even louder.

The tiefling on the platform is Embriël, the second in command of the Blackfire Order (second only to Mazon Darathar). Unless the party intervenes he will toss the prisoner in to the pit of lava, but if the party seeks to become members of the order he will ask them to do the honor to prove their dedication to the order.



FEATURES OF THE AREA

Illumination: The area is brightly lit by the glow of the caldera.

Lava Lake: The lake surrounding the platform is highly fluid molten lava. Any creature that starts its turn or enters a square completely filled with lava takes 30 fire damage.

The lava lake radiates enough heat to make it extremely uncomfortable for anyone standing on the stone platform's edge; any creature starting its turn or entering a square adjacent to the lava lake takes 10 fire damage.

Creatures on any part of the platform and the stairs are protected from the heat by the perimeter wall.

Platform: The platform is made of solid stone and surrounded by a perimeter wall about 4' high. The wall protects anyone on the platform from exposure to the surrounding lava, and if anyone is pushed over it by forced movement they get a +5 bonus to the saving throw for hazardous terrain.

The perimeter wall is significantly lower – only about 1' high – on the edge that overlooks the lava pit (see below). If any creature is pushed over the ledge through forced movement, they only get a +2 bonus to the saving throw for hazardous terrain.

Braziers: Each of the two southern braziers is filled burning hot coals. They can be extinguished either by turning them on their side (Strength DC 18 check; see below) or attacking them (AC/Fortitude 10, Reflex 5, vulnerable 10 cold, 20 hit points).

An adjacent creature can use them to fill an area with burning coals:

Flaming Brazier	Single-Use Terrain
<i>This brazier burns brightly with intense heat. Tipping it on its side sends burning coals over a wide area.</i>	
Standard Actions	
◀ Tip Over (fire) • At-Will	
<i>Requirement:</i> Must be adjacent to brazier.	
<i>Check:</i> Strength check (DC 18) to overturn the brazier.	
<i>Success:</i> The brazier is overturned and makes the following attack:	
<i>Attack:</i> Close Blast 3 (all creatures in blast); Level +3 vs Reflex	
<i>Hit:</i> Ongoing 10 fire damage (save ends)	
<i>Effect:</i> The brazier is extinguished and can no longer be used to spawn flame embers.	

Unless they are overturned or destroyed, the braziers are blocking terrain.

Lava Pit: The 20' x 15' pit in front of the platform – contrary to what some rumors lay say (see the *Information and Rumors* section) – is very real. It is approximately 10' deep and the lava inside it is considerably more fluid than the lava surrounding the platform.

The pit squares are difficult terrain, and any creature entering or starting their turn in the pit takes 30 fire damage. If a player falls in from ground level they also take 1d10 falling damage, and since the fall from the platform is 30' anyone that falls over the edge from there takes 3d10 falling damage.

Treasure: Embriel's dagger is a *Flaming Dagger* +2 (see *Flaming Weapon* in the D&D 4E *PLAYER'S HANDBOOK*). In addition to that, the party can recover one treasure package from Embriel and the guards.

THE INITIATION

Once the initiation process is to begin, the players will be escorted to the upper platform next to Embriel and the prisoner.

In order to complete the membership process there are three steps that the party needs to take: the *Pledge of Loyalty*, the *Trial by Fire* and the *Sacrifice*.

During each of these steps, where applicable, use the DCs provided in the *Roleplaying Challenge* sidebar.

1) PLEDGE OF LOYALTY (800 XP)

Read or paraphrase the following:

Embriel begins to speak. "In order to join our Order, you must show unwavering devotion to the great dragon. Learn his way, become one of his true believers, and join him at his side when he returns to reign over the realm of man. Do you pledge your devotion and loyalty to me and the great dragon?"

Embriel will ask a similar question individually to each PC, trying to gauge the sincerity of the character's response. Players must attempt to be as convincing as possible and state that they will give their unwavering devotion to Embriel and the great dragon.

If necessary, depending on how the players express themselves, you may choose to have them make a skill check (most probably

ROLEPLAYING CHALLENGE

The initiation in to the Blackfire Order is a three step process:

1. Players must pledge to be loyal to Embriel and the Blackfire Order.
2. Players must show they are not afraid of fire or of sacrifice by risking injury.
3. Players must show their devotion to the cause by executing a non-believer.

Although skill checks are involved, these scenes are meant to be situations in which the party can roleplay their reactions and responses to Embriel and the members of the Blackfire Order. The players themselves must choose their own words in an attempt to be convincing before the High Arcanist.

Let the players be creative and have fun with this scene. Depending on how they perform, at your discretion you can choose to make skill checks, give them circumstance bonuses or penalties to the skill checks where applicable, or make an arbitrary decision without the need to roll dice.

If you must roll DCs, use the following table as a basis (which is equivalent to Level 13 difficulty):

Difficulty	DC
Easy	14
Medium	20
Hard	29

either Diplomacy or Bluff, but use your judgment) against a medium DC (DC 20).

If the majority of players succeed in being convincing, give the party 800 XP (the equivalent of a level 13 minor quest) and move on to the second step. If the majority of players fail, they still continue to the second step but it is going to take a lot more work for them to prove themselves; all the DCs for the next two steps in the initiation process increase by 1.

2) TRIAL BY FIRE (800 XP)

Read or paraphrase the following:

Embriel continues as he steps over to a lit brazier. "In addition to your loyalty, you must be willing to learn the way of the elements and harness the power of the fire. You must set aside your personal gain and block out the pain as you become one with the flames of creation, and only then can you walk alongside the great dragon and share in his glory."

"Now you must show us that you do not fear the fire and that you embrace its power, no matter what the cost."

Embriel will ask each player to show they are not afraid of fire by placing one of their hands in the burning brazier.

When each player places their hand in the brazier, have them make an Endurance DC 16 check. If the player fails the check, they take 10 fire damage. If the player has fire resistance of any kind, that resistance is halved against this damage.

Every turn thereafter the DC increases by 1, and the player must continue to make checks until they either succeed or fail (see below).

If the player is also trained in the Heal skill, they can attempt a Heal DC 20 check prior to their Endurance check; if they succeed, they are able to more easily suppress the pain of the fire and are granted a +2 bonus to the subsequent Endurance check.

The players are not allowed to use healing powers (such as *Second Wind*) or powers that would grant them any sort of resistance to the damage. The first time any player attempts to use these powers they will be warned, but after repeated use the trial will be suspended and the player fails the trial.

If a player is trained in Bluff, he can attempt a Bluff DC 25 check in order to try and hide the fact that they are going to use a healing power. If they succeed, the player may use one power he has available in order to heal himself or grant resistance to the fire damage. If they fail the attempt to bluff, that player's treachery will be discovered and fail the trial.

The trial will continue until:

- They willingly remove their hand from the fire to avoid further damage (failure).
- They repeatedly attempt to use powers that would grant them resistance to the damage or heal their wounds, without making an attempt to bluff (failure).
- They fall unconscious due to the fire damage (success). Taking enough damage to pass out is a sign of devotion, showing that the player is willing to risk their own lives in order to become members of the Blackfire Order.
- Ten turns pass (success).

If the player willingly removes their hand from the fire before 10 turns pass, they fail the test. If the player maintains their hand in the fire for the full 10 turns or if they fall unconscious as a result of their injuries, they successfully pass the test.

If the majority of players succeed in being convincing, read or paraphrase the following:

"Impressive! Do not fear the fire and it will give you strength and immortality! Only by harnessing the power of the flame can you walk amongst us and alongside the great dragon upon his return!"

Give the party 800 XP (the equivalent of a level 13 minor quest). Embriel will be extremely impressed and will ask Vasha to tend to any wounds that they may have; as a result, each character is allowed to heal the equivalent of their bloodied value without spending any healing surges. After all the healing is performed, Vasha will leave the area and return to the chapel (*Area 1-10*) while Embriel moves on to the final step.

If the majority of players fail, read or paraphrase the following:

Embriel appears to be significantly angry. "You are not worthy of walking with the great dragon; you must learn to harness the power of fire and not be afraid of it! Until you respect the fire and not fear it, you will never truly be one of us."

Vasha will become visibly upset, suspicious of whether he is being fooled by the party. He will remain in the area until either the players complete the initiation or combat ensues.

VASHA'S PRESENCE

If the party fails the initiation so severely that combat ensues (see above), it is possible that Vasha may still be present when the encounter begins. If so, the encounter could be considered unbalanced in favor of the Blackfire Order.

In order to compensate for Vasha's presence, there are a few options:

- Some or all of the minions may attempt to flee.
- One or both of the guards may attempt to leave the area to get reinforcements and alert the rest of the Temple of Blackfire about the threat.
- Embriel orders Vasha to engage the party while he stands back. Only when Vasha falls will Embriel join the encounter.

See *Encounter T7 - The Chapel* for more information and Vasha's stat block.

3) SACRIFICE

Read or paraphrase the following:

"One last thing that you must do to prove to me you are loyal. See this peasant, this heathen? He came here seeking to destroy us, and for that he must pay for the ultimate price. Show us your devotion to the Blackfire Order and toss him in to the fire!"

Embriel asks the party to execute the prisoner, preferably by tossing them in to the lava pit below.

If the party complies by killing the prisoner, they succeed in this portion of the test. Embriel doesn't really care how it's done, but his method of choice would be to toss the prisoner in to the lava pit 30' below.

If they offer any resistance or flat out refuse, Embriel will continue to insist that it is "necessary" to become full members of the Blackfire Order. If they still don't do it Embriel will criticize them for not having what it takes to become part of the order, that the party must not show any mercy to any non-believers that oppose them and seek to destroy the order.

SUCCESS AND FAILURE

The reaction of Embriel and the other members of the Blackfire Order is dependent on how many successes the party had during the initiation process.

Three Successes: The party is accepted in to the Blackfire Order and granted all the privileges of membership.

Read or paraphrase the following:

Embriel steps to the edge of the platform. "Everyone! Look upon your new members! Welcome them in to the brotherhood of the Blackfire Order so that we may serve the great dragon and await his imminent return!"

Embriel bestows upon each of the players the *Mark of the Order* (see the *Joining the Blackfire Order* section for details).

Grant the party an additional 1,600 XP for their accomplishment.

Two Successes: The party is accepted in to the Blackfire Order as “entry level” members.

Read or paraphrase the following:

Embriël steps up to the party. “You have shown an impressive level of devotion and interest in joining our order, but you are not yet ready. I permit you to stay with us, join us in our ceremonies and learn our ways, and some day you may take these trials again and become honored members of our order.”

Embriël cannot grant them all the privileges of a full member yet, and hopes that they will show their devotion until there comes a time when they can take the trials once again and become full members. He does not grant the party the *Mark of the Order* at this time.

Note that this does not grant any privileges of being a member of the Blackfire Order; they still cannot open doors with arcane locks (See *Common Area Features* in the *Temple of Blackfire* section), they are still considered an enemy by the arbalesters in the alchemical lab or the statues in the basement, etc.

Grant the party an additional 800 XP for their accomplishment.

One Success: Embriël will state that the party shows signs of wanting to be part of the order but simply do not have the level of devotion necessary to do so.

Read or paraphrase the following:

Embriël steps up to the party. “You are not worthy to join our ranks, and I fear you never will be. Please go now, never to return.”

He cannot permit the party to become members of the Blackfire Order at this time and asks them to leave immediately.

If the party refuses to leave quickly, Embriël will be angered and command his followers to attack.

No Successes: Embriël will be infuriated with the party, believing them to be non-believers and defilers, agents of the people of Serpent’s Cove sent to infiltrate the order and destroy it. He will command everyone present to attack, and the first chance he gets he will throw the prisoner in to the fire himself.

TACTICS

If the players are unescorted, if they refuse to participate in the initiation ritual or if they fail all three parts of the initiation process, all the Blackfire members present will immediately attack.

Embriël: The first thing Embriël will do is attempt to toss the prisoner in to the lava pit (as a standard action), then attack relentlessly at range with his *hellfire blast*, *hellfire barrage* and *blackfire burst* attacks.

As a safety precaution, Embriël will not use his *dimension door* power unless it is absolutely vital to his survival. If he falls or is pulled in to the lava pit in front of him he will use it immediately to teleport safely away.

Guards: The dragonborn guards will attempt to position themselves on the stairs to prevent anyone from advancing and threatening Embriël.

Minions: The minions will attack at will, and will fight to the death to protect their leader.

All the Blackfire members here will protect Embriël to the death, but once he falls it may be possible to convince them to surrender. There is no chance of Embriël surrendering; his devotion to the great dragon is too extreme.

DEVELOPMENT

If the party goes through the initiation ritual successfully, Embriël will welcome them to the Blackfire Order and bestow on each member the *Mark of the Order*. See the *Joining the Blackfire Order* section for additional benefits.

Once accepted in to the Blackfire Order if the players ask about Vulkanon or the Dragon’s Eye, depending on how easily they went through the initiation, Embriël may choose to escort them to the Dragon’s Eye (*Area 3-3*) to speak directly to the great dragon.

See *Encounter T16 - The Dragon’s Eye* for more information.

Blackfire Zealot (Z)		Level 10 Minion
Medium natural humanoid, human		125 XP
Initiative +8	Senses Perception +6	
HP 1; <i>a missed attack never damages a minion</i>		
AC 22; Fortitude 21, Reflex 22, Will 20		
Speed 6		
Traits		
Strength in Numbers		
The zealot gains a +2 bonus to all defenses if it has at least 2 other Blackfire members within 2 squares of it.		
Standard Actions		
Ⓢ Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs AC		
Hit: 8 damage.		
Alignment Evil	Languages Common, Draconic	
Str 14 (+7)	Dex 16 (+8)	Wis 13 (+6)
Con 12 (+6)	Int 9 (+4)	Cha 11 (+5)

Blackfire Acolyte (A)		Level 11 Minion Artillery
Medium natural humanoid, human		150 XP
Initiative +7	Senses Perception +5	
HP 1; <i>a missed attack never damages a minion</i>		
AC 25; Fortitude 20, Reflex 22, Will 22		
Speed 6		
Standard Actions		
Ⓢ Quarterstaff (weapon) • At-Will		
Attack: +16 vs AC		
Hit: 6 damage.		
Ⓢ Fire Bolt (fire) • At-Will		
Attack: Ranged 10; +14 vs Reflex		
Hit: 8 fire damage.		
Alignment Evil	Languages Common, Draconic	
Str 10 (+5)	Dex 14 (+7)	Wis 11 (+5)
Con 12 (+6)	Int 16 (+8)	Cha 14 (+7)

Blackfire Guard (G)**Level 11 Soldier**

Medium natural humanoid, dragonborn

600 XP

Initiative +10**Senses** Perception +12**HP** 111; **Bloodied** 55**AC** 27; **Fortitude** 24, **Reflex** 21, **Will** 22**Resist** 10 fire**Speed** 6**Traits****Dragonborn Fury**

The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.

Standard ActionsⓉ **Bastard Sword** (weapon) • **At-Will**

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

Hit: 2d10 +7 damage, and the target is marked until the end of the next turn.

⚡ **Blade Fury** (weapon) • **Recharge** when bloodied

Attack: Close Burst 1 (all enemies in burst); +16 vs AC

Hit: 1d10 +7 damage.

Minor Actions⚡ **Dragonfear** (fear) • **Encounter**

Attack: Close Burst 5 (all enemies in burst); +16 vs Will

Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the next turn.

Triggered ActionsⓉ **Impetuous Spirit** (weapon) • **At-Will**

Trigger: An enemy leaves a square adjacent to the dragonborn.

Effect (Immediate Interrupt): The dragonborn makes a melee basic attack against the triggering enemy.

Alignment Evil**Languages** Common, Draconic**Str** 17 (+8)**Dex** 13 (+6)**Wis** 14 (+7)**Con** 15 (+7)**Int** 10 (+5)**Cha** 12 (+6)**Equipment** bastard sword, chainmail**Village Prisoner (P)****Level 6 Minion**

Medium natural humanoid

-- XP

Initiative +5**Senses** Perception +4**HP** 1; *a missed attack never damages a minion***AC** 20; **Fortitude** 16, **Reflex** 17, **Will** 16**Speed** 6**Alignment** --**Languages** Common**Str** 12 (+4)**Dex** 14 (+5)**Wis** 13 (+4)**Con** 11 (+3)**Int** 8 (+2)**Cha** 12 (+4)**Embriell, Blackfire High Arcanist (E)****Level 13 Elite**

Medium natural humanoid, tiefling

Artillery

1,600 XP

Initiative +7**Senses** Perception +12, low-light vision**HP** 200; **Bloodied** 100**AC** 25; **Fortitude** 25, **Reflex** 28, **Will** 29**Resist** 20 fire**Speed** 6**Saving Throws** +2 **Action Points** 1**Traits****Bloodhunt**

Embriell gains a +1 bonus to attacks against bloodied targets.

Standard ActionsⓉ **Flaming Dagger** (weapon, fire) • **At-Will**

Attack: Melee 1 (one creature); +18 vs AC

Hit: 2d4 +4 damage plus an additional 1d6 fire damage, and the target takes ongoing 10 fire damage (save ends).

Ⓣ **Hellfire Missile** (fire) • **At-Will**

Attack: Ranged 20 (one creature); +16 vs Reflex

Hit: 2d8 +6 fire damage, and every creature adjacent to the target takes 10 fire damage.

⏪ **Hellfire Barrage** (fire) • **Recharge** ☹☹

Effect: Embriell makes up to three separate *Hellfire Missile* attacks against different targets in range.

⚡ **Blackfire Burst** (fire) • **Encounter**

Attack: Area Burst 2 within 20 (all creatures in burst); +16 vs Reflex

Hit: 2d6 +4 fire damage.

Effect: The burst creates a zone that lasts until the end of the next turn. The zone is difficult terrain, and any creature that enters or starts their turn within the zone takes 10 fire damage.

Move ActionsⓉ **Dimension Door** (teleportation) • **Recharge** ☹☹☹

Effect: Embriell teleports up to 10 squares.

Triggered ActionsⓉ **Infernal Wrath** (fire) • **Encounter**

Trigger: Embriell is hit by an attack.

Effect (Free Action): The triggering creature takes 1d6 +4 fire damage.

Alignment Evil**Languages** Common, Draconic**Skills** Arcana +16, History +16**Str** 12 (+7)**Dex** 12 (+7)**Wis** 12 (+7)**Con** 16 (+9)**Int** 21 (+11)**Cha** 20 (+11)**Equipment** cloth, *Flaming Dagger* +2

ENCOUNTER T16 - THE DRAGON'S EYE (AREA 3-3)

Roleplaying Encounter

SETUP

When the party approaches, read or paraphrase the following:

You approach another raised platform atop a volcanic island. In the center of the platform is a column about three feet tall, and atop it is a large, glowing ball of fire hovering a few inches over a gold circlet on top of the column.

Suddenly a voice rings out in your mind, "You have come at last... An eternity I have waited for the ones to bring me unity."

With a successful Arcana DC 18:

The sphere radiates powerful evocation magic.

With a successful Arcana DC 22:

The sphere radiates powerful evocation magic, but you sense even more powerful energies coming from the gold circlet beneath it.

The ball of fire is a magical orb known as The Dragon's Eye. Members of the Blackfire Order are convinced that this device is a means to communicate with their great dragon god Vulkanon, but in reality the being behind it is an power elemental entity known as "The Voice of the Mountain" or simply "The Voice" (see *Area 6-6*).

The seemingly nondescript gold circlet is actually the *Circlet of Fire*, one of the two components to an artifact known as the *Heart of Fire*.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the glow of the lava lake and by the fiery aura of the eye itself.

The Dragon's Eye: The eye itself is a sphere approximately 2' wide and is constantly consumed by elemental fire. Any object that comes in contact with the sphere immediately takes 15 fire damage.

If the orb itself is attacked in any way, or if an attempt to remove the circlet is made without The Voice allowing it first, the orb will lash out by calling forth a powerful *flame strike* on the target and everyone near them. If the sphere is destroyed, it will explode violently and potentially incinerate anyone standing near it.

The Circlet of Fire: At the base of the Dragon's Eye there is a gold circlet with arcane runes around it. This is the *Circlet of Fire*, one of the two parts to the *Heart of Fire*.

The circlet is the eye's focus, and is what allows it to function in the first place. Once it is removed, the eye disappears and there is no way to bring it back.

In order to remove the *Circlet of Fire*, the Dragon's Eye must either be destroyed or the Voice of the Mountain must allow the party to take it without incident (see below).

Treasure: Besides the *Circlet of Fire*, there is no other treasure in this area.

THE VOICE OF THE MOUNTAIN

"The Voice of the Mountain", or simply "The Voice" is a powerful elemental entity that currently resides deep within Vulkanon's inner sanctum (*Area 6-6*). It was born of the volcano itself and has been a part of it for millennia.

Knowing that it is impossible for it to leave this place, it seeks only one thing: to reconstitute the artifact known as the *Heart of Fire* so that it can use it as a vessel and extend its power beyond the walls of the volcano. Due to the Blackfire's ineptitude and narrow minded obsession with their dragon god, The Voice realizes that the only way it will be able to achieve that is through a group of outsiders, so it will attempt to recruit the party in order to fulfill its wish.

THE DRAGON'S EYE

If the party has not dealt with the members of the Blackfire Order in *Area 3-1*, there is no way they would be allowed to come anywhere near the Dragon's Eye without becoming members of the Blackfire Order (see *Encounter T15 - Initiation*).

If the players are fully qualified members of the Blackfire Order, either Vasha or Embriel will come forth and introduce the party to what they believe to be their dragon god Vulkanon.

If there are any members of the Blackfire Order present, The Voice will play along and make them believe he is in fact their god, but will ask to speak with the players privately.

Once the Voice can speak to the party, it will explain the situation:

- It will reveal that it is not the great dragon, and makes the Blackfire Order believe that to be the case in order to keep them under control.
- It is currently deep within the mountain, with the great dragon's inner sanctum, and very much wishes to meet the party face to face.
- The original members of the Blackfire Order have placed a variety of traps in the hallway approaching The Voice. There is nothing he can do to prevent that, so the party must deal with the traps themselves.
- If the party helps him, he will reward them with unmatched elemental power.

If the party agrees to these terms, The Voice will tell them about the *Circlet of Fire* and allow them to take it without retaliation. He will then try to describe how to reach his location in the inner sanctum.

TALKING TO THE VOICE

Before the party takes the *Circlet of Fire*, it has the option of asking a few questions.

If asked about Vulkanon:

The Voice knows little about the great dragon, but acknowledges that the creature is nothing more than a mindless, brutish, sadistic dragon that longs for destruction.

He does not know what happened to the creature, but one day the dragon fell silent; The Voice assumed that the creature was slain. The Blackfire Order, hoping to reach out to their dragon god, assumed that The Dragon's Eye was a conduit to speak with Vulkanon. Since The Voice wanted someone to fulfill its wishes, it played along.

If asked about Mazon:

The Voice reveals that Mazon is the current leader of the Blackfire Order, and has spoken with him on multiple occasions before. He admits that Mazon is probably one of the more intelligent members of the order, and has reason to believe that Mazon knows the truth about what he really is but can't be sure.

If asked about the Blackfire Order:

The Voice despises the order, seeing them as a bunch of incompetent ingrates that follow a false god. He tried to get them to assist him in his quest, but their vision was so clouded by their obsession with Vulkanon that it ended up being a lost cause.

He also dislikes them because they misplaced a certain relic that was very important to him (the *Sphere of Fire*).

He hints that he could destroy them at any time, but keeps them around in case he needs something. And, even though he dislikes them with a passion, he doesn't mind the fact that they treat him as a god even though it's not true.

If asked about the *Heart of Fire*:

The Voice's tone will change dramatically if any mention of the *Heart of Fire* is made. It was hoping to discuss that once the party meets it in person (in *Area 6-6*), but if the topic is brought up now it will share what it knows.

It will reveal that the *Heart of Fire* consists of two components: the *Sphere of Fire* and the *Circllet of Fire*. It doesn't know where the sphere is, but believes that the members of the Blackfire Order had it in their possession long ago and somehow lost it.

The Voice will reveal that the *Circllet of Fire* is beneath the eye, and will offer it to the party if they promise to seek him out in the inner sanctum.

Other conversations:

Feel free to improvise any other conversations between the party and The Voice, using the other content of this module as a reference.

CONCLUSION

If either the *Circllet of Fire* is taken or The Dragon's Eye is destroyed, the Blackfire Order will become hostile towards the party. If either Embriel or Vasha remain alive and come in contact with the party after that happens, they will revoke *The Mark of the Order* and annul their membership in the Blackfire Order.

The Dragon's Eye

Object

HP 100

AC 25; **Fortitude** 22, **Reflex** 15, **Will** --

Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage

Vulnerable 10 cold

Traits

Consumed by Flames

Any object that comes in contact with The Dragon's Eye immediately takes 15 fire damage.

Triggered Actions

✦ **Flame Strike** (fire) • **At-Will**

Trigger: A creature attacks The Dragon's Eye or attempts to remove the Circllet of Fire without authorization.

Attack (Opportunity Action): Area Burst 2 within 20 (all creatures in burst); +16 vs Reflex

Hit: 3d6 +4 fire damage. On a critical hit, target also takes ongoing 10 fire damage (save ends).

Miss: Half damage.

✦ **Explosion** (fire, thunder) • **Encounter**

Trigger: The Dragon's Eye is reduced to 0 hit points

Attack (Free Action): Close Burst 2 (all creatures in burst); +16 vs Reflex

Hit: 4d6 +8 fire damage, ongoing 10 fire damage (save ends) and the target is pushed 2 squares.

Miss: Half damage, and the target is pushed 1 square.

THE ABANDONED TEMPLE

BACKGROUND

The original Temple of Blackfire was built on the eastern side of the volcano, where it had a scenic beachside entrance overlooking the bay.

As the Blackfire Order expanded and gathered new recruits, it quickly outgrew the temple they had built, and due to the proximity of the surrounding lava it was extremely risky to attempt to expand the temple. So they decided built a second temple on the far side of the volcano, nearest to Serpent's Cove.

Over time that new location became the center of operations, and the original temple gradually got used less and less. Due to negligence and lack of proper maintenance by the Blackfire Order, as well a strong decrease in the number of members that still used it, the original temple began to show signs of wear.

When an earthquake struck and collapsed the hallway to the inner chambers (and killed several dozen Blackfire members in the process), the Blackfire Order didn't bother to clear the rubble and instead focused all their resources on the new temple they had built. When a rockslide sealed off the main entrance, it was all the order needed to officially pack up and move all their operations in to the new temple.

Even though the complex has been long abandoned the Blackfire Order left a considerable amount of things behind, such as an active teleportation circle that provide access to Vulkanon's inner sanctum. But once the members of the order left, other creatures moved in.

The Havlok Orcs had some outdated information as to the location of the Temple of Blackfire, so they made landfall on the eastern side of the island near the entrance believing it was the one and only temple. A large number of orcs have entered the abandoned temple entrance through the tunnels adjacent to the entrance and have begun to work their way towards Vulkanon's inner sanctum.

ENTRANCE

Combat encounter, EL 10 (2,700 XP)

The main entrance to the temple is not even visible; a massive landslide has completely covered the ornate entrance with several thousand tons of rock. All that is left is a pile of rubble forty feet high with no trace of the man-made entrance.

Just to the north of the entrance a tunnel was carved in to the soft earth of the volcano to grant of the temple, and this tunnel is currently the only way inside. If the players navigate around the northeastern side of the volcano and head south along the beach, they will come across the cave entrance first.

The Havlok orc tribe has made landfall not far from here and has sent a large group in to the temple looking for the treasures that are said to be hidden inside. A small group of orcs, including a powerful storm mage, were left at the entrance just in case anyone attempted to interrupt their search.

See *Encounter A1 - Cave Entrance* for more information.

GROUND LEVEL

A majority of the temple is inaccessible due to cave-ins within the mountain (through the tunnel west of *Area 4-10*), so there are only a handful of rooms that can be reached.

RANDOM ENCOUNTERS

Unlike the Temple of Blackfire, this area is extremely neglected and open to all sorts of monsters wandering in. Everything from wild creatures to restless undead can roam the tunnels.

In addition to that, the Havlok orcs have been through most of the area, so there is always a possibility of running in to a roaming group of orc warriors or raiders.

GROUND LEVEL POINTS OF INTEREST

4-1: ENTRANCE

With the main entrance sealed off, the Blackfire Order hastily dug a tunnel to the North of it that provides access to the inner chambers of the temple. Over time, other creatures expanded on these tunnels and used them for shelter.

Just outside of the cave entrance is a small group of Havlok Orcs, left behind to ensure no unexpected visitors attempted to prevent the orcs from plundering the temple.

See *Encounter A1 - Cave Entrance* for more information,

4-2: SHATTERED EARTH

Combat encounter, EL 11 (2,800 XP)

Two bulettes that have somehow survived burrowing through the superheated earth around volcano's core have made this cavern their home. They lie in wait underneath the surface, ready to pounce on any prey that enters the area.

See *Encounter A2 - Shattered Earth* for more information.

4-3: THE BONE PIT

Traps, Level 12 Warder (700 XP) and Level 12 Lurker (700 XP)

In the far end of this cave lies the body of an adventurer who met an untimely death at the hands of undead spirits that linger inside a pit full of bones that spans the tunnel. If anyone approaches the pit, it lashes out and tries to drag the living in to its depths.

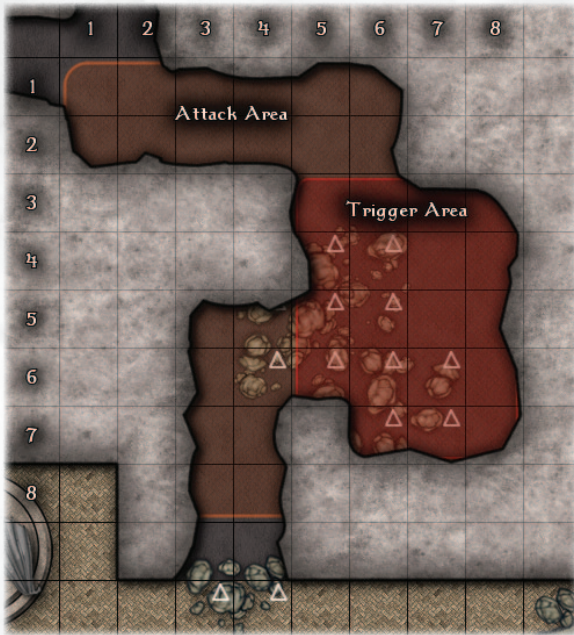
See *Encounter A3 - The Bone Pit* for more information.

4-4: CAVE-IN

Hazard, Level 11 Lurker (600 XP)

Due to the natural seismic activity of the active volcano and the burrowing of the two bulettes (see *Area 4-2*), parts of the tunnels have become extremely unstable.

When the trigger area is entered (see map below), a violent cave-in begins, pelting the attack area with rocks falling from above. The cave-in continues for 2d4 turns.

**Cave-In**

Hazard

Level 11 Lurker

600 XP

Detect Perception or Dungeoneering DC 24**Initiative** see below**Traits****Roof Collapse**

When any creature enters the trigger area, roll a d20 for each square of movement through the trigger area. If the roll is 9 or lower, the trap begins attacking.

On the initiative counts of 4 and 24, the trap will attack a random square in either the attack area or the trigger area. To determine the square attacked roll two d8s and see the map provided above, re-rolling if the attack ends up within a solid wall; the resulting square is the origin square of the *Falling Rocks* attack below.

The trap continues to attack for 2d4 rounds.

Standard Actions* **Falling Rocks • At-Will**

Attack: Close Burst 1 (all creatures in burst, centered on randomly chosen square); +14 vs Reflex

Hit: 2d8 +6 damage, and the target is knocked prone. If the target is already prone, it is restrained (save ends).

Miss: Half damage.

Effect: The burst area become difficult terrain.

Countermeasures

- **Predict:** Dungeoneering DC 24 (Standard Action) or DC 29 (Minor action)
Success: The player can determine the next 2 squares the trap will attack.

4-5: ABANDONED TEMPLE ENTRANCE

Combat encounter, EL 10 (2,400 XP)

This is the original entry area to the temple, which was sealed off by a landslide around the same time it was abandoned.

Even though the Blackfire Order evacuated a long time ago, they left some defenses behind: four stone statues stand along the west wall, ready to come to life and attack whenever an unsuspecting intruder gets close to the inner doors.

See *Encounter A4 - The Abandoned Temple* for more information.

4-6: CRYPT

Combat encounter, EL 11 (3,000 XP)

This crypt is where the high ranking members of the Blackfire Order were laid to rest. Since it was abandoned a trio of undead creatures have claimed the sarcophagi as their own, and they lie in wait for a living creature to come by so they can imprison it inside a stone grave and feed off its life force.

See *Encounter A5 - Lurking Horrors* for more information.

4-7: STATUE ROOM

When the party enters, read or paraphrase the following:

This dark, dusty room has a large statue atop a platform near the western wall. The statue is about 10' high and that of a beautiful woman with a flowing gown. She holds one hand before her as if presenting something, but the hand appears to be empty.

Near the center of the room is a raised platform made of smooth stone. It has a faint ring about 15' in diameter etched in to its surface.

The statue is of a nondescript female; any attempts to determine her origin through a History check will not uncover anything useful. It is visually identical to the statue in the new Temple of Blackfire (*Area 1-13*) except that its hands are empty. This statue does have a strong aura of evocation magic (Arcana DC 16).

The circle in the middle of the room is a magic circle that is linked to the hidden vault (*Area 7-1*), but is currently deactivated. The ring also has a strong aura of evocation magic (Arcana DC 16).

In order to activate the magic circle, the party must acquire one of the two sapphires powering the magic circles in the inner sanctum (*Area 6-1*) and bring it here. Once the sapphire is placed in the hand of the statue the magic circle will shine with a bright blue glow, and a new set of runes will appear around the circle's edge. The runes appear to be seemingly random runes except for one word in Draconic that is repeated several times: "irthos" ("secret" in Draconic)

Once activated, anyone that stands within its bounds and utters the command word "irthos" will be transported to the magic circle in the Hidden Vault (*Area 7-1*).

See the *Magic Circles* section in *Inside the Volcano* for more information.

If a player attempts to place a *Force Sphere* in the hand of the statue, the sphere will react violently with the statue and explode in a wave of concussive force.

* **Sphere Detonation**

Trigger: A *Force Sphere* is placed in the hand of the statue.

Attack (Immediate Reaction): Close Burst 3 (all creatures in burst); +15 vs Reflex

Hit: 2d8 +6 force damage, and the target is pushed 2 squares and stunned.

Miss: Half damage, and the target is pushed 1 square.

Effect: The *Force Sphere* is destroyed. The magic circle cannot be activated for one full hour.

Once the sphere detonates, even if the sapphire is placed in the hand of the statue the magic circle will not become active until one full hour passes.

4-8: RUINED CHAPEL

Combat encounter, EL 12 (3,500 XP)

This was once the prayer hall of the Blackfire Order. It has suffered some serious damage due to the seismic activity of the volcano, and shortly after the order abandoned it a powerful demonic entity moved in and claimed the altar for itself. This demon has remained here for decades, just waiting for someone to approach it so it can take pleasure in their destruction.

The Blackfire Order kept one part of the *Heart of Fire* – the crystal orb known as the *Sphere of Fire* – here on the altar, but when they came to retrieve it the demon had already claimed it. Helpless to do anything about it, they left the sphere in the hands of the demon and fled the scene, hoping to deal with it on a later date. They never did.

See *Encounter A6 - The Ruined Chapel* for more information.

4-9: FORCE CAGE

Possible combat encounter, EL 6 (1,200 XP)

This hallway is similar to the cube of force mechanism in the new Temple of Blackfire (*Area 1-11*). Although the temple has been abandoned, the Blackfire Order left the trap active in the hopes that they can still trap anyone wandering the halls after their departure.

Two Havlok orc raiders who were scouting through the tunnels accidentally activated the barriers. They've been trapped here for some time, and are now looking for some way to free themselves from this prison before they are left for dead.

See *Encounter A7 - Trapped* for more information.

4-10: JUNCTION

Possible combat encounter, EL 11 (3,200 XP)

This intersection is the landing for the long staircase that leads up to the top floor of the temple. The rear guard of the Havlok orcs – two orc bloodragers on battle worgs – stand guard here along with the clan beastmaster.

They are all blissfully unaware of the dangerous fire trap whose trigger awaits just inside the entrance to the west.

See *Encounter A8 - Beasts of Burden* for more information.

4-11: GATHERING HALL

Combat encounter, EL 12 (3,450 XP)

Trap, Level 12 Elite Blaster (1,400 XP)

This library and meeting room is the antechamber to the magic circle needed to teleport in to Vulkanon's inner sanctum. A powerful wall of force similar to the forcefields found elsewhere in the temple prevents access to the circle.

The Havlok orcs are present here in full force, being commanded by an oni mage that is in disguise and maintains the illusion of a fearsome azer.

See *Encounter A9 - Gathering Hall* for more information.

4-12: MAGIC CIRCLE

This is a teleportation circle that is linked to the eastern circle in Vulkanon's inner sanctum (*Area 6-1b*). The circle has room for up to 10 medium-sized creatures to transport all at once.

The outer ring of the circle is a series of undecipherable runes, but one word in Draconic appears repeatedly around the border: "ixen", which is Draconic for the word "fire". This is the command word of the destination circle in Vulkanon's inner sanctum, and if spoken while standing in this or any other similar circle it will teleport everyone standing within its bounds to the inner sanctum (*Area 6-1b*).

See the *Magic Circles* section in *Inside the Volcano*.

TOP LEVEL

The top floor was formerly used for ritualistic gatherings in praise of the Blackfire Order's great dragon god. When the order abandoned it, they left behind an active magic circle and a lava pit used to manufacture magma golems.

Any creature that enters or starts their turn in contact with the lava takes 30 fire damage. The platform is 20' above ground level, and climbing the outer walls up to the platform requires an Athletics DC 15 check.

5-1: PLATFORM

Possible combat encounter, up to EL 11 (max 3,000 XP)

NOTE: *This encounter completely optional. In order to speed up the exploration and not bog down the party, you can choose to not have any wyverns in the volcano at all.*

The long stairwell opens up into a stone walkway built over the lake of molten lava in the volcano's caldera.

Circling about a hundred feet overhead are several flametouched wyverns, initially unaware of anything at ground level. But if the party does anything to get their attention or provoke them, they will quickly swoop down and attack.

See *Encounter A10 - Birds of Prey* for more information.

5-2: ASSEMBLY PIT

Skill challenge, Level 12 complexity 3 (2,100 XP)

Possible combat encounter, EL 1 (500 XP)

Here stands a pit of molten lava the Blackfire Order uses to assemble magma golems. One unfinished golem still stands within the pit, waiting for the party to either revive it and put it to good use or simply destroy it.

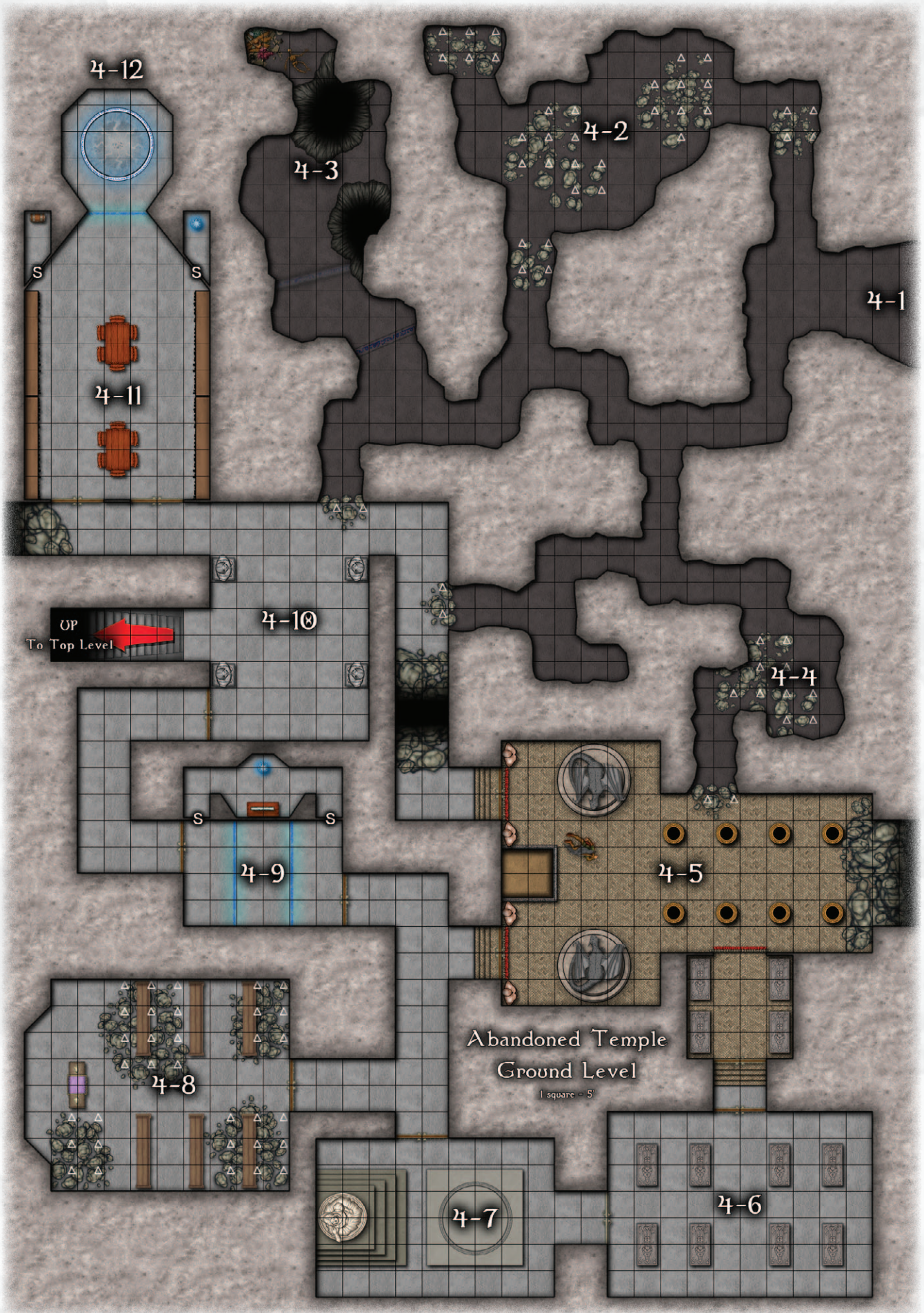
See *Encounter A11 - Assembly Pit* for more information.

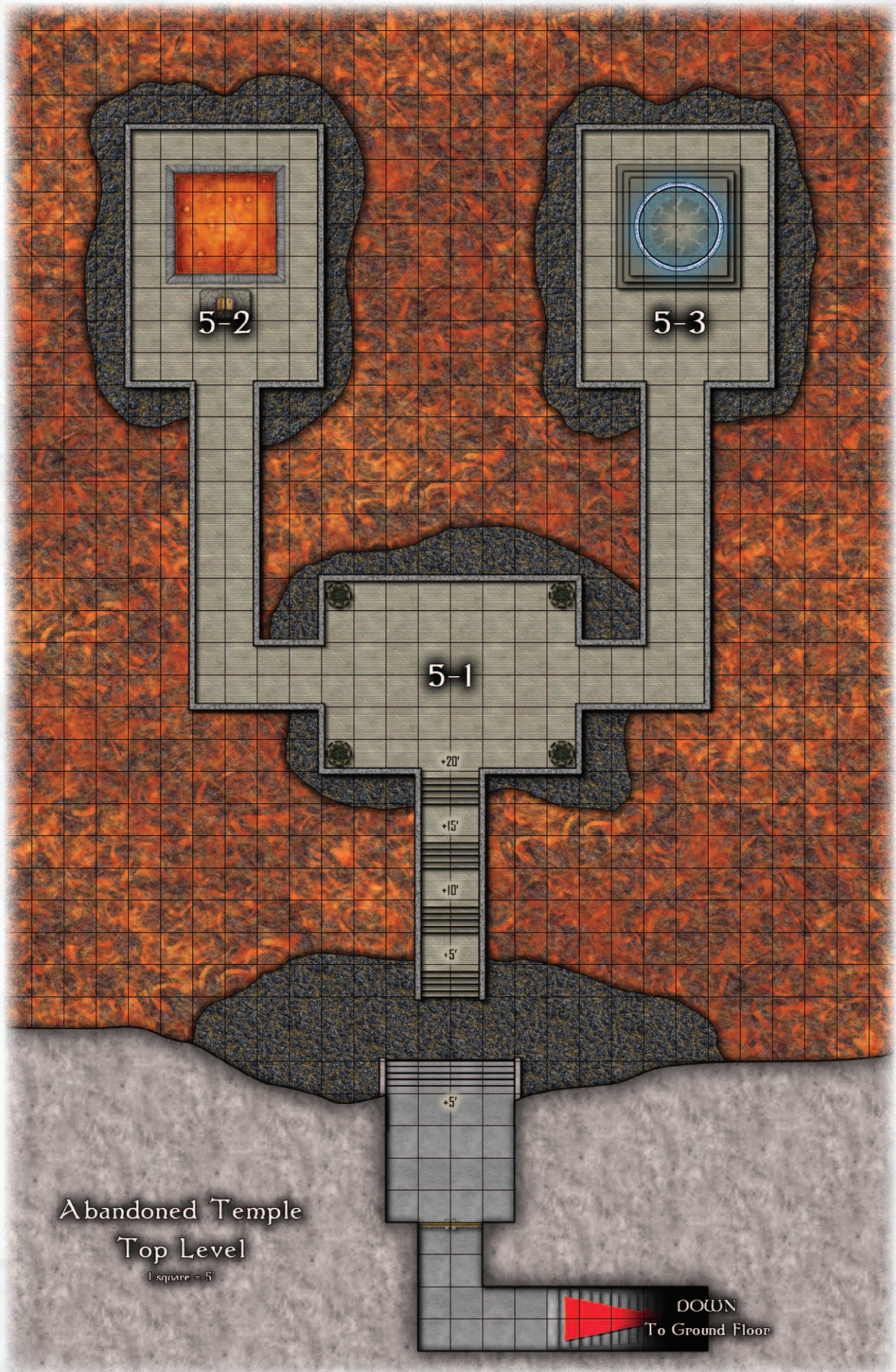
5-3: MAGIC CIRCLE

This is a teleportation circle that functionally similar to the circle in *Area 4-12* in that it can transport creatures from here to the top level of the Temple of Blackfire on the opposite side of the volcano (*Area 3-2*). The circle has room for up to 10 medium-sized creatures to transport all at once.

The outer ring of the circle is a series of undecipherable runes, but one word in Draconic appears repeatedly around the border: "charir", which is Draconic for the word "red". This is the command word of the destination circle, and if spoken while standing in this or any other similar circle it will teleport everyone standing within its bounds to the top floor in the Temple of Blackfire near The Dragon's Eye (*Area 3-2*).

See the *Magic Circles* section in *Inside the Volcano*.





Abandoned Temple
Top Level

1 square = 5'

ENCOUNTER A1 – CAVE ENTRANCE

Encounter Level 10 (up to 2,700 XP)

SETUP

Havlok Orc Storm Mage (level 12 controller)
 2 Havlok Orc Raiders (level 11 skirmisher)
 Havlok Orc Archer (level 11 artillery)
 2 Havlok Orc Grunts (level 9 minion)

When the party approaches the cave entrance, read or paraphrase the following:

As you walk along the narrow beach between the volcano and the open ocean, ahead you can see a cave entrance partially obscured by palm trees and large rocks.

Standing in front of the entrance are a small group of orcs. Several of them are holding battleaxes while one at the far end clutches a longbow.

The orcs are part of the Havlok Orc tribe, left here to stand guard while the majority of the group headed in to the abandoned temple. Depending on the manner in which the party approaches, the storm mage inside the cave entrance may not be visible at first.

The temple entrance – buried under several thousand tons of rock – is farther south and out of view.

FEATURES OF THE AREA

Illumination: It is outside, so it is dependent on the time of day.

Trees: The palm trees are between ten and fifteen feet high and can be climbed with an Athletics DC 15 check. They are blocking terrain and can provide cover.

Boulders: The large rocks on the beach are massive boulders made of hardened lava that have been tossed out of the volcano in one of its many eruptions and rockslides. They stand between five and ten feet tall and can be climbed with an Athletics 15 check. Otherwise they are blocking terrain and provide cover for anyone who doesn't climb them.

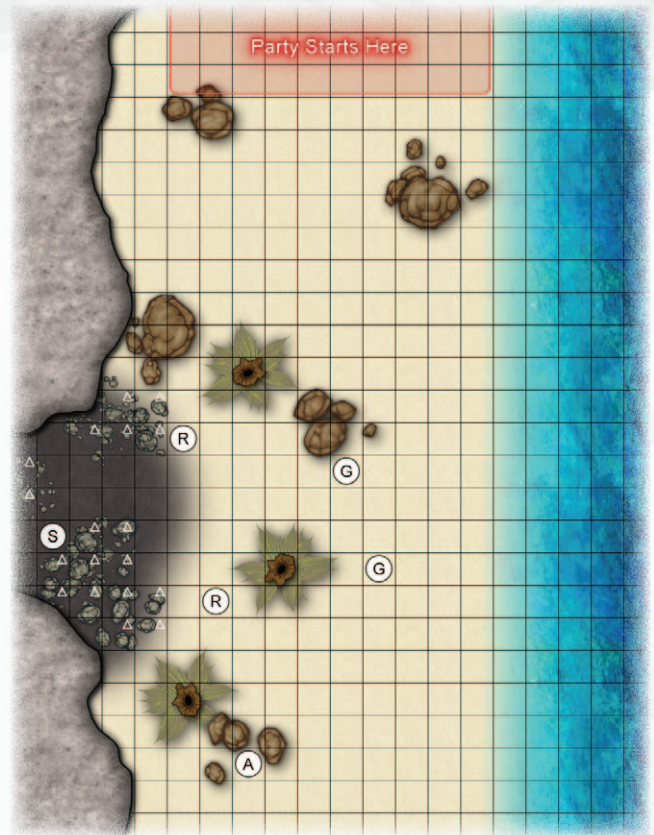
Cave Entrance: The cave entrance is littered with loose rock and debris. Areas indicated on the map are difficult terrain.

Ocean: The water to the east is a typical beach. The first 15' of beach is shallow enough to be traversed and is considered difficult terrain; anything beyond that is deep enough to require swimming.

TACTICS

The orcs have been instructed to guard the entrance against any and all intruders, so as soon as they see any hostiles they will charge and attack. The raiders and grunts will charge in battleaxe in hand while the mage and the archer will stay at range, attempting to use the trees and boulders as cover.

The storm mage and the raiders will fight to the death without exceptions, but if they are the first to die the archer and grunts will be far more receptive to surrender. Given a chance, they may attempt to flee south as fast as they possibly can.



Havlok Orc Raider (R) **Level 11 Skirmisher**
 Medium natural humanoid, orc 600 XP

Initiative +10 **Senses** Perception +6, low-light vision
HP 111; **Bloodied** 55
AC 25; **Fortitude** 24, **Reflex** 23, **Will** 20
Speed 6 (8 while charging)

Traits

Killer's Eye

When making a ranged attack, the raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Standard Actions

⚔ **Greataxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d12 +5 damage (or 2d12 +29 on a critical hit).

🏹 **Handaxe** (weapon) • **At-Will**

Attack: Ranged 5/10 (one creature); +16 vs AC
Hit: 2d6 +5 damage.

🛡 **Warrior's Surge** (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.
Effect: The raider makes a melee basic attack and regains 27 hit points.

Triggered Actions

🔪 **Savage Demise** • **At-Will**

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

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +12, Intimidate +11

Str 19 (+9) **Dex** 16 (+8) **Wis** 13 (+6)

Con 15 (+7) **Int** 10 (+5) **Cha** 10 (+5)

Equipment leather armor, greataxe, handaxe (x4)

Havlok Orc Archer (A)**Level 11 Artillery**

Medium natural humanoid, orc

600 XP

Initiative +9 **Senses** Perception +10, low-light vision
HP 84; **Bloodied** 42
AC 23; **Fortitude** 22, **Reflex** 25, **Will** 20
Speed 6 (8 while charging)

Standard ActionsⓈ **Handaxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d6 +4 damage

Ⓢ **Longbow** (weapon) • **At-Will**

Attack: Ranged 15/30 (one creature); +16 vs AC
Hit: 2d10 +7 damage, and the orc can push the target 1 square.

⤴ **Rapid Shot** (weapon) • **Recharge** ⓂⓂ

Effect: The orc archer makes two *Longbow* attacks. If attacking two separate targets, the two targets cannot be more than 5 squares apart.

Warrior's Surge (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.

Effect: The archer makes a melee basic attack and regains 21 hit points.

Triggered Actions**Savage Demise** • **At-Will**

Trigger: The orc drops to 0 hit points or lower.

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

Alignment Chaotic Evil **Languages** Common, Giant

Str 15 (+7) **Dex** 18 (+9) **Wis** 10 (+5)

Con 12 (+6) **Int** 8 (+4) **Cha** 8 (+4)

Equipment leather armor, handaxe, longbow, arrows (x20)

Havlok Orc Grunt (G)**Level 9 Minion**

Medium natural humanoid, orc

100 XP

Initiative +4 **Senses** Perception +4, low-light vision
HP 1; *a missed attack never damages a minion*
AC 23; **Fortitude** 21, **Reflex** 18, **Will** 17
Speed 6 (8 while charging)

Standard ActionsⓈ **Club** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +14 vs AC
Hit: 6 damage

Alignment Chaotic Evil **Languages** Common, Giant

Str 17 (+7) **Dex** 11 (+4) **Wis** 10 (+4)

Con 13 (+5) **Int** 7 (+2) **Cha** 7 (+2)

Equipment leather armor, club

Havlok Orc Storm Mage (S)**Level 12 Controller**

Medium natural humanoid, orc

700 XP

Initiative +10 **Senses** Perception +9, low-light vision
HP 114; **Bloodied** 57
AC 26; **Fortitude** 22, **Reflex** 24, **Will** 24
Speed 6 (8 while charging)

Standard ActionsⓈ **Quarterstaff** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +17 vs AC
Hit: 2d8 +2 damage

⤴ **Lightning Bolt** (lightning) • **At-Will**

Attack: Ranged 20 (one creature); +15 vs Reflex
Hit: 2d8 +6 lightning damage, and another creature within 5 squares takes 10 lightning damage. On a critical hit, the initial target is also dazed (save ends).

⚡ **Thunderburst** (lightning, thunder, zone) • **Recharge** when bloodied

Attack: Close Burst 2 (all creatures in burst); +15 vs Fortitude
Hit: 2d8 +4 lightning damage, and the target is knocked prone and pushed 2 squares. On a critical hit, the target is also dazed (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the next turn. The zone is difficult terrain to all creatures except for the storm mage.

Triggered Actions**Savage Demise** • **At-Will**

Trigger: The orc drops to 0 hit points or lower.

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

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +11, Intimidate +12

Str 13 (+7) **Dex** 15 (+8) **Wis** 14 (+8)

Con 10 (+6) **Int** 17 (+9) **Cha** 12 (+7)

Equipment hide armor, quarterstaff

ENCOUNTER A2 - SHATTERED EARTH (AREA 4-2)

Encounter Level 11 (2,800 XP)

SETUP

2 Firescarred Bulettes (level 12 elite skirmisher)

When the players enter this room, do not place the bulettes on the map; they are currently underground and will only appear when any party member approaches the center of the room.

FEATURES OF THE AREA

Illumination: The area is unlit and dark.

Rubble: Numerous squares in the area have been already disrupted by the bulettes; the squares filled with rubble are difficult terrain.

Treasure: Although there isn't any treasure intended for this area, at your discretion you may choose to add one treasure package. If so it can be found in the northwest corner amidst the rubble, left behind by an unlucky victim of the bulettes.

TACTICS

Both bulettes lie in wait just a few feet underneath the ground, remaining underground until any member of the party approaches the center of the room.

They are not very intelligent and will act independently, each one not relying on the other for strategy and assistance. When they attack they will strike out at the nearest target, and if that target is particularly durable or tough to eat (for example, if they're wearing heavy armor) they will go underground using *earth furrow* and try to go after other PCs that may be a little easier to consume.

Firescarred Bulette (B)
Large natural beast

Level 12 Elite Skirmisher
1,400 XP

Initiative +12 **Senses** Perception +9, darkvision, tremorsense 20
HP 250; **Bloodied** 125
AC 26; **Fortitude** 26, **Reflex** 24, **Will** 23
Resist 10 fire
Speed 6, burrow 6
Saving Throws +2 **Action Points** 1

Traits

Ground Eruption

The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.

Standard Actions

Ⓜ Bite • At-Will

Attack: Melee 1 (one creature); +17 vs AC
Hit: 3d6 +10 damage, or 5d6 +10 damage against a prone target.

Ⓜ Leaping Bite • At-Will

Effect: The bulette jumps up to 5 squares and then uses *Bite*. This movement does not provoke opportunity attacks.

Ⓜ Rising Burst • At-Will

Requirement: The bulette must be underground.
Effect: The bulette moves up to its speed to a square above ground. This movement does not provoke opportunity attacks. When it first enters a square above ground during the movement, it makes the following attack.

Attack: Close Burst 2 (all creatures in burst); +15 vs Reflex
Hit: 2d6 +6 damage.
Miss: Half damage.

Move Actions

Ⓜ Earth Furrow • At-Will

Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath a creature's space for the first time during the movement, it makes the following attack against the creature.

Attack: Melee 1 (one creature); +15 vs Fortitude
Hit: The target is knocked prone.

Alignment --

Languages --

Skills Athletics +17, Endurance +16

Str 22 (+12)

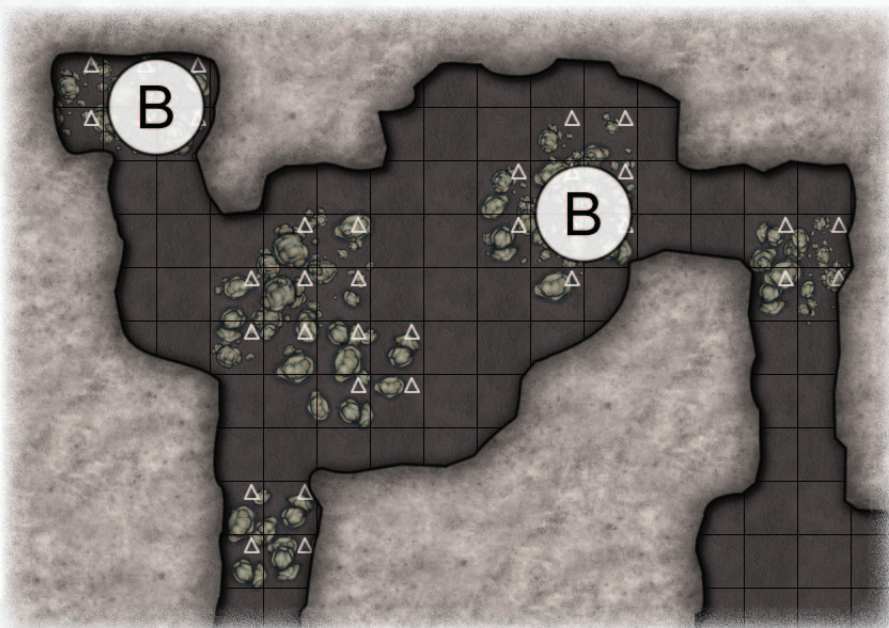
Dex 18 (+10)

Wis 16 (+9)

Con 21 (+11)

Int 2 (+2)

Cha 8 (+5)



ENCOUNTER A3 - THE BONE PIT (AREA 4-3)

Encounter Level 7 (minimum 1,400 XP)

SETUP

Bone Pit (level 12 lurker trap)

Insanity Runes (level 12 warder trap)

When the party approaches the runes at the cave entrance, read or paraphrase the following:

You spot a row of runes carved deep along the cave floor, stretching from wall to wall.

With an Arcana or Religion DC 18 check:

The runes appear to be part of a magical ward against undead creatures, preventing them from crossing.

The first row of runes, placed here by members of the Blackfire Order prior to the leaving of the area, is an ward meant to prevent the undead energies in the pit from escaping through the rest of the cave.

When the party continues in, read or paraphrase the following:

As you proceed forward, you can see two large openings in the ground ahead. At the far end of the cave, you can barely make out something shining in the faint light.

At your feet appears to be another row of markings, but these runes are somewhat faded and have been obscured by years of dirt and dust.

If a player attempts to analyze the runes:

As you get a closer look at the markings, you begin to hear loud, piercing voices as the runes begin to swirl and shift right before your eyes.

The second row of runes is actually a trap; if the runes are cleared of dust and made visible, they attack anyone that is within 3 squares and can see the runes (see *Insanity Runes* below). If the runes are left alone, the trap does not attack.

If the players move forward, read or paraphrase the following:

Beyond a deep pit that completely spans the width of the tunnel you can see the long dead remains of a human lying amidst debris and other tattered adventuring gear to the north.

FEATURES OF THE AREA

Illumination: The caves are unlit and dark.

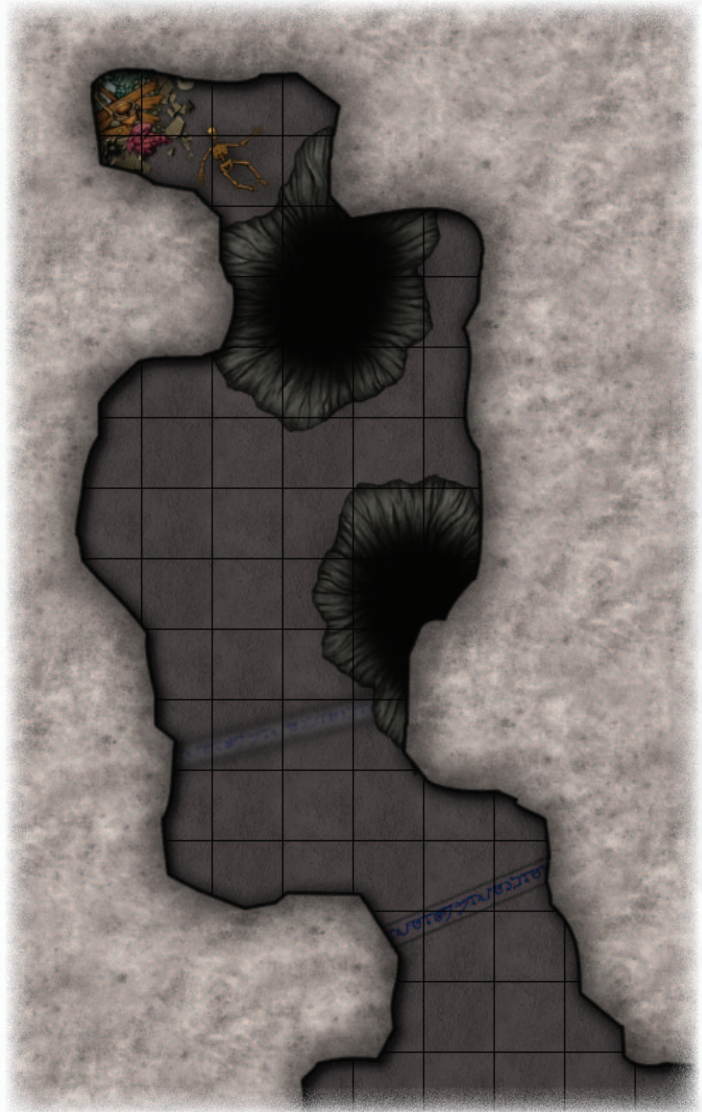
Earthquakes: So long as at least one of the bulettes in *Area 4-2* is alive (see *Encounter A2 - Shattered Earth*), at the start of each turn, roll a d20; if the roll is a 10 or greater, make the following attack against all the PCs:

† Earthquake • At-Will

Attack: Melee 1 (all non-flying creatures in the natural caverns); +13 vs Reflex

Hit: The target is knocked prone.

Special: If the target is trained in Athletics or Acrobatics, they can attempt a DC 15 skill check; on a success, they gain a +4 bonus to Reflex defense against this attack.



If one of the bulettes in *Area 4-2* is slain, the attack takes a -2 penalty. If both are slain, the earthquakes do not occur.

Runes: If the second set of runes is uncovered, the *Insanity Runes* trap will attack (see below). Any creature that is hit by the attack goes temporarily insane, laughing maniacally as they turn on its allies. If for whatever reason they are unable to attack an ally during their turn, they take 10 psychic damage and continue to laugh hysterically and flail about.

It is conceivable that, during a player's insanity, they voluntarily move north towards the pit and get attacked. Use your discretion in making this a possibility, possibly granting them a saving throw against hazardous terrain.

Pits: The two pits are approximately 20' deep (2d10 damage to anyone who falls in) and have a thick black mist at the bottom that blocks visibility as to what's really down there.

The southern pit does not have anything at the bottom, but the northern pit is full of a thick necrotic haze, bones and the spirits of the dead waiting to strike out at anyone near. As soon as a living creature approaches the edge of the northern

pit, the bone pit makes a *clawing dead* attack (see *Bone Pit* below).

If it manages to pull someone in to the pit, the bones at the bottom will claw and grab at the target, immobilizing them and tearing at their flesh. While at the bottom of the pit, the target is effectively blinded due to the thick necrotic haze.

Body: The body is that of an adventurer that was killed by the necrotic energies of the bone pit. He has been dead a long time, and there is not much more than a skeleton lying amidst tattered clothes and adventuring gear. His primary weapon – a mundane short sword – lies across his chest.

Debris: The debris is miscellaneous adventuring gear and garbage that has been piled in to the corner by persons unknown. It's all decayed and in ruins, having been here for several decades; none of it has any value.

Treasure: On the body or in the pile of debris there is at least one treasure package, preferably some sort of weapon. At your discretion you may also provide another treasure package at the bottom of the bone pit, but that package should only be retrievable if the party banishes the bone pit for 24 hours (Religion DC 30 check; see below).

In addition to that, the body will have an inner sanctum key stone (see *Inside the Volcano* for details) in a belt pouch.

Bone Pit Trap	Level 12 Lurker 700 XP
<i>This 20' deep pit is filled with the bones of adventurers long dead.</i>	
Detect Religion DC 20	Initiative --
Immune attacks	
Traits	
Blinding Haze	
Any creature at the bottom of the pit is blinded.	
Triggered Actions	
† Clawing Dead (necrotic) • At-Will	
<i>Trigger:</i> A creature enters a square adjacent to a pit. <i>Attack (Opportunity Action):</i> Melee 1 (triggering creature); +15 vs Reflex <i>Hit:</i> 2d6 +6 necrotic damage and the creature is pulled in to the pit. They do not take any falling damage and do not get a saving throw against hazardous terrain if being pulled in to the pit in this manner.	
† Grasp of the Dead (necrotic) • At-Will	
<i>Trigger:</i> A creature starts its turn at the bottom of the pit. <i>Attack (No Action):</i> Melee (triggering creature); +15 vs Reflex <i>Hit:</i> 1d8 +6 necrotic damage and the target is immobilized (save ends). <i>Miss:</i> 5 necrotic damage.	
Countermeasures	
<ul style="list-style-type: none"> • Delay: Religion DC 24 (Minor Action) <i>Success:</i> The pit does not make any attacks until the end of the next turn. <i>Failure by More than 5:</i> The creature attempting the skill check takes 2d6 psychic damage and the trap gains a cumulative +1 bonus to attack rolls until the end of the encounter. • Banish: Religion DC 30 (Standard Action) <i>Success:</i> The pit does not make any more attacks for 6 hours. <i>Failure by More than 5:</i> The creature attempting the skill check takes 3d6 psychic damage and the trap gains a cumulative +2 bonus to attack rolls against the target until the end of the encounter. 	

Insanity Runes Trap

Level 12 Warder
700 XP

A series of runes is written across the ground, covered in the dust of the cave. If uncovered, the runes assault the mind of anyone who lays eyes on them, causing them to turn on their allies.

Detect Arcana or Religion DC 20
Immune attacks

Initiative --

Triggered Actions

† **Words of Insanity** (charm, gaze, psychic) • **At-Will**

Trigger: A creature uncovers the runes.

Attack (Opportunity Action): Close Burst 3 (all creatures within 3 squares who can see the runes); +15 vs Will

Special: If the target is adjacent to the runes, the attack gains a +1 bonus.

Hit: 1d8 +6 psychic damage, and the target is dominated (save ends). If the creature ends its turn without attacking an ally, it takes 10 psychic damage.

Countermeasures

- **Delay:** Arcana or Thievery DC 22 (Standard Action)
Success: An adjacent character causes the trap to delay attacking until the end of the next turn.
Failure by More than 5: The trap attacks the target with a +2 bonus to the attack roll.
- **Destroy:** Arcana or Thievery DC 25 (Standard Action)
Success: An adjacent character disrupts the runes enough to prevent them from attacking.
Failure by More than 5: The trap attacks the target with a +2 bonus to the attack roll.

ENCOUNTER A4 – ABANDONED TEMPLE (AREA 4-5)

Encounter Level 10+ (minimum 2,400 XP)

Additional traps and encounter (up to an additional 3,300 XP)

SETUP

4 Temple Guardians (level 11 soldier)

Sarcophagus 1 (500 XP):

Fire Burst trap (level 10 lurker)

Sarcophagus 2 (400 XP):

Poisonous Gas trap (level 9 lurker)

Sarcophagus 3 (700 XP):

2 Flameskulls (level 8 artillery)

See D&D 4E *MONSTER MANUAL* for stat block

Sarcophagus 4 (up to 1,700 XP):

2 Plague Rat Swarms (level 11 skirmisher)

up to 4 Plague Rats (level 10 minion)

When the party enters, read or paraphrase the following:

The tunnel opens up in to a large entry chamber. Columns depicting rolling fires rise up to a high vaulted ceiling above, and you can make out a tattered red curtain obscuring an opening along the south wall.

To the east is a pile of several tons of rock and debris that seals off a 20' wide entrance.

To the west the chamber expands to make room for two large statues of fearsome dragons rearing up on their hind legs with their wings spread wide. Against the back wall there are two large red curtains, each one with a pair of medium-sized statues flanking them.

In front of the pair of statues on the right lies the bloodied remains of an orc.

This is the entry hall of the original temple, which has been sealed off due to a large landslide that has blocked the primary entrance to the east.

FEATURES OF THE AREA

Illumination: The temple is dark. There are several wall sconces with torches, but they are not lit and most of the torches have been used up completely and cannot be relit.

Ceiling: The main area has a vaulted ceiling approximately 15'-20' high. The southern room with the sarcophagi has a ceiling 10' high.

Columns: Each column is approximately 4' wide and depicts roaring fires spiraling up all the way to the ceiling. They are blocking terrain and provide cover.

Entrance: The original temple entrance to the east has been completely blocked by an avalanche of mud and lava that has now hardened. It would take weeks to get through it.

Dragon Statues: Two large dragon statues, almost life-sized stone representations of the great dragon Vulkanon, stand on opposite sides of the temple. They are blocking terrain and provide cover.

Alcove: The small alcove behind the southern columns is obscured by a tattered red curtain. In the alcove are four

stone sarcophagi. See *The Sarcophagi* below for more information.

Basin: A large stone basin, formerly used for water but now bone dry, stands against the western wall. Its perimeter wall is approximately 3' high, and any creature that tries to move in or out of the basin will have to spend one additional square of movement to do so.

Body: The body of an orc grunt lies on the floor in front of the northern statues. It is positioned as if it was attempting to move away from the northern set of doors, and has numerous wounds on its back. An Insight or Heal DC 16 check will determine that the wounds were made by some sort of sword or heavy blade.

The orc had wandered in to the area while scouting the tunnels and attempted to open the northern set of doors, only to activate the temple guardians and get cut down rather quickly. It has nothing of value.

Temple Guardians: Two pairs of statues flank the red curtains on the west end of the room.

Each statue will come to life as soon as any creature comes within 2 squares them. Their swords will change from stone to steel and they will immediately attack the creature that activated them.

Curtains: The curtain behind the columns to the south is tattered enough to easily tell there's a room behind it. The two curtains to the west are in much better condition, and at range it takes a Perception DC 16 check to notice that there are doors behind them. Each curtain is 15' high and 10' wide.

Treasure: There is not treasure available in the main area, but there may be some inside one of the sarcophagi (see below).

TACTICS

The temple guardians will remain immobile and in their statue form until a creature steps within 2 squares of one. When that happens, the statues will activate in pairs; the two northern ones will activate together as will the two southern ones.

The statues will focus on the creature that triggered them, and when that creature has fallen will move on to the next nearest creature until the entire chamber is clear.

If there are no more enemies within the temple (either they are all dead or have withdrawn), the guardians will return to their original positions and return to their statue form.

Temple Guardian (G)		Level 11 Soldier
Medium natural animate (construct)		600 XP
Initiative +10	Senses Perception +10, darkvision	
HP 118; Bloodied 59		
AC 27; Fortitude 28, Reflex 21, Will 21		
Immune disease, petrification, poison, sleep; Resist see <i>Weapon Resistance</i> ; Vulnerable 10 thunder		
Speed 5		
Traits		
Weapon Resistance		
The guardian statue only takes half damage from weapon attacks that are not critical hits.		
Standard Actions		
⊕ Bastard Sword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature), +16 vs AC		
<i>Hit:</i> 2d10 +8 damage.		
Minor Actions		
Statue Form (polymorph) • At-Will		
<i>Effect:</i> The guardian assumes the form of a statue. While in this form the guardian cannot move or make attacks and has resist 20 against all attacks. Unless carefully inspected (Perception or Dungeoneering DC 28 check) it is indistinguishable from a normal statue. The guardian remains in this state until it dismisses it as a free action.		
Triggered Actions		
⊕ Thundering Feedback • At-Will		
<i>Trigger:</i> The column is hit with a melee attack.		
<i>Effect (Free Action):</i> The column makes the following attack against the triggering creature.		
<i>Attack:</i> +14 vs Fortitude		
<i>Hit:</i> The target takes a -2 penalty to attack rolls until the end of the next turn. On a critical hit, the target is also dazed until the end of the next turn.		
Alignment --	Languages --	
Skills Endurance +15, Stealth +12		
Str 18 (+9)	Dex 14 (+7)	Wis 11 (+5)
Con 20 (+10)	Int 6 (+3)	Cha 6 (+3)

Sarcophagus, Fire Burst		Level 10 Lurker
Trap		500 XP
Detect Arcana or Perception DC 18	Initiative --	
Immune attacks		
Triggered Actions		
✦ Fire Burst (fire) • Encounter		
<i>Trigger:</i> The sarcophagus is opened.		
<i>Attack:</i> Close Burst 1 (all creatures in burst); +13 vs Reflex		
<i>Hit:</i> 1d8 +6 fire damage, ongoing 5 fire damage (save ends)		
<i>Miss:</i> Half damage		
Countermeasures		
<ul style="list-style-type: none"> • Disable: Thievery DC 20 (Standard Action) <i>Success:</i> Trap is disabled and the sarcophagus can be opened without incident. <i>Failure By More than 5:</i> The trap is triggered. • Avoid: Acrobatics DC 20 (Free Action, must be trained), when the trap is triggered <i>Success:</i> The creature avoids most of the flames, taking only half damage on a hit and no damage on a miss. 		

SARCOPHAGUS 2 (400 XP)

A cloud of noxious gas bursts outward from the sarcophagus.

Sarcophagus, Poisonous Gas		Level 9 Lurker
Trap		400 XP
Detect Dungeoneering, Nature or Perception DC 18	Initiative --	
Immune attacks		
Triggered Actions		
✦ Poisonous Gas (poison) • Encounter		
<i>Trigger:</i> The sarcophagus is opened.		
<i>Attack:</i> Close Burst 1 (all creatures in burst); +12 vs Reflex		
<i>Hit:</i> 1d8 +4 poison damage, ongoing 5 poison damage and weakened (save ends both).		
<i>Second Failed Save:</i> Target is weakened until their next extended rest.		
<i>Miss:</i> Half damage, no ongoing.		
Countermeasures		
<ul style="list-style-type: none"> • Disable: Thievery DC 20 (Standard Action) <i>Success:</i> Trap is disabled and the sarcophagus can be opened without incident. <i>Failure By More than 5:</i> The trap is triggered. 		

SARCOPHAGUS 3 (700 XP)

With a Perception or Dungeoneering DC 20 check, a player will note that the sarcophagus is slightly warm to the touch.

When opened, two flameskulls (level 8 artillery, see D&D 4E *MONSTER MANUAL* for stat block and details) rise up out of the coffin and immediately attack.

Upon rolling initiative, place each flameskull as close to the sarcophagus as physically possible.

SARCOPHAGUS 4 (UP TO 1,700 XP)

With a Perception DC 20 check, a player will detect a faint scratching noise from inside the coffin.

When opened, 2 plague rat swarms and 1d4 plague rats (see stat blocks below) crawl out of the open lid and immediately attack.

Upon rolling initiative, place each rat as close to the sarcophagus as physically possible. If some have to appear on top of the sarcophagus they can but will require one additional square of movement in order to climb off the sarcophagus.

THE SARCOPHAGI

Each one of these stone sarcophagi contains the remains of a senior member of the Blackfire Order from when it was first founded.

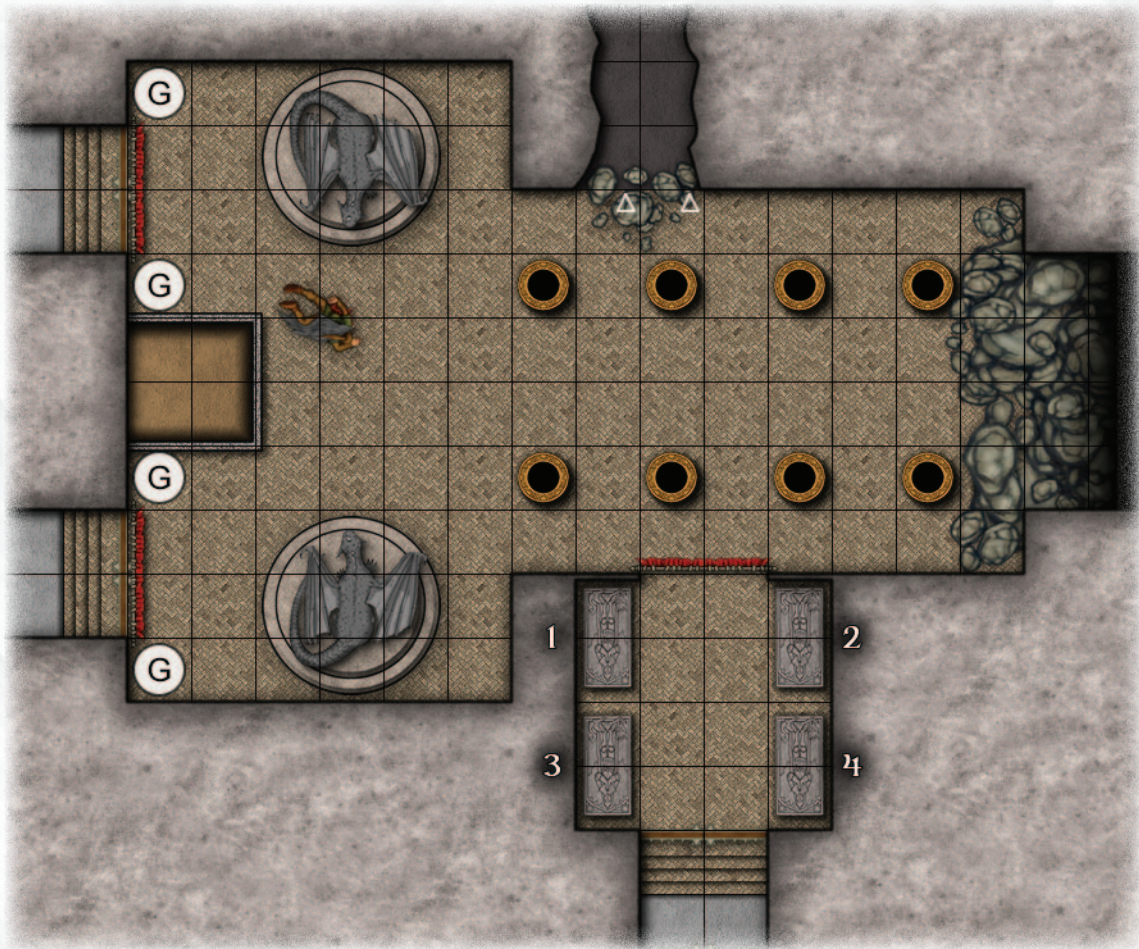
The sarcophagi can be opened by force (Strength DC 18) or by destroying the lid (AC/Fortitude 15, Reflex 5, resist 5 all, 50 hit points). Destroying the lid will trigger any trap or release any creatures inside the sarcophagus (see below).

Inside each coffin are the remains of a high ranking member of the Blackfire Order: priest, arcanist, guard, etc. Along with their remains each sarcophagus will contain no more than 75gp in jewelry, coins, weapons, gear and other miscellaneous items. One of the sarcophagi (chosen at random) will also contain a treasure package.

NOTE: *Although the four descriptions below match the four coffins on the map, you are welcome to rotate them around and change the numbering, or create whole new traps and/or monsters to come out of the sarcophagi.*

SARCOPHAGUS 1 (500 XP)

When opened, a cloud of elemental fire bursts outward from the sarcophagus.



Plague Rat **Level 10 Minion Skirmisher**
Small natural beast, rat 125 XP

Initiative +10 **Senses** Perception +5, darkvision
HP 1; *a missed attack never damages a minion*
AC 24; **Fortitude** 19, **Reflex** 23, **Will** 17
Speed 6, climb 3

Standard Actions

Ⓣ **Bite** (disease) • **At-Will**

Attack: Melee 1 (one creature), +15 vs AC
Hit: 6 damage. On a critical hit, the target contracts *Plague Rat Filth Fever*.

Str 13 (+6) **Dex** 20 (+10) **Wis** 11 (+5)
Con 13 (+6) **Int** 3 (+1) **Cha** 3 (+1)

Plague Rat Filth Fever **Level 10 Disease**

Stage 0: The target recovers from the disease.
Stage 1: While affected by Stage 1, the target loses a healing surge.
Stage 2: While affected by Stage 2, the target loses a healing surge and takes a -1 penalty to AC, Fortitude and Reflex.
Stage 3: While affected by Stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to all defenses.
Check: At the end of each extended rest, the target must make an Endurance check if it is in Stage 1 or 2.
13 or lower: The stage is increased by 1.
14-18: No change
19 or higher: The stage is decreased by 1.

Plague Rat Swarm **Level 11 Skirmisher**
Medium natural beast (swarm), rat 600 XP

Initiative +11 **Senses** Perception +5, darkvision
HP 109; **Bloodied** 54
AC 25; **Fortitude** 22, **Reflex** 24, **Will** 19
Resist half damage from melee and ranged attacks
Vulnerable 5 damage from close and area attacks
Speed 4, climb 2

Traits

Swarm Attack (disease) • Area 1

The plague rat swarm makes a melee basic attack as a free action against each enemy that begins its turn in the aura.

Standard Actions

Ⓣ **Swarm of Teeth** (disease) • **At-Will**

Attack: Melee 1 (one creature), +16 vs AC
Hit: 2d6 +4 damage, ongoing 5 damage (save ends). At the end of the encounter, the target must make a saving throw; on a failure, the target contracts *Plague Rat Filth Fever*, adding a -1 cumulative penalty to the saving throw for each subsequent time the same target is hit by the swarm.
Special: On a critical hit, the target contracts *Plague Rat Filth Fever* without getting to roll a saving throw.

Str 14 (+7) **Dex** 18 (+9) **Wis** 11 (+5)
Con 13 (+6) **Int** 3 (+1) **Cha** 3 (+1)

ENCOUNTER A5 - LURKING HORRORS (AREA 4-6)

Encounter Level 12 (3,500 XP)

SETUP

3 Crypt Lurkers (level 12 lurker)

NOTE: Even though there are only three crypt lurkers, due to the nature of this encounter award the players the full XP equivalent to a level 12 solo encounter (3,500 XP).

When the party first sees the room, read or paraphrase the following:

The smell of death and decay assaults your senses as you enter a dark, cobweb-filled crypt. Eight identical stone sarcophagi are arranged in two rows that stretch the length of the room. Each of the sarcophagi's lids is decorated with intricate etchings.

When the entire party enters, read or paraphrase the following:

As you pass through the doorway, it violently slams shut behind you. The sound of maniacal laughter begins to echo throughout the chamber as winds begin to blow dust across the surface of the sarcophagi.

This is the crypt of the original founders of the Temple of Blackfire, long abandoned by the Blackfire Order. Three undead spirits known as crypt lurkers have made themselves at home amongst the sarcophagi, just waiting for living creatures to enter so they can feed off their life force.

FEATURES OF THE AREA

Illumination: The room is dark.

Wind: A moderately strong wind blows throughout the room while the lurkers are present. The wind has no effect beyond making the lurkers hard to locate (this is already reflected in the DCs listed below).

Sarcophagi: Each sarcophagus is approximately eight feet long and three feet high. The lids has ornate carvings depicting a different member of the Blackfire Order, most of them appearing to be either a priest or an arcanist. None of the lids have names or other means of identification.

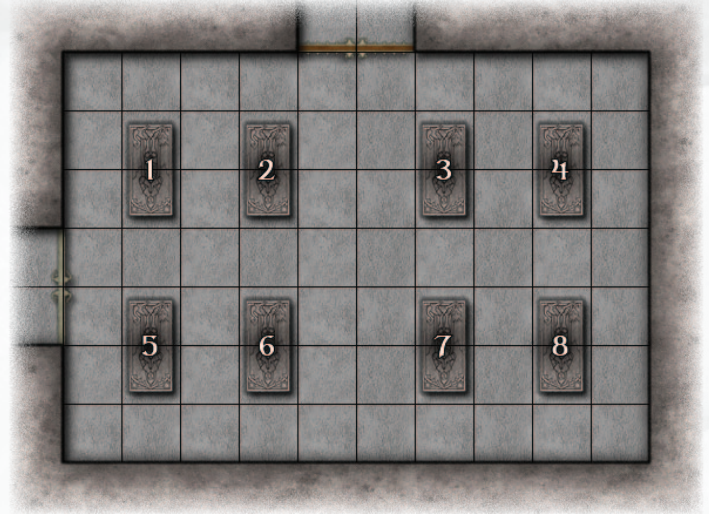
After the crypt lurkers have been destroyed or leave the area, each sarcophagus can be opened with a Strength or Thievery DC 18 check.

Doors: So long as the crypt lurkers are active and in the room the doors are magically sealed and cannot be opened by any means.

Once all three lurkers are destroyed or leave the area, the doors will open by themselves.

Treasure: Place between one and two treasure packages inside random sarcophagi.

In addition to that, one random sarcophagi will contain an inner sanctum key stone (see *Inside the Volcano* for details).



THE CRYPT LURKERS

Three undead creatures known as crypt lurkers live within the sarcophagi, moving freely between them and attempting to pull unsuspecting living creatures inside where they can feast on their life force.

At the start of the encounter, roll three d8s to determine the starting positions of the three lurkers. The lurkers are hidden within the sarcophagi and are very hard to detect amongst the winds that blow through the room; a character that analyzes a sarcophagus can detect a lurker's presence within a Perception check (opposed by the lurker's Stealth check) or with a Religion DC 20 check (as a minor action). If the player performs a check but does not target a specific sarcophagus, the Religion DC increases to 24 and will only reveal the presence of a lurker if it is within 4 squares of the player.

Once the encounter begins, the lurkers will use their Stealth skill to try and remain hidden as they teleport between sarcophagi using *grave shift*. Regardless of their Stealth roll, they can still be detected using a Religion DC 20 check as described above.

The lurkers seek to entomb as many players as they can, draining their life force until they are dead.

VISIBILITY

Each lurker is hidden within a given sarcophagus, and while inside the sarcophagi there is no line of sight or line of effect to it; it cannot be attacked, even by burst attacks. In order to destroy it the party must first drive it out of its hiding place.

In order to drive it out and make it vulnerable to attack, there are a variety of options:

- The sarcophagus can be destroyed, which releases the crypt lurker and makes it vulnerable. This also frees anyone inside the sarcophagus and prevents the lurker from returning to that position. If all eight sarcophagi are destroyed, the lurkers have nowhere to go and leave the area.

Sarcophagus**Object Properties****HP** 80**AC** 26; **Fortitude** 24, **Reflex** 15, **Will** --**Immune** disease, necrotic, poison, gaze, psychic, forced movement, all effects and conditions, ongoing damage**Resist** 5 all except radiant and thunder**Vulnerable** 10 radiant, 15 thunder

- If the sarcophagus containing a lurker is hit with a radiant attack that causes more than 20 damage (taking in to consideration the sarcophagi's vulnerability to radiant damage), the crypt lurker itself takes 10 damage and will be driven out of the sarcophagi, hovering above it until it can use *grave shift* again.
- If a player makes a successful Religion DC 20 check (as a standard action), the crypt lurker takes 5 damage and is driven out of the sarcophagus until it can use *grave shift* again.

When a lurker is driven out of a sarcophagus, it will hover above it like a gray ghost-like apparition until it can use *grave shift* on its own turn to return to another sarcophagus and hide. While it is exposed, it can be attacked as if it were a normal creature.

Once a lurker is dropped to 0 hit points, it is destroyed. Once all three lurkers are destroyed, the room goes calm and the doors open automatically. Any person entombed within a sarcophagi is still trapped inside, but they are no longer under attack.

MOVEMENT

The lurkers can't physically move beyond the bounds of a sarcophagus, so they must teleport between them as a move action by using *grave shift*. This teleportation is transparent, and allows a lurker to possess another sarcophagus instantly by teleporting in to its center. After its movement, it can attempt a Stealth check to become hidden regardless of the distance it moved.

Two of them will move strategically to positions where they can strike at the party while the third will move randomly amongst the other sarcophagi (roll a d8, re-rolling if the sarcophagi is occupied, to determine which one it moves to).

If a lurker has a target trapped in a sarcophagi (see below), it cannot move until the creature inside is free or dead.

If a lurker has nowhere to go – in other words, the party has destroyed enough sarcophagi so that there isn't a vacant one available for it to inhabit – it will leave the room.

ATTACK

If a crypt lurker does not have a creature entombed, it will try to move to a position where it can reach out and grab a living creature using *death's grasp*.

If the attack hits and pulls the target adjacent to the sarcophagus the target is pulled inside and entombed, where the lurker will begin to attack it using *life leech*. An entombed creature is immobilized, has line of sight or line of effect only to the sarcophagus itself, and no creature has line of sight or line of effect to the entombed creature. Each sarcophagus can only have one person entombed in it at a time.

Each lurker that has a target entombed will attack it using *life leech* until the target is dead. Once the target is dead, the lurker will

ject the corpse from the sarcophagus as a free action and attempt to attack someone else.

FREEDING THE ENTOMBED

There are two ways by which a person inside a sarcophagus can be freed:

- The sarcophagi can be attacked. If a single attack causes more than 30 damage or if the sarcophagus is destroyed outright (see object properties above), the person inside is freed.
- An adjacent creature can open a sarcophagi and free an entombed creature with a Strength or Thievery DC 22 check as a standard action. The entombed player can free themselves with a Strength or Thievery DC 30 check as a standard action.

Once a creature is freed, it lands prone in an square adjacent to the sarcophagus.

VICTORY CONDITION

There are only two ways to get out of the room alive:

- Destroy the three crypt lurkers by continually driving them out of the sarcophagi, making them vulnerable, then attacking them until they are destroyed.
- Destroy all eight sarcophagi, causing the lurkers to be visible and defenseless, having nowhere to hide.

Crypt Lurker

Medium natural humanoid (undead)

Level 12 Lurker

700 XP

Initiative +12**Senses** Perception +13, darkvision**HP** 80; **Bloodied** 40**AC** 26; **Fortitude** 24, **Reflex** 27, **Will** 24**Immune** disease, necrotic, poison, falling prone, teleportation, forced movement **Vulnerable** 10 radiant**Speed** 0, see *Grave Shift***Standard Actions**Ⓞ **Death's Grasp** (necrotic) • **At-Will***Requirement:* The crypt lurker must not have a creature entombed in a sarcophagus.*Attack:* Melee 3 (one living creature); +15 vs Reflex*Hit:* The target is grabbed (escape DC 22) and pulled 2 squares. If the target ends up adjacent to the sarcophagus, it is entombed inside the sarcophagus.

An entombed creature is immobilized, has line of sight and line of effect only to the sarcophagus itself, and no creature has line of sight or line of effect to the entombed creature.

‡ **Life Leech** (necrotic, healing) • **At-Will***Requirement:* The crypt lurker must have an creature entombed in a sarcophagus.*Attack:* Melee (entombed creature); +15 vs Fortitude*Hit:* 3d8 +6 necrotic damage, and the target cannot use healing surges (save ends). In addition, the crypt lurker heals 10 hit points.**Move Actions**Ⓞ **Grave Shift** • **At-Will***Requirement:* The crypt lurker cannot move or teleport if it has a creature entombed in a sarcophagus.*Effect:* The crypt lurker teleports to another intact sarcophagus that does not have another crypt lurker already in it. After it teleports, it can make a Stealth check to become hidden. The lurker does not need line of sight or line of effect to the target sarcophagi.**Alignment** Chaotic Evil**Languages** --**Skills** Stealth +17**Str** 14 (+8)**Dex** 22 (+12)**Wis** 14 (+8)**Con** 16 (+9)**Int** 8 (+5)**Cha** 8 (+5)

ENCOUNTER A6 - RUINED CHAPEL (AREA 4-8)

Encounter Level 12+ (at least 3,500 XP)

SETUP

Altar of Eternal Flame (level 10 solo controller)
 Firewarped Horde (level 10 elite blaster trap)
 Multiple Firewarped Wraiths (level 10 minion)

When the party enters read or paraphrase the following:

The smell of burning wood and ash is strong in this old, abandoned chapel. The roof above has buckled in several places – no doubt due to seismic activity from the surrounding volcano – and the room is unusually hot compared to the hallway.

At the far end of the room there is an aged stone altar with two unlit candles on top of it. A tattered cloth is draped over it, and you can make out an object flickering in the light on top of it.

This was the chapel used by the Blackfire Order, but it has been abandoned and in disrepair. The constant volcanic and seismic activity of the area has caused the roof to give way in numerous spots and creating large piles of debris on the floor.

The altar is possessed by a powerful demonic entity that has fused with the elemental forces in the area. It has remained here, bound to the altar ever since the temple was abandoned. And it hungers for living souls.

As soon as a living creature comes within 5 squares of the altar, read or paraphrase the following:

As you approach the altar it suddenly erupts in a blast of fire and heat. The flames begin to rise up and take an almost humanoid form as they hover over the altar.

A slow, steady howl begins to emanate from all around you as ghostly creatures that glow red begin to rise out of the debris all around you.

When the altar ignites, the doorway leading out of the room slams shut, the wights rise up and the encounter begins.

FEATURES OF THE AREA

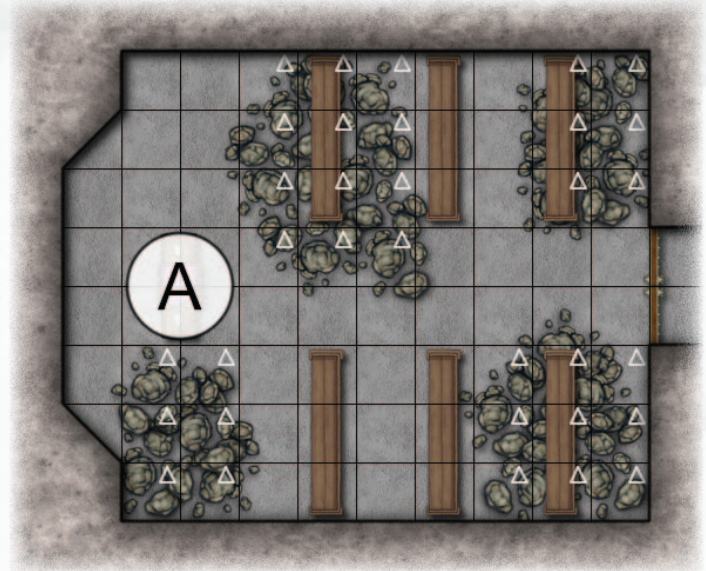
Illumination: At first the chapel is dark. Once the altar ignites, it will emit sufficient light to illuminate the entire room brightly.

Ceiling: The ceiling here is approximately 10' high. It is solid stone except for several areas in which the roof has collapsed and revealed the rough volcanic rock of the mountain.

Debris: Numerous patches of fallen rocks litter the area. They debris is difficult terrain; the wraiths simply hover over or phase through the debris and are not affected.

Pews: All the pews are made of wood but have not aged well, and several of them have cracked and broken due to decay or the weight of the debris that has fallen from above. They are considered difficult terrain but are too torn up to provide adequate cover.

Altar: The altar is made of stone with a tattered cloth draped over it, and there are two unlit candles on top of it. Sitting atop the altar is a glass sphere approximately three inches



wide and made of dark glass. The sphere is the *Sphere of Fire*, one of the two components to *The Heart of Fire*.

When the altar ignites, the demon that forms above it looks similar to a fire elemental: a vaguely humanoid shape made entirely of flames that towers ten feet in to the air. The humanoid figure is essentially an illusion and is not affected by attacks in any way; if the party wants to damage it, they must target the altar itself.

When the altar activates, firewarped wraiths begin to spawn and will continue to do so until the altar is silenced. See the *Firewarped Horde* terrain feature below.

Outer Door: Once the altar activates, the outer door becomes magically sealed. So long as the demon lives, there is no way to open it.

Treasure: Once the entity that possesses the altar is destroyed, it will leave behind the *Sphere of Fire*, one of the parts of the *Heart of Fire*. It can be combined with the *Circlet of Fire* (from *The Dragon's Eye* in *Area 3-3*) to create the artifact.

See *Appendix B* for more information on the assembly of the *Heart of Fire*.

At your discretion you may include another treasure package that can be recovered from the debris.

TACTICS

The altar is not big on tactics; it wants to cause as much pain and destruction as possible.

At the start of the encounter, it will use *dishearten* and then spend an action point to follow it up with *suggestion*, targeting one of the creatures that was hit with the *dishearten* attack. Once it is bloodied, if it still has an action point available it will once again perform the *dishearten/suggestion* combination, preferably targeting a creature that can do the most damage against his allies.

Every round it will attempt to use *flame's allure* to try and drag enemies towards it and into its aura, then strike out at them with *life syphon* once they get adjacent to the altar.

While the horde continues to spawn, the demon will continue to use *suggestion* as often as possible – possibly spending an action point if it sees an opportunity – until there comes a time where the enemy is surrounded by the horde. Then, when it can do the most damage, it will use *cleansing by fire* in the hopes that the enemies will lose any fire resistant they have before the minions explode in a ball of flame (see the wraith's *death burst* power).

DEVELOPMENT

Once the altar is destroyed, the wraiths will stop spawning and the outer doors will spring open.

After the smoke clears, the crystal sphere that is the *Sphere of Fire* will be free of the demon's grasp. At first it will be glowing red due to the exposure to the demon's intense heat, but quickly cools enough so that it can be taken.

Firewarped Horde	Level 10 Elite Hazard
Terrain Feature	1,000 XP
Detect automatic	Initiative Before <i>Altar of Eternal Flame</i>
Immune all attacks	
Standard Actions	
Spawn Wraiths (summoning) • At-Will	
<i>Effect:</i> Two <i>Firewarped Wraiths</i> (see below) appear in an unoccupied square anywhere within the chapel. The wraiths act immediately.	
If there is no room for the wraiths to spawn, the trap does not do anything else.	
Countermeasures	
<ul style="list-style-type: none"> • Delay: Religion DC 26 (Minor Action) or DC 21 (Standard Action) <i>Success:</i> The hazard cannot spawn minions until the end of the next turn. <i>Failure By More than 5:</i> two more <i>Firewarped Wraiths</i> spawn in unoccupied squares and act immediately. • Disable: Once the <i>Altar of Eternal Flame</i> is defeated, the wraiths no longer spawn. 	

Firewarped Wraith	Level 10 Minion	
Medium natural animate (fire, undead)	125 XP	
Initiative +9	Senses Perception +5, darkvision	
HP 1; <i>a missed attack never damages a minion</i>		
AC 24; Fortitude 21, Reflex 22, Will 21		
Immune disease, fire, necrotic, poison		
Speed 0, fly 6 (hover), phasing		
Standard Actions		
⊕ Flaming Touch (fire, necrotic) • At-Will		
<i>Attack:</i> Melee 1 (one creature), +13 vs Reflex		
<i>Hit:</i> 6 necrotic damage, ongoing 2 fire damage (save ends). If the target is already taking ongoing fire damage, that ongoing fire damage increases by 2 instead.		
Triggered Actions		
✳ Death Burst (fire, necrotic) • Encounter		
<i>Trigger:</i> The wraith drops to 0 hit points.		
<i>Attack:</i> Close Burst 1 (all creatures in burst); +13 vs Reflex		
<i>Hit:</i> 6 fire and necrotic damage.		
Alignment Chaotic Evil	Languages --	
Skills Stealth +14		
Str 4 (-2)	Dex 18 (+9)	Wis 10 (+5)
Con 17 (+8)	Int 6 (+3)	Cha 16 (+8)

Altar of Eternal Flame (A)	Level 10 Solo Controller (Leader)	
Large elemental animate (demon, object, fire)	2,500 XP	
Initiative +1	Senses Perception +10, blindsight 20	
HP 400; Bloodied N/A (see <i>Made of Stone</i>)		
AC 24; Fortitude 25, Reflex 21, Will 26		
Immune fire, disease, poison, falling prone, forced movement, teleportation, status effects, ongoing damage Resist 20 necrotic		
Vulnerable 15 cold, 10 radiant, 15 thunder		
Speed 0 (see <i>Made of Stone</i>)		
Saving Throws +5 Action Points 2		
Traits		
Flaming Aura • Aura 1		
Any creature starting their turn in or entering the aura takes 10 fire damage.		
All-Around Vision		
The altar does not grant combat advantage when flanked.		
Made of Stone		
The altar is never considered bloodied; when it drops to 0 hit points, it is destroyed (see <i>Explosion</i>). The altar is immobile, does not grant opportunity attacks, cannot be knocked prone and is immune to forced movement, status effects and ongoing damage.		
Standard Actions		
⊕ Flame Strike (fire) • At-Will		
<i>Attack:</i> Melee 2 (one enemy), +13 vs Reflex		
<i>Hit:</i> 1d8 +6 fire damage, ongoing 5 fire damage (save ends).		
↗ Suggestion (charm) • At-Will		
<i>Attack:</i> Ranged 10 (one enemy), +13 vs Will		
<i>Hit:</i> The target is dazed until the end of the next turn. Target also shifts up to its move speed and makes a basic or at-will attack against a creature of the altar's choice with a +2 bonus to the attack roll.		
✳ Dishearten (psychic) • Recharge ☑☑☑		
<i>Attack:</i> Close Burst 10 (all enemies in burst), +13 vs Will		
<i>Hit:</i> 10 psychic damage, and the target takes a -2 penalty to attack rolls and Will defense until the end of the next turn.		
Minor Actions		
✳ Flame's Allure (charm) • At-Will (1/round)		
<i>Attack:</i> Close Burst 5 (all enemies in burst), +13 vs Will		
<i>Hit:</i> The target is pulled 3 squares towards altar. On a critical hit, the target is also dazed (save ends).		
<i>Special:</i> This forced movement ignores difficult terrain.		
✳ Cleansing by Fire (fire) • Encounter		
<i>Attack:</i> Close Burst 10 (all enemies in burst), +13 vs Fortitude		
<i>Hit:</i> The target's fire resistance is negated until the end of the next turn. If the target has no fire resistance, it gains vulnerable 5 fire until the end of the next turn.		
<i>Effect:</i> All the firewarped wraiths within sight of the altar are reduced to 0 hit points (see the wraith's <i>Death Burst</i>).		
Triggered Actions		
⊕ Life Syphon (fire, necrotic, healing) • Recharge ☑☑☑		
<i>Trigger:</i> A creature enters a square adjacent to the altar.		
<i>Attack (Free Action):</i> Melee 1 (triggering creature), +13 vs Fortitude		
<i>Hit:</i> The target takes ongoing 10 necrotic and fire damage and is immobilized (save ends both), and the altar gains 10 temporary hit points. On a critical hit, the target also loses a healing surge.		
✳ Explosion (fire) • Encounter		
<i>Trigger:</i> The altar is reduced to 0 hit points.		
<i>Attack (Free Action):</i> Close Burst 5 (all creatures in burst); +13 vs Reflex		
<i>Hit:</i> 3d8 +6 fire damage, and the target is pushed 2 squares.		
<i>Miss:</i> 5 fire damage.		
<i>Effect:</i> All the firewarped wraiths within sight of the altar are reduced to 0 hit points (see the wraith's <i>Death Burst</i>).		
Alignment Chaotic Evil	Languages Supernal	
Str 22 (+11)	Dex 3 (+1)	Wis 10 (+5)
Con 24 (+12)	Int 16 (+8)	Cha 20 (+10)

ENCOUNTER A7 - TRAPPED (AREA 4-10)

Possible Encounter Level 6 (1,200 XP)

SETUP

2 Havlok Orc Raiders (level 11 skirmisher)

When the party enters, read or paraphrase the following:

You enter a small room that is blocked by two blue walls of arcane force about ten feet apart.

Stuck between the two walls are a pair of orc raiders, furiously bashing at the wall of force with their battleaxes.

The two Havlok orcs separated from the main group (which is in Area 4-10 and 4-11) to scout the complex, only to get trapped in a long forgotten force cage left active by the Blackfire Order.

FEATURES OF THE AREA

Illumination: One of the orcs is carrying a standard torch. Despite that, the force walls themselves provide dim blue light to the entire room.

Secret Doors: Two secret doors that lead to the control room are on the northern wall, and they can be detected with a Perception DC 22 check. The orcs have failed to notice them prior to wandering in to the trap's area, and are now too busy with trying to break out of the force cage to care.

Control Room: This room is similar to the control room in the new Temple of Blackfire (Area 1-11). It also contains:

- A mirror-like pane that allows someone in the control room to see in to the room outside.
- On the northern side of the room is a *Force Sphere* (see Appendix B) that powers the trap. If the sphere is removed, the walls disappear.

Force Cage: The two walls of the trap are extremely similar to the cube of force in the Temple of Blackfire junction (Area 1-11), only they are slightly weaker.

One orc has been swinging away with his battleaxe at the western wall, and are under the impression that they are having no effect. In fact the western wall is now significantly weaker, and if they continue they will break through eventually.

See the *Force Cage* below for details.

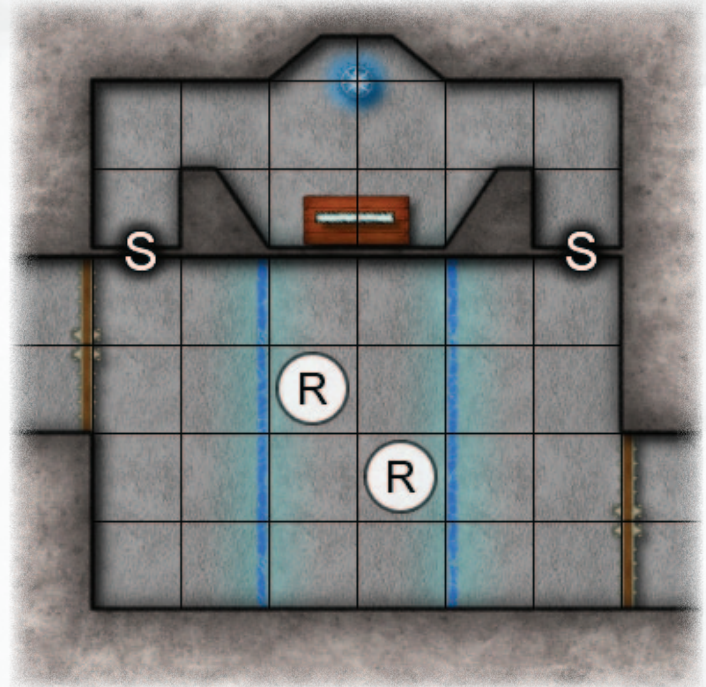
Orcs: The two orcs have been here for a while and have been alternating taking swings at the force wall. At this point they are extremely winded and aggravated.

See *The Havlok Orcs* below for details on interacting with the orcs.

Treasure: Besides the single force sphere, at your discretion you can place one treasure package within the hidden room. The orcs will not have anything of value on them.

THE HAVLOK ORCS

These two orcs were traveling alongside the orc bloodragers that are in Area 4-10 (see *Encounter A8 - Beasts of Burden* for more information). If the party has made visual contact with the



bloodragers but has not engaged them in combat, a few minutes after entering this room there is the possibility that one of the bloodragers will come riding down the hall atop his worgs to try and find out what happened to the two scouts.

If the bloodrager enters the room while the scouts are still trapped within the walls, he will shout angrily at them (in Giant) and call them “idiots”, then simply leave them there to rot and return to where he was (back to Area 4-10).

The two trapped orcs are reasonably aggressive, and at first the two may blame the party for the predicament they are in. After a successful Charisma-based DC 20 check (Bluff, Diplomacy or Intimidate), the orcs could be somewhat pacified.

Once the grim reality of their situation sets in, the orcs may be much more receptive to any offers of freedom by the party. They would even be willing to lay down their weapons in exchange for getting freed from the force cage... but their peaceful demeanor may not last for long. If they get the opportunity, they may attempt to bluff their way in to meeting up with the rest of the orcs to the north, letting them deal with the party instead.

You may roleplay these orcs at your discretion. They are not particularly bright but they are aggressive and will fight to the death if it comes down to that.

Force Cage
Object**Level 10 Obstacle**
-- XP

Two 20' wide walls made of powerful arcane energy trap intruders as they pass.

Detect automatic**Initiative** --**HP** 120 (eastern wall), 50 (western wall)**AC** 25; **Fortitude** 22, **Reflex** 10, **Will** --**Immune** fire, cold, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage**Resist** 15 untyped**Special Properties**

- The walls of the cage cannot be moved in any way.
- The cage does not block any senses: light, sound, smell, etc.
- The walls of the cage block line of effect for everything except teleporting. It is possible to teleport to the opposite side of the wall assuming all other teleporting guidelines are followed.
- Attacks (melee, ranged or burst attacks) cannot penetrate the walls of the cage.
- If any one of the cage walls is destroyed or dispelled, the cage collapses and all walls disappear. If disabled in this manner, the cage cannot be reactivated for 30 minutes.

Countermeasures

- **Damage:** Arcana DC 18 (Standard Action)
Success: Both cage walls take damage equal to 30 + 5 for each point that the resulting skill check beats a DC of 18. For example, the walls take 30 damage on a DC 18, 35 damage on a DC 19, 40 damage on a DC 20, etc.
- **Dispel:** The cube can be completely destroyed by *Dispel Magic* (level 6 wizard's utility power, see D&D 4E *PLAYER'S HANDBOOK*) if the attack successfully hits a Will defense of 21.

Havlok Orc Raider (R)

Medium natural humanoid, orc

Level 11 Skirmisher

600 XP

Initiative +10**Senses** Perception +6, low-light vision**HP** 111; **Bloodied** 55**AC** 25; **Fortitude** 24, **Reflex** 23, **Will** 20**Speed** 6 (8 while charging)**Traits****Killer's Eye**

When making a ranged attack, the raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Standard Actions⚔ **Greataxe** (weapon) • **At-Will***Attack:* Melee 1 (one creature); +16 vs AC*Hit:* 2d12 +5 damage (or 2d12 +29 on a critical hit).☞ **Handaxe** (weapon) • **At-Will***Attack:* Ranged 5/10 (one creature); +16 vs AC*Hit:* 2d6 +5 damage.**Warrior's Surge** (healing, weapon) • **Encounter***Condition:* Usable only when bloodied.*Effect:* The raider makes a melee basic attack and regains 27 hit points.**Triggered Actions****Savage Demise** • **At-Will***Trigger:* The orc drops to 0 hit points or lower.*Effect (Free Action):* The orc takes a standard action.**Alignment** Chaotic Evil**Languages** Common, Giant**Skills** Endurance +12, Intimidate +11**Str** 19 (+9)**Dex** 16 (+8)**Wis** 13 (+6)**Con** 15 (+7)**Int** 10 (+5)**Cha** 10 (+5)**Equipment** leather armor, greataxe, handaxe (x4)

ENCOUNTER A8 - BEASTS OF BURDEN AREA 4-10)

Encounter Level 11 (3,200 XP)

SETUP

Havlok Orc Beastmaster (level 10 skirmisher, leader)
 2 Havlok Orc Bloodragers (level 11 skirmisher)
 2 Havlok Battle Worgs (level 10 brute)
 Flame Jet Statues (level 10 blaster)

When the party sees the orcs, read or paraphrase the following:

In the center of the room are two large, wolf-like creatures that are growling and salivating from their mouths. Sitting atop each of them is a orc warrior in hide armor clutching a huge battleaxe.

Near the west side of the room stands another orc wearing hide armor and holding a flail. As the creatures fidget around you can see him speaking to them as if he's giving them commands, and the animals seem to react to his every word.

Three Havlok orcs and two trained battle worgs are the rear guard for the group that entered the abandoned temple. Considering the size of the worgs they had a hard time getting the cumbersome animals all the way here, and since the worgs are simply too large and unwieldy to take anywhere beyond this point they remained here to guard the area while the others went deeper in to the temple.

If the party approaches stealthily, they may be able to hear the orcs talking to each other in Giant prior to engaging them. The orcs are somewhat bored and aren't happy about there being nothing to kill in this area. They will also occasionally wonder where the "two others" went (referring to the two orcs that wound up trapped inside the force cage of *Area 4-10*, see *Encounter A7 - Trapped*).

If the party does nothing, after five minutes of first seeing the orcs here, one of them might consider heading through the southwest doorway to see where the two raiders went (see *Encounter A7 - Trapped*).

FEATURES OF THE AREA

Illumination: The room is brightly lit by torches.

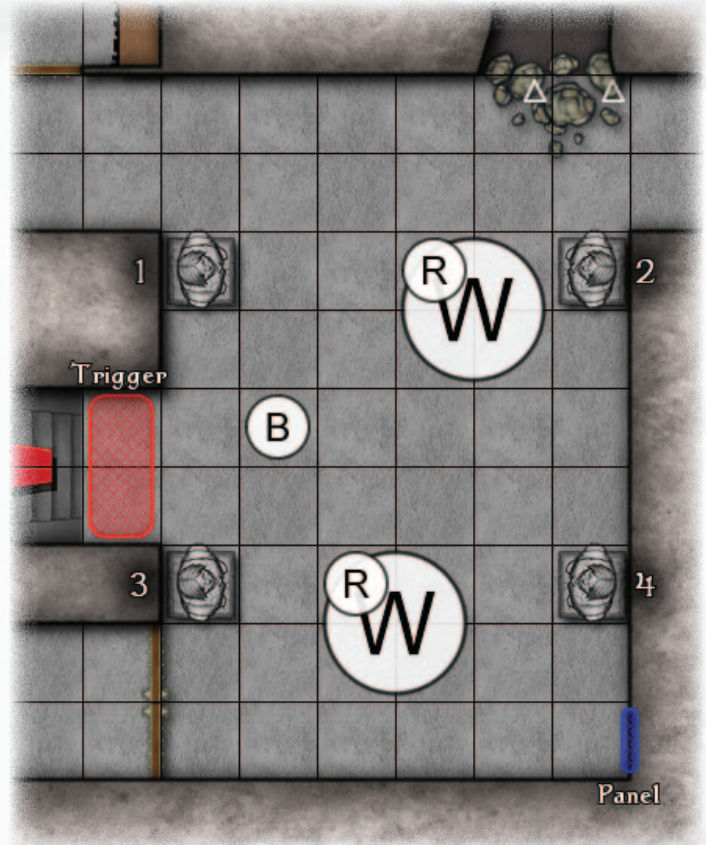
Stairs: A long flight of stone steps ascends what looks like a hundred feet, all the way up to the top level platform (*Area 5-1*).

At the stair's landing is a pressure plate that activates the *Flame Jet Statues* trap in the room (see below).

Statues: Each stone statue is of a nondescript human male wearing simple armor. They do not have weapons of any kind.

At the stair's landing is a pressure plate that begins the activation sequence of the four statues in the room. After the plate is pressed, as soon as there is a living creature inside the main room the trap rolls initiative and attacks until it is disabled or destroyed.

Once it is activated on its initiative count, one random statue (determined with a d4; see map below) will blast forth a cone of fire right in to the main room.



See *Flame Jet Statues* trap below for more information.

Control Panel: Hidden in the southeast corner of the room (Perception DC 21) is a hidden panel that conceals a simple lever. The lever can be used to activate or deactivate the *Flame Jet Statues* trap in the room.

Treasure: The orcs have at least one treasure package amongst them.

TACTICS

Bloodragers: The orcs will try to remain on top of their mounts as long as possible, but given the opportunity to wade in to a large group of enemies to use *cleave* they may dismount.

Beastmaster: If any of the bloodragers dismount from their worgs, the beastmaster will command that worg to attack as often as possible.

Given a chance, he will use *release the hounds* to get a worg in flanking positions so he can gain combat advantage.

Worgs: When the worgs are not following the instructions of their riders or the beastmaster, they will simply attack the nearest target they could find.

Once one of the worgs is commanded for the first time by the beastmaster, unless the beastmaster commands it to do something else the worg will remain close to him, hopefully in a position where the beastmaster can use *sick 'em* to have the worg attack an adjacent threat.

All the creatures fight to the death.

Havlok Orc Beastmaster (B)

Medium natural humanoid, orc

Level 10 Skirmisher**(Leader)**

500 XP

Initiative +9 **Senses** Perception +11, low-light vision**HP** 104; **Bloodied** 52**AC** 24; **Fortitude** 24, **Reflex** 21, **Will** 22**Speed** 6 (8 while charging)**Traits****Combat Advantage**

The beastmaster deals 1d6 extra damage against any target it has combat advantage against.

Standard ActionsⓉ **Flail** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC

Hit: 1d10 +8 damage

Command • **Recharge** ⓂⓂ

Effect: An allied natural beast within 5 squares of the beastmaster can move up to its move speed and make a basic attack as a free action.

Warrior's Surge (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.

Effect: The archer makes a melee basic attack and regains 26 hit points.

Minor Actions**Release the Hounds** • **Recharge** ⓂⓂ

Effect: Each allied natural beast within 5 squares of the beastmaster can shift 1 square as a free action.

Triggered Actions**Sick 'em** • **At-Will**

Trigger: The orc is hit with a melee attack.

Effect (Immediate Reaction): An allied natural beast adjacent to the attacker can make a melee basic attack against the attacker as a free action. The beastmaster then shifts 1 square.

Alignment Chaotic Evil**Languages** Common, Giant**Skills** Intimidate +13, Nature +11**Str** 19 (+9)**Dex** 14 (+7)**Wis** 12 (+6)**Con** 16 (+8)**Int** 9 (+4)**Cha** 17 (+8)**Equipment** hide armor, flail**Havlok Battle Worg (W)**

Large natural magical beast (mount)

Level 10 Brute

500 XP

Initiative +10**Senses** Perception +10, darkvision**HP** 130; **Bloodied** 65**AC** 21; **Fortitude** 23, **Reflex** 20, **Will** 19**Speed** 8**Traits****Frightful Growl** (fear) • **Aura** 1

Enemies within the aura take a -1 penalty to attack rolls.

Standard ActionsⓉ **Bite** • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC

Hit: 2d8 +6 damage, ongoing 5 damage (save ends). On a critical hit, the target is also knocked prone.

Triggered Actions**Slavering Lunge** • **Encounter**

Condition: Must be mounted by a creature of 10th level or higher.

Trigger: The worg's rider rolls initiative.

Effect (Free Action): The worg moves up to half its speed.

Alignment Chaotic Evil**Languages** Abyssal**Skills** Stealth +13**Str** 22 (+11)**Dex** 17 (+8)**Wis** 10 (+5)**Con** 20 (+10)**Int** 6 (+3)**Cha** 15 (+7)**Havlok Orc Bloodrager (R)**

Medium natural humanoid, orc

Level 11 Skirmisher

600 XP

Initiative +10**Senses** Perception +6, low-light vision**HP** 111; **Bloodied** 55**AC** 25; **Fortitude** 26, **Reflex** 23, **Will** 21**Speed** 6 (8 while charging)**Traits****Blood Rage**

While bloodied, the bloodrager scores a critical hit on a melee attack with a result of 19-20.

Standard ActionsⓉ **Battleaxe** (weapon) • **At-Will**

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

Hit: 2d8 +9 damage

✳ **Cleave** (weapon) • **Recharge** Ⓜ

Attack: Close Burst 1 (all enemies in burst); +16 vs AC

Hit: 2d8 +9 damage. On a critical hit, the target is knocked prone.

Warrior's Surge (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.

Effect: The bloodrager makes a melee basic attack and regains 27 hit points.

Triggered Actions**Savage Demise** • **At-Will**

Trigger: The orc drops to 0 hit points or lower.

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

Alignment Chaotic Evil**Languages** Common, Giant**Skills** Athletics +15, Intimidate +10**Str** 20 (+10)**Dex** 17 (+8)**Wis** 12 (+6)**Con** 15 (+7)**Int** 8 (+4)**Cha** 8 (+4)**Equipment** hide armor, battleaxe**Flame Jet Statues**

Object

Level 10 Blaster

500 XP

Detect Perception DC 21**Initiative** +2**HP** 40 (each statue)**AC** 12; **Fortitude** 12, **Reflex** 5, **Will** --

Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage

Vulnerable 10 thunder**Traits****Activation**

When the trigger panels are stepped on, the trap is activated. After the trap is activated, as soon as a living creature enters the room (or is already in the room), the trap rolls initiative.

Random Bursts

On its initiative count, one random statue (roll a d4 to determine which) makes the attack below.

Standard ActionsⓉ **Flame Jet** (fire) • **At-Will**

Attack: Close Blast 3 (all creatures in blast), +13 vs Reflex

Hit: 2d6 +4 fire damage, ongoing 5 fire damage (save ends).

Countermeasures

- **Destroy:** If a statue is destroyed, the trap cannot make any further attacks using it as an origin. If all four statues are destroyed, the trap is disabled.
- **Disable Trigger:** Thievery DC 20 (Standard Action)
Success: The trigger plate is disabled and the trap does not activate.
Failure By More than 5: The trap activates and immediately enters the initiative order.
- **Disable Statue:** Thievery DC 22 (Standard Action)
Success: The statue is disabled.
Failure By More than 5: The statue uses *Flame Jet* as a free action.
- **Disable Trap:** If a player discovers the control panel in the southeast corner (Perception DC 21), they can open the panel with a Thievery DC 18 check (Standard Action). Behind the panel is a lever that disables the trap (Minor Action).

ENCOUNTER A9 - GATHERING HALL (AREA 4-11)

Encounter Level 12 (3,450 XP)

Level 12 Trap (1,400 XP)

SETUP

Havlok Oni Mage (level 12 elite lurker)
 Havlok Orc Raider (level 11 skirmisher)
 2 Havlok Orc Archers (level 11 artillery)
 2 Havlok Orc Warriors (level 10 minion)
 Enervating Ray (level 2 elite blaster trap)

When the party enters, read or paraphrase the following:

This appears to be a library and gathering room. Racks of old, tattered books line the walls on either side of the chamber, and there are two tables near the center of the room that are covered in cobwebs.

The walls at the far end of the chamber converge to an opening that leads to another room. A blue wall of arcane force completely blocks the passage.

Standing around the room are several orc warriors, who all turn to you as you enter. Suddenly a voice rings out from the far end of the room, from no apparent source, that shouts "kill them!"

This is a gathering hall and library used by the Blackfire Order, which also serves as an antechamber to the magic circle needed to reach Vulkanon's inner sanctum.

The voice in the back of the room is a Havlok oni mage. At the start of the encounter, do not place him on the map; he has used his *invisible* power to hide from view. At the start of the encounter, his location could be determined with a passive Perception of 17 or greater.

FEATURES OF THE AREA

Illumination: The room is brightly lit by torches and the glow of the force wall.

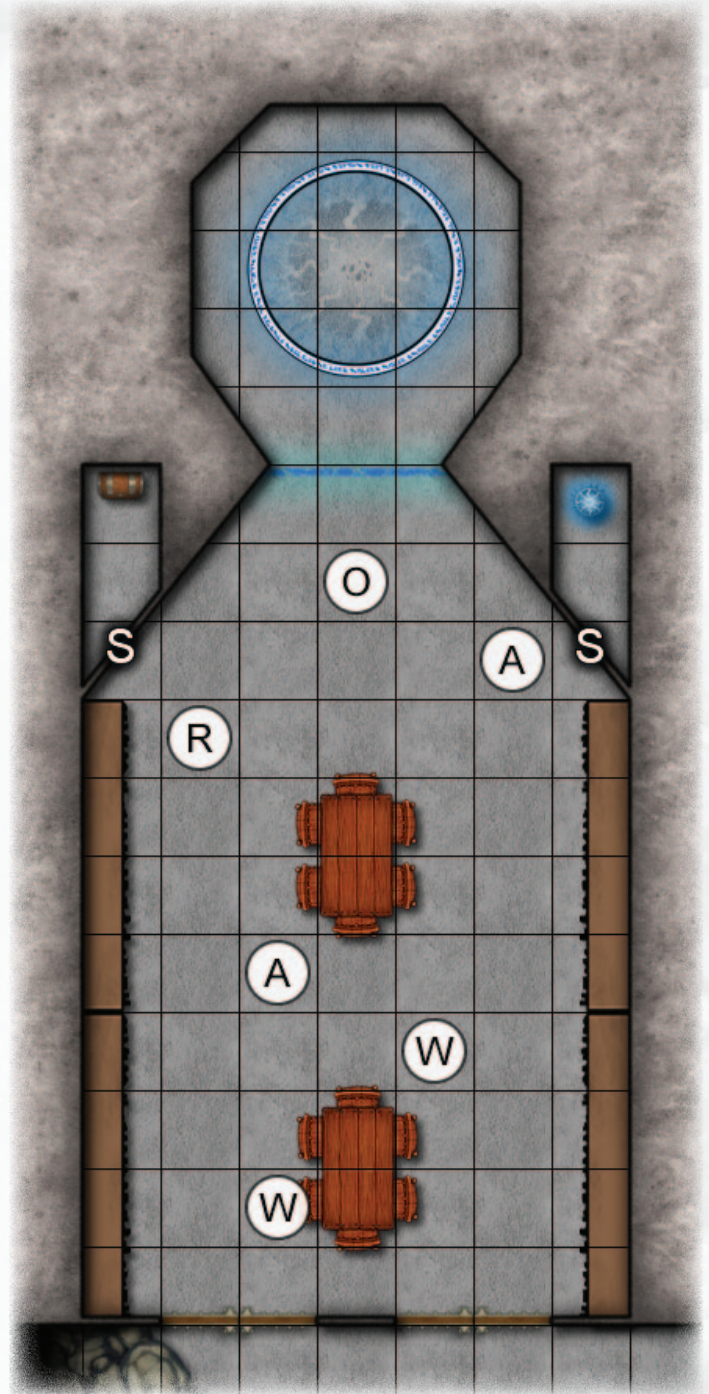
Tables: The tables can be climbed with an Athletics or Acrobatics DC 15 check, and it costs 1 additional square of movement to do so. Otherwise, they can be used to provide partial cover.

Shelves: The shelves are filled with old books, most of which have decayed and crumbled over the years. If a player does a thorough search for arcane materials (Perception or Arcana DC 18 check), they will find 2d4x10 gp worth of reagents usable in arcane rituals.

In addition to that, players will note that a considerable amount of the documents found make reference to one person by the name of Gaelan, who was the original Elemental High Priest of the Blackfire Order while this area of the temple was still in use. His name, spoken in Draconic, is the code word to open the chest in the western secret room.

Force Wall: The forcefield is a transparent wall of pure arcane energy that is powered by the force sphere in the hidden room. The wall cannot be damaged or teleported through.

Removing the sphere from the pedestal in the hidden room powers down the forcefield.



Secret Doors: Two secret doors are hidden in the walls just north of the bookshelves on either side of the room. They can be detected with a Perception DC 22 check and are not locked. The western door leads to a small room with a chest in it (see *Treasure* below), and the other leads to the force sphere that powers the wall. The oni mage is aware only of the door leading to the force sphere but has not detected the other door leading to the chest.

Force Sphere: A small blue *Force Sphere* floats an inch above a pillar that is about 3' high. This sphere powers the forcefield, and if the force sphere is removed the wall blocking access to the magic circle is disabled.

INDIRECT ENTRY

If the players entered the volcano through the new Temple of Blackfire, reached the inner sanctum and then used the other magic ring to transport themselves here, there will be no way for them to get through the shield.

In this case, at your discretion, you may elect to have the force field down due to the oni removing the force sphere that powers it. If that is the case, once the encounter is over the force sphere can be recovered on the oni's body.

See *Appendix B* for more information on the force sphere.

Only the oni mage is aware of the existence of the eastern secret door (he is not aware of the western one) and the sphere because he made it possible for the war chief's group to go through (see *Encounter S1 - Armory*). It is highly unlikely that he will willingly divulge that information, and would probably rather die than tell the party about the secret door or the sphere.

Treasure: In the western hallway beyond the secret door is a chest with an ornate carving of the great dragon Vulkanon on the lid.

The chest is trapped with an extremely powerful *Enervating Ray* trap (see below), that will fire upon anyone attempting to open the chest without speaking the word "Gaelan". So long as the trap is active and the word isn't spoken, the chest cannot be opened.

Inside the treasure chest is the equivalent of two treasure packages.

TACTICS

Orcs: The orcs will all attack without mercy and with very little tact, charging at the nearest enemy.

The warriors will be hesitant once the combat starts turning sour, and will probably be the first to attempt to flee if given a chance. The archers may follow suit as well, but the raider will remain no matter what to defend his leader.

Oni Mage: The oni mage will remain invisible as much as possible, but when he is detected or attacked he will not bother hiding. Instead he will use his *deceptive veil* power and use the most intimidating form he could think of: that of a vicious looking azer with flaming hair and eyes (see D&D 4E *MONSTER MANUAL* for lore on the azers). Roll a Bluff check on behalf of the oni to determine if his illusion is convincing enough to the other players.

When it comes to actual combat, the oni will try to attack with combat advantage every chance it gets, either by attacking while invisible or using his allies to flank. When there are multiple targets in range, he will use *freezing blast* and *lightning storm* for maximum effect.

The oni mage does not want to die here, so if the combat does not go well he may attempt to flee. Given his position and how much effort it may take to get to the entrance, he may not have a choice but to fight it out here.

Havlok Oni Mage (O)

Large natural humanoid, oni

Level 12 Elite Lurker

1,400 XP

Initiative +11 **Senses** Perception +8, darkvision
HP 196; **Bloodied** 98
AC 27; **Fortitude** 26, **Reflex** 24, **Will** 25
Speed 7, fly 8 (clumsy)
Saving Throws +2 **Action Points** 1

Traits

Regeneration

The oni regains 5 hit points whenever it starts its turn and has at least 1 hit point.

Standard Actions

Ⓣ **Greatsword** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC

Hit: 2d12 +4 damage. If the oni has combat advantage against the target, the target takes 2d6 extra damage.

Ⓣ **Double Attack** (weapon) • **At-Will**

Effect: The oni uses *Greatsword* against two different creatures. If the oni is invisible, it can use *Greatsword* against each of them twice.

◀ **Freezing Blast** (cold) • **Recharge** when first bloodied

Attack: Close Blast 5 (all creatures in blast); +15 vs Fortitude

Hit: 3d8 +9 cold damage, and the target is slowed (save ends).

Miss: Half damage.

⚡ **Lightning Storm** (lightning) • **Recharge** ☼☼☼

Attack: Area Burst 2 within 10 (all creatures in blast); +15 vs Reflex

Hit: 3d8 +9 lightning damage.

Invisibility (illusion) • **At-Will**

Effect: The oni becomes invisible until immediately after it uses an attack power.

Minor Actions

Deceptive Veil (illusion) • **At-Will**

Effect: The oni disguises itself to appear as a medium or large humanoid until it uses *deceptive veil* again or until it drops to 0 hit points. Other creatures can make a Insight check (opposed by the oni's Bluff check) to discern that the form is an illusion.

Alignment Evil

Languages Common, Giant

Skills Arcana +15, Bluff +16, Insight +13

Str 22 (+12)

Dex 13 (+7)

Wis 14 (+8)

Con 20 (+11)

Int 18 (+10)

Cha 21 (+11)

Equipment chainmail, greatsword

Havlok Orc Warrior (W)

Medium natural humanoid, orc

Level 10 Minion

150 XP

Initiative +5 **Senses** Perception +5, low-light vision
HP 1; *a missed attack never damages a minion*
AC 24; **Fortitude** 23, **Reflex** 19, **Will** 19
Speed 6 (8 while charging)

Standard Actions

Ⓣ **Battleaxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC

Hit: 8 damage, or 12 damage if charging.

Alignment Chaotic Evil

Languages Common, Giant

Skills Endurance +13

Str 18 (+9)

Dex 11 (+5)

Wis 10 (+5)

Con 16 (+8)

Int 8 (+4)

Cha 8 (+4)

Equipment hide armor, light shield, battleaxe

Havlok Orc Raider (R)

Medium natural humanoid, orc

Level 11 Skirmisher

600 XP

Initiative +10 **Senses** Perception +6, low-light vision**HP** 111; **Bloodied** 55**AC** 25; **Fortitude** 24, **Reflex** 23, **Will** 20**Speed** 6 (8 while charging)**Traits****Killer's Eye**

When making a ranged attack, the raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Standard ActionsⓁ **Greataxe** (weapon) • **At-Will***Attack:* Melee 1 (one creature); +16 vs AC*Hit:* 2d12 +5 damage (or 2d12 +29 on a critical hit).↗ **Handaxe** (weapon) • **At-Will***Attack:* Ranged 5/10 (one creature); +16 vs AC*Hit:* 2d6 +5 damage.**Warrior's Surge** (healing, weapon) • **Encounter***Condition:* Usable only when bloodied.*Effect:* The raider makes a melee basic attack and regains 27 hit points.**Triggered Actions****Savage Demise** • **At-Will***Trigger:* The orc drops to 0 hit points or lower.*Effect (Free Action):* The orc takes a standard action.**Alignment** Chaotic Evil**Languages** Common, Giant**Skills** Endurance +12, Intimidate +11**Str** 19 (+9)**Dex** 16 (+8)**Wis** 13 (+6)**Con** 15 (+7)**Int** 10 (+5)**Cha** 10 (+5)**Equipment** leather armor, greataxe, handaxe (x4)**Havlok Orc Archer (A)**

Medium natural humanoid, orc

Level 11 Artillery

600 XP

Initiative +9 **Senses** Perception +10, low-light vision**HP** 84; **Bloodied** 42**AC** 23; **Fortitude** 22, **Reflex** 25, **Will** 20**Speed** 6 (8 while charging)**Standard Actions**Ⓛ **Handaxe** (weapon) • **At-Will***Attack:* Melee 1 (one creature); +16 vs AC*Hit:* 2d6 +4 damageⓁ **Longbow** (weapon) • **At-Will***Attack:* Ranged 15/30 (one creature); +16 vs AC*Hit:* 2d10 +7 damage, and the orc can push the target 1 square.↗ **Rapid Shot** (weapon) • **Recharge** Ⓛ

Effect: The orc archer makes two *Longbow* attacks. If attacking two separate targets, the two targets cannot be more than 5 squares apart.

Warrior's Surge (healing, weapon) • **Encounter***Condition:* Usable only when bloodied.*Effect:* The archer makes a melee basic attack and regains 21 hit points.**Triggered Actions****Savage Demise** • **At-Will***Trigger:* The orc drops to 0 hit points or lower.*Effect (Free Action):* The orc takes a standard action.**Alignment** Chaotic Evil**Languages** Common, Giant**Str** 15 (+7)**Dex** 18 (+9)**Wis** 10 (+5)**Con** 12 (+6)**Int** 8 (+4)**Cha** 8 (+4)**Equipment** leather armor, handaxe, longbow, arrows (x20)**Enervating Ray**

Trap

Level 12 Elite Blaster

1,400 XP

A black ray of negative energy slams whoever attempts to open the chest without the proper code word.

Detect Arcana or Perception DC 22**Initiative** --**Standard Actions**✖ **Enervating Ray** (necrotic) • **At-Will**

Trigger: A creature attempts to open the chest without speaking the code word.

Attack: Ranged 5 (triggering creature); +17 vs Fortitude

Hit: 1d6 +6 necrotic damage, and the target loses 2 healing surges and is weakened (save ends). If the target does not have enough healing surges, for each missing healing surge he takes damage equal to his healing surge value.

Second Failed Save: The target is weakened until the next extended rest.

Countermeasures

- **Disable:** Thievery DC 20 (Standard Action)

Success: The trap is disabled.

Failure by More than 5: The trap uses *Enervating Ray* as a free action against the creature attempting to disable it.

ENCOUNTER A10 – BIRDS OF PREY (AREA 5-1)

Encounter Level variable, up to EL 11 (up to 3,000 XP)

NOTE: This section is entirely optional; skipping the possible encounter is up to your discretion.

SETUP

Up to 5 Flametouched Wyverns (level 11 skirmisher)

When the party enters the area, read or paraphrase the following:

You appear to be inside the volcano's caldera, surrounded by a sea of molten magma. A stone platform rises about 20' above the surface of the lava, suspended by thick stone columns that have been built atop islands of hardened rock.

Looking up at the sky above you can see several large, winged creatures circling near the outer rim of the volcano, which must be over a hundred feet away.

With a Perception or Nature DC 22 check:

Upon closer inspection of the creatures, you can make out a long barbed tail that ends in a dangerous looking spike. Their bodies are off green and they seem to be leaving a trail of light smoke as they fly.

This is the exterior area of the abandoned temple. Far above a group of flametouched wyverns circles, and they will remain there until compelled to swoop down and attack (see below).

FEATURES OF THE AREA

Illumination: The area is brightly lit by the light of the lake of molten rock.

Lava Lake: The lake of molten lava is 20' below the level of the platform, and any creature that falls over the side takes 2d10 falling damage. Any creature that enters or starts their turn in contact with the lava takes 30 fire damage. Climbing the outer walls up to the platform requires an Athletics DC 15 check.

Braziers: The four braziers in the corner are unlit, but radiate a faint amount of evocation magic. If they are touched in any way, they will flare up in a small blast of fire as they ignite, filling a small area with thick smoke.

✦ Brazier Ignition (fire, zone) • At-Will

Trigger: The brazier is touched in any way.

Attack (Immediate Reaction): Close Burst 1 (all creatures in burst); +13 vs Reflex

Hit: 1d6 +4 fire damage

Effect: The burst creates a zone that lasts until the end of the next turn. Any creature within the zone is blinded and has concealment.

Wyverns: The wyverns will not even look down at the platform until something grabs their attention. This requires some sort of loud noise or intense movement atop the platform. These possibilities include:

- **Activation of the magma golem:** If the magma golem in the assembly pit (Area 5-2) is activated as an ally to the party, there is a 40% chance that at least 3 wyverns will attack the party near the assembly pit.

- **Combat with the magma golem:** If the party fails the skill challenge to activate the magma golem in the assembly pit (Area 5-2), causing it to attack, there is an 80% chance that the wyverns will notice and at least 2 of them will join the combat by landing near the assembly pit where the golem comes to life. They will focus on the party, but may choose to attack the golem given a chance.
- **Activating the magic circle:** Using the magic circle in Area 5-3 will alert the wyverns, but the party may be long gone by then. If the party does return to this location, all five wyverns will attack in unison.
- **Igniting the braziers:** For each brazier that is ignited (see above), there is a 20% chance that at least 2 wyverns will descend on the platform.
- **Other noise:** If any other loud noise is made while on the platform (anything from intense spell effects to talking too loud), there is a minimum of a 20% chance that at least 2 wyverns will be alerted. Use your discretion as to when this might be the case.

If any wyvern is alerted, it will take it a full turn to swoop down from above and land somewhere on the platform.

TACTICS

The wyverns will swoop down as soon as they are alerted, assaulting the party with their *flyby attack* as often as they can.

Every time a wyvern is bloodied, there is an 80% chance that another wyvern from above will be called to aid. This percentage chance drops by 20% for each subsequent wyvern that joins the fray, up to a maximum of 5 wyverns being part of the encounter.

Flametouched Wyvern	Level 11 Skirmisher	
Large natural beast (reptile)	600 XP	
Initiative +10 Senses Perception +12, low-light vision		
HP 116; Bloodied 58		
AC 25; Fortitude 26, Reflex 22, Will 21		
Resist 10 fire Vulnerable 5 cold		
Speed 4, fly 8 (hover)		
Standard Actions		
④ Bite (fire) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +16 vs AC		
<i>Hit:</i> 2d6 +6 damage, plus an additional 1d6 +3 fire damage.		
④ Claws • At-Will		
<i>Condition:</i> Wyvern must be flying.		
<i>Attack:</i> Melee 1 (one creature); +16 vs AC		
<i>Hit:</i> 2d8 +8 damage, and the target is knocked prone.		
† Flame Sting (fire, poison) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +16 vs AC		
<i>Hit:</i> 2d8 +4 damage, and the wyvern makes a secondary attack:		
<i>Secondary Attack:</i> +14 vs Fortitude		
<i>Hit:</i> ongoing 10 fire and poison damage (save ends).		
④ Flyby Attack • At-Will		
The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment -- Languages --		
Str 24 (+12)	Dex 17 (+8)	Wis 15 (+7)
Con 20 (+10)	Int 2 (+1)	Cha 8 (+4)

ENCOUNTER A11 - ASSEMBLY PIT (AREA 5-2)

Skill Challenge, Level 12 Complexity 2 (1,400 XP)

Possible Encounter (600 XP, plus any creatures from Encounter A10)

SETUP

When the party approaches, read or paraphrase the following:

The walkway opens up to a platform that contains a large pit of boiling lava. Directly in front of the pit is a stone counter top that contains a tattered book, its pages fluttering in the wind.

Standing in the middle of the pit of lava is an enormous humanoid statue made of molten magma and rock. It is approximately ten feet tall and stands motionless, its bulky arms at its sides.

This is where the arcanists of the Blackfire Order created the magma golems they use for temple defense (see *Encounter T1 - The Gate Keepers* and *Encounter T12 - Fire and Ice*). The golem in the pit is currently unfinished, just waiting for a few more parts of the invocation before it becomes active.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the lake of molten rock that surrounds it.

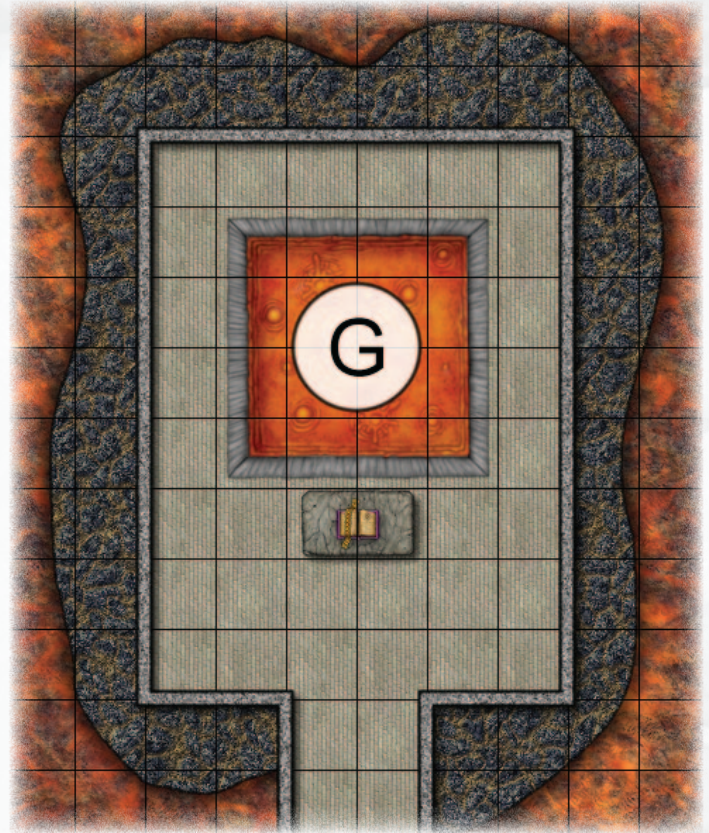
Lava Lake: The lake of molten lava is 20' below the level of the platform, and any creature that falls over the side takes 2d10 falling damage. Any creature that enters or starts their turn in contact with the lava takes 30 fire damage. Climbing the outer walls up to the platform requires an Athletics DC 15 check.

Pit: The pit itself is not that deep, probably about a foot below ground level of the platform. It is difficult terrain due to its fluidity and radiates intense heat, and any creature that isn't fire based and enters or starts their turn inside the pit takes 20 fire damage.

Counter: Just in front of the pit is a stone counter approximately ten feet wide and four feet tall. It is made of volcanic stone, apparently carved from the volcano itself. It can be used to provide cover, and entering the counter's space requires an Athletics or Acrobatics DC 15 check and one extra square of movement.

Book: The book is collection of arcane writings dealing with the creation and activation of the golem. A character can interpret the writings with an Arcana DC 16 check, and once they do that they have the option of either completing the ritual and activating the golem or performing an alternate ritual to destroy it permanently (see below).

Treasure: The only available treasure is the book itself. The material inside it is very specific to the task, but a collector of arcane antiquities in Serpent's Cove may be willing to pay upwards of 300-400gp for the book.



SKILL CHALLENGE: COMPLETING THE ACTIVATION RITUAL

Once the book is interpreted (Arcana DC 16), players can attempt to use it to reanimate the golem and control it.

Level: 12 (1,400 XP)

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering

Other Skills: History

Arcana DC 18 (1 success, maximum 4 successes): The PCs use the book to perform the arcane rights needed to bring life to the golem.

Dungeoneering DC 20 (1 success, maximum 4 successes): The PCs use their knowledge of stonework and construction to assist in the activation of the golem.

History DC 20 (1 success, maximum 1 success): The PCs recall some information about golems and constructs that may assist with the activation process. As a result, the next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Special: A natural 20 on any skill check counts as two successes if the person making the skill check is trained in that skill.

Success: The golem is activated and becomes a lesser magma golem (see stat block below). It will follow the party and obey their every command, even if it means sacrificing its own life.

NOTE: *Even though the golem is an ally, it still has an aura that it cannot turn off and will cause damage to any adjacent creatures. See the lesser magma golem's stat block below.*

In addition, if the wyverns from *Area 5-1* were not dealt with, there is a 40% chance that at least 3 wyverns will swoop down and attack the party here. See *Encounter A10 - Birds of Prey* for more information.

Failure: The golem is activated, but something went wrong with the ritual and the party does not have control over it. The golem immediately attacks.

In addition, if the wyverns from *Area 5-1* were not dealt with, there is a 80% chance that at least 2 wyverns will swoop down and join the encounter, attacking both the players and the golems as need be. See *Encounter A10 - Birds of Prey* for more information.

ALTERNATE SKILL CHALLENGE: DISABLING THE GOLEM

A skill challenge similar to the above can also be attempted but for the opposite effect: to fully deactivate the golem so that it can never be a threat.

Use the same guidelines and skills (Arcana, Dungeoneering and History) as above but lower all the DCs by 2. On a success, the golem is deactivated and can never be activated ever again; on a failure, the golem activates and attacks the party.

If the golem is successfully deactivated, it will not alert any of the wyverns flying overhead (see *Encounter A10 - Birds of Prey*).

Magma Golem, Lesser (G)

Large natural animate (construct, fire), golem

Level 10 Brute

500 XP

Initiative +7

Senses Perception +6, darkvision

HP 130; **Bloodied** 65

AC 22; **Fortitude** 25, **Reflex** 18, **Will** 19

Immune disease, petrification, poison **Resist** 20 fire **Vulnerable** 10 cold

Speed 5 (cannot shift)

Traits

Intense Heat • Aura 1

Any creature that starts its turn in or enters the aura takes 5 fire damage.

Cold Weakness

If the golem takes cold damage, it is slowed until the end of the next turn.

Inferior Design

The golem cannot regain hit points in any way, but can benefit from temporary hit points. If the golem drops to 0 hit points, it is destroyed and cannot be revived or reconstructed (see *Death Burst*).

Standard Actions

⊕ **Slam** (fire) • **At-Will**

Attack: Melee 2 (one creature); +15 vs AC

Hit: 2d6 +6 damage, plus an additional 1d6 fire damage.

‡ **Double Slam** • **At-Will**

Effect: The golem uses *Slam* twice. If both attacks hit the same target, the target takes ongoing 5 fire damage (save ends).

Golem Rampage • **Recharge** ☒☒☒

Effect: The golem moves up to its speed +2. During this movement the golem can move through enemies' spaces, and when the golem first enters a creature's space it can use *Slam* against that creature.

Triggered Actions

✳ **Death Burst** (fire) • **Encounter**

Trigger: The golem drops to 0 hit points or less.

Attack (No Action): Close Burst 2 (all creatures in burst); +13 vs Reflex

Hit: 1d8 +6 fire damage, ongoing 5 fire damage (save ends)

Miss: Half damage, no ongoing.

Alignment --

Languages --

Str 22 (+11)

Dex 10 (+5)

Wis 12 (+6)

Con 20 (+10)

Int 3 (+1)

Cha 3 (+1)

THE INNER SANCTUM

This is the most important area of the Temple of Blackfire: the lair of the Blackfire Order's patron god, the great dragon Vulkanon. The dragon is still here, so to speak; instead of destroying it outright, Raylen Darathar trapped it within a statue of solid stone. Mazon Darathar now seeks to release the creature and use it to strike back at the nation of Cerra.

RANDOM ENCOUNTERS

At your discretion you are welcome to include a couple of Havlok Orcs wandering the area in the area around the magic circles (*Area 6-1*) or in the foyer (*Area 6-2*). The orcs do not have access to the other areas.

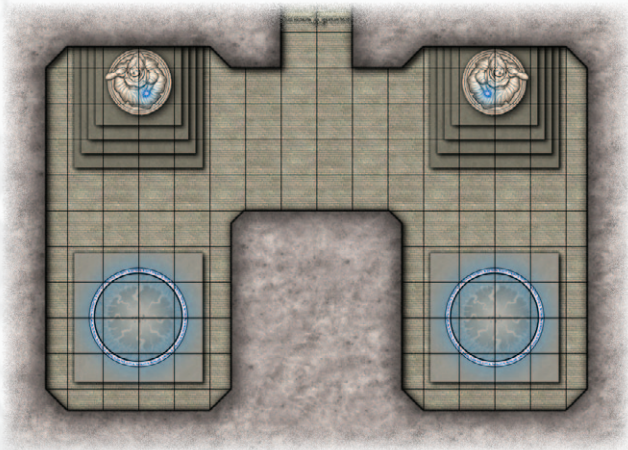
See *Appendix A* for details on the Havlok Orcs.

COMMON AREA FEATURES

The area is similar in construction to the other temple areas but the walls are significantly darker due to the proximity to the heart of the volcano. The area is also noticeably warmer and less humid than the areas closer to the volcano's edge.

POINTS OF INTEREST

6-1: ENTRY AREA



These two magic circles are linked to the two entry areas: the circle to the west is linked to the modern day Temple of Blackfire (*Area 1-16*), and the one to the east is linked to the circle inside the abandoned temple (*Area 4-12*).

Each circle has a command word in Draconic written repeatedly around the outer edge, similar in style to the other magic circles throughout the temple. The western circle has the word "vutha" ("black" in Draconic) around its perimeter and the eastern circle has the word "okarthel" ("home" in Draconic) written around it.

See the *Inside the Volcano* section for more information on the magic circles.

When the players first arrive, read or paraphrase the following:

You find yourself in what appears to be another part of the underground complex. The walls seem darker here, and the entire area feels uncomfortably hot.

Directly to the north of the circle through which you arrived stands a large statue of a woman wearing a long, flowing gown. She is posed holding a brilliant sapphire in one of her hands.

The statues are identical to the one found in the abandoned temple (*Area 4-7*), except that these have sapphires in their hands. Each sapphire serves as a focus for the magic circle directly in front of it, and the circle will not function without it. They are not fastened to the statue and can be easily removed, and once a taken the circle in front of the corresponding statue goes dark and does not to function.

If one of these sapphires is removed and placed in the hand of the statue in the abandoned temple (*Area 4-7*), that magic circle will be activated and grants access to the hidden vault (*Area 7-1*).

Each sapphire can be sold in Serpent's Cove for 2,500gp.

If the party removes a sapphire and attempts to place a *Force Sphere* in the hand of a statue, the statue will react violently and the sphere will explode in a wave of concussive force (see *Area 4-7*).

✳ Sphere Detonation

Trigger: A *Force Sphere* is placed in the hand of a statue.

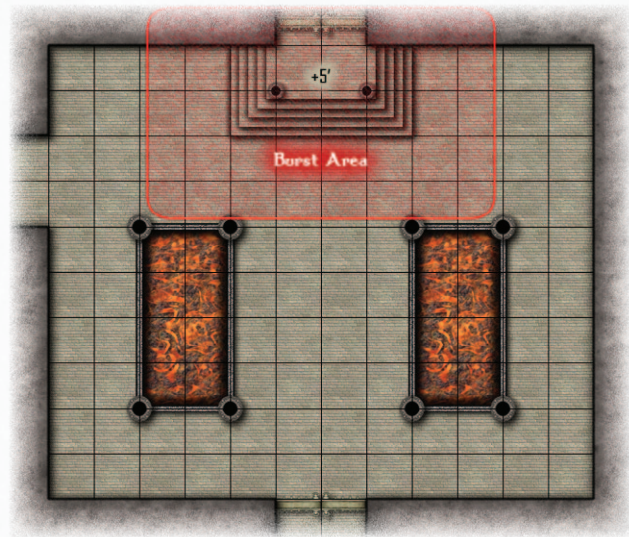
Attack (Immediate Reaction): Close Burst 3 (all creatures in burst); +15 vs Reflex

Hit: 2d8 +6 force damage, and the target is pushed 2 squares and stunned.

Miss: Half damage, and the target is pushed 1 square.

Effect: The *Force Sphere* is destroyed. The statue and magic circle directly in front of it cannot be activated for one full hour.

6-2: FOYER



This is the ornate foyer immediately before entering Vulkanon's lair.

The door to the north contains an intricate carving of the great dragon, and there are three depressions in the center of the door, each an inch across. It is magically locked and immune to all damage; it cannot be opened by any means besides placing three inner sanctum key stones within the three depressions. Once all three depressions have a key stone in them the door will open.

If anyone attempts to damage the doors or attempt to open the doors by any other means without using the sanctum key stones (Strength or Thievery checks, for example), flame erupts from the door's edges and fills the immediate area with intense fire.

< Flame Burst

Trigger: The doors are damaged or an attempt is made to force them open (such as using a Strength or Thievery check).

Attack (Immediate Reaction): Close Blast as per above map (all creatures in burst); +15 vs Reflex

Hit: 2d8 +8 fire damage, ongoing 5 fire damage (save ends).

Miss: Half damage.

6-3: ARMORY

Combat encounter, EL 11 (3,075 XP)

This room houses a variety of weapons used by the original members of the Blackfire Order a long time ago, back when the great dragon Vulkanon was alive and in control of his followers. It also serves as the antechamber to what was once the vault of the great dragon's treasure, at least until the Blackfire Order moved the primary vault to a hidden location (*Area 7-3*, see *The Hidden Vault* for more information).

The Havlok Orc war chief is here along with a group of raiders, and with the assistance of one of their hulking ogres are attempting to enter the vault by force.

See *Encounter S1 - Armory* for more information.

6-4: FALSE VAULT

Multiple traps, EL 13 (4,000 XP)

This vault once housed all the accumulated wealth of Vulkanon, but once the great dragon was petrified by Raylen Darathar the Blackfire Order moved that vault's contents to a more secret location (*Area 7-3*, see *The Hidden Vault* for more information) for safe keeping. In its place, they left a chamber that contains only a fraction of the dragon's wealth, enough to entice intruders in to accidentally triggering a deadly trap.

See *Encounter S2 - The False Vault* for more information.

6-5: WARED HALLWAY

Trap, Level 12 Solo Warder (3,500 XP)

The original followers of the great dragon secured this hallway with a powerful gauntlet of traps to prevent anyone from approaching the entity known as "The Voice".

Since then the entity has been off limits, and no member of the Blackfire Order would even dare to enter the hallway; they are not fully aware of the entity at the end of the hallway, but the gauntlet of traps serves as enough of a deterrent.

See *Encounter S3 - Warded Hallway* for more information.

6-6: THE VOICE OF THE MOUNTAIN

Possible combat encounter, EL 15 (6,400 XP)

The powerful elemental force in the mountain known as "The Voice" resides here. The force is bound to this place, feeding off the heat of the mountain itself.

There was a time when The Voice was malevolent, but now it only seeks for a small part of itself to leave this place. The only means it has to do that is through an artifact known as *The Heart of Fire*. If the party brings the two components (the *Sphere of Fire* and the *Cirlet of Fire*), The Voice will infuse them with elemental energy and transfer a part of itself in to the *Heart of Fire*.

If angered, however, The Voice is a formidable opponent and will not hesitate to eliminate the party.

See *Encounter S4 - The Voice of the Mountain* for more information.

6-7: THE ADVENTURERS

Possible combat encounter, EL 11 (3,000 XP)

Possible skill challenge, Level 11 complexity 2 (1,200 XP)

This room is a virtually empty room where, long ago, Raylen trapped the other members of his adventuring party. Since then they have been bound to the chamber, wandering aimlessly about the room and unable to leave, unaware that they died so long ago.

Amongst these poor adventurers is Talis, a scout from the nearby village whose descendants has been wondering about (see *News of Raylen's Group* quest in the *Adventure Hooks* section).

See *Encounter S5 - Those Left Behind* for more information.

6-8: MAZON DARATHAR

Combat encounter, EL 12 (3,700 XP)

Mazon Darathar stands before the stone statue of Vulkanon that serves as the great dragon's prison, attempting to complete the ritual that will free the dragon and give him control over it. As he completes the ritual, a flame archon stands guard to ensure he is not interrupted.

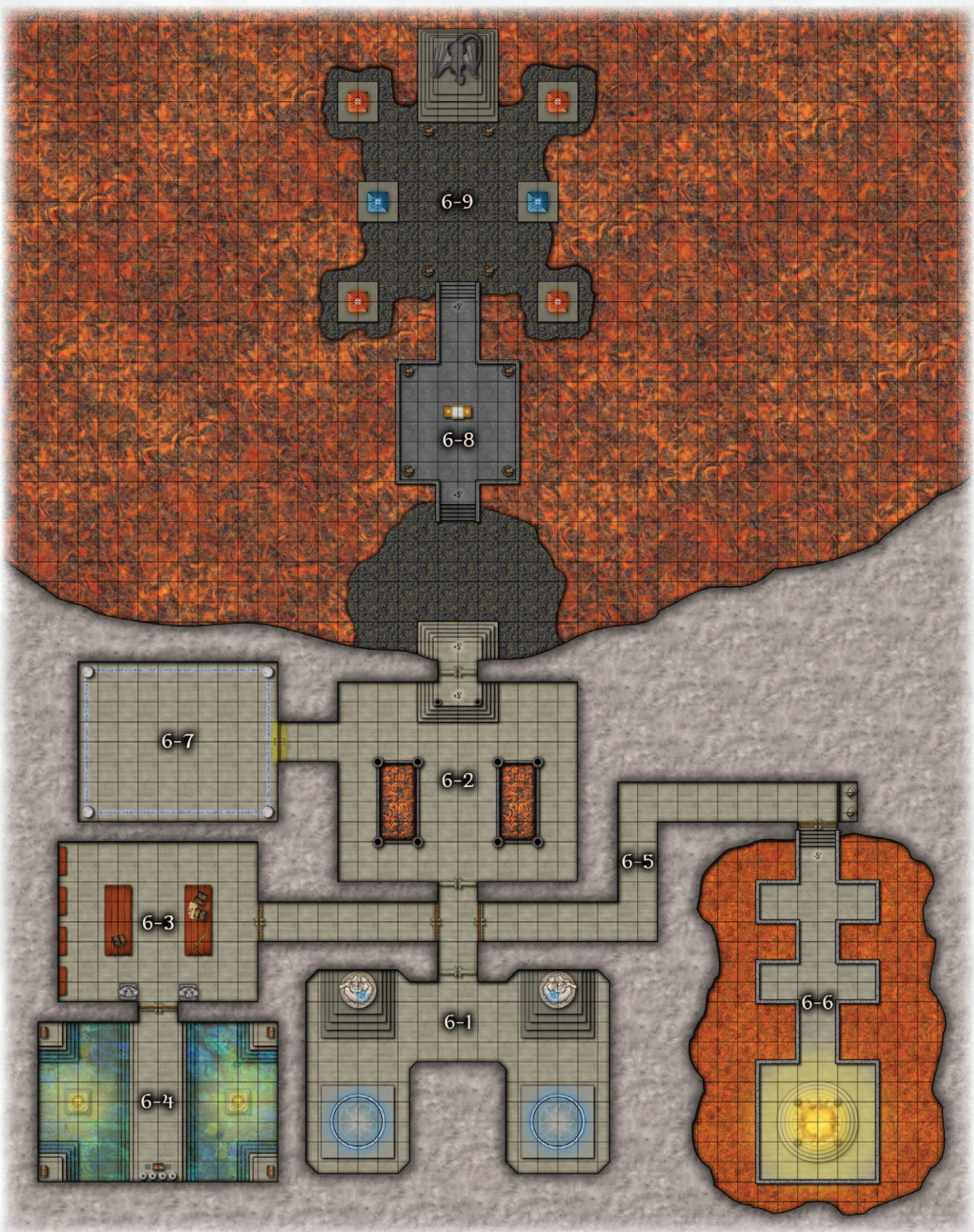
See *Encounter V1 - Mazon Darathar* for more information.

6-9: VULKANON'S LAIR

Combat encounter, EL 13 (4,100 XP)

Even though Mazon Darathar may be defeated, he has performed enough of the ritual to release the great dragon from its stone tomb. It is quite angry, and descends on the party in a rage.

See *Encounter V2 - Vulkanon* for more information.



ENCOUNTER S1 - ARMORY (AREA 6-3)

Encounter Level 11 (2,950 XP)

SETUP

Zek, Havlok Orc War Chief (level 13 soldier, leader)
 Havlok Ogre Brute (level 12 brute)
 2 Havlok Orc Raiders (level 11 skirmisher)
 3 Havlok Orc Warriors (level 10 minion)

As the party approaches the Eastern door to the room, read or paraphrase the following:

As you move towards the end of the hall, you begin to hear some sort of commotion and loud thundering slams against metal.

The ogre is making enough noise that, unless the party is deaf, they will easily detect the noise.

When the party opens the door, read or paraphrase the following:

Through the doorway you can see a large, well lit room. Two long tables stand near the center, and you can make out two chests and piles of loose coin scattered about on them.

To the south, viciously beating against a set of iron doors flanked by statues, is a massive ogre. He is making a horrible racket as he pounds on the doors with his club and bare fists.

You can also see a couple of orcs standing about the room, watching the ogre trying to breach the door. One prominent orc in the southwest corner is apparently barking orders at the ogre and the other orcs in the area.

This is the the orc expedition that entered the cave entrance of the abandoned temple looking for treasure and other riches (see *The Orc Expedition* adventure hook in the *Introduction*). Due to the loose treasure lying about the room have determined that the treasures they seek must be in the sealed vault through the set of doors to the south.

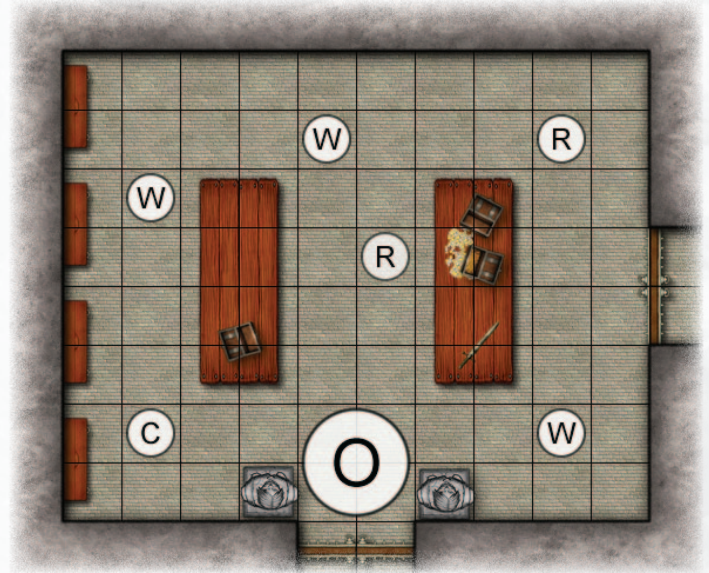
The southern door is magically sealed (see below), but the orcs are unaware of that. They prefer more traditional methods of getting passed seemingly locked doors: by having their ogre break them down.

FEATURES OF THE AREA

Illumination: The room is brightly lit by torches on wall sconces that have been placed by the orcs while they work the room.

Tables: Two tables stand near the center of the room. The easternmost table has two open chests that have been up ended, their contents poured out on to the tabletop. Between both tables and some coins that wound up on the floor, there's a total of 210gp.

Near the southern end of the eastern table lies a seemingly mundane longsword, but a close examination of the weapon (Perception DC 18) will reveal that it is in fact made of silver. This sword is one of the two needed to open the vault (see below).



Weapon Racks: On the western side of the room are four weapon racks, all of which have been rifled by the orcs and their contents strewn about. There are close to a dozen different swords and other weapons, all mundane and unremarkable except for one longsword in the southernmost rack. This particular sword looks like the rest but feels a little heavier (Perception DC 16), and a close analysis (Perception DC 22) will reveal that the sword actually has a gold core that has been plated with metal that can be easily scratched off. This is the second sword needed to open the vault (see below).

Statues: Each of the two statues is that of a warrior dressed in plate mail. The statues have a very faint trace of abjuration magic around them (Arcana DC 16), and upon close inspection (Perception DC 16) one could see that the statues have no weapon but they each have a scabbard that touches the wall behind them. Each scabbard has a small groove in it, indicating that a weapon can be placed in it even though the scabbard and rest of the statue are made of stone.

With an extremely close search (Perception DC 22), players will notice small flecks of metal around the base of the right (western) statue. If the players were able to determine the gold statue was plated, they should be able to realize that the flecks on the statue are similar to the material used to plate the gold sword.

Iron Doors: No matter how much the ogre beats on the doors, there will be no way to open them; they are magically sealed.

If the gold sword (from the southernmost weapon rack) and the silver sword (from the eastern table) are inserted in to the scabbards of the statues, they will fit perfectly all the way to the hilt.

If the gold sword is placed in the right (western) statue and the silver sword is placed in the left (eastern) statue, the doors will unlock and open without incident. Once any of the swords is removed, the doors will remain open so long as there is someone in the vault beyond; if the vault is empty,

they will slam shut and the door will magically seal itself once again.

If only one sword is inserted, or if the two swords are placed incorrectly, anyone touching the doors will cause them to attack:

← **Lightning Burst** (lightning)

Attack: Close Blast 3 (all creatures in blast), originating from the doors; +15 vs Reflex

Hit: 3d8 +6 lightning damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed until the end of the next turn.

As a safety precaution, if any of the two swords needed to unlock the door is taken in to the vault and left inside, the doors will not seal themselves.

The doors are impervious to all damage.

Treasure: Scattered about the tabletop (in addition to the 210gp from the chests mentioned above) and/or in the possession of the war chief is at least one treasure package.

Players will also find one magic weapon no higher than level 14 amongst the weapon racks.

The silver sword has a base value of 200gp and the gold sword has a base value of 500gp.

TACTICS

As soon as any of the orcs or the ogre detects the party, they will immediately attack.

Ogre: The ogre will direct his attention to the nearest enemy and try to pound on them every chance he can, even if that means charging through his allies and pushing them out of the way. He will occasionally lose control, take a few steps back and use *vicious rush*, even if this means taking opportunity attacks. The ogre fights to the death.

War Chief: The war chief will wade in to battle and swing away at the party's lead defender. He will occasionally direct the other orcs to take a step back so he can use *direct the charge* on them. The war chief also fights to the death.

Other Orcs: The other orcs may attempt to retreat and regroup if the situation gets too out of hand. When either the ogre or the war chief fall, the party will gain a +2 bonus to any Intimidate checks to make the orcs surrender. If both fall, the bonus becomes +5.

DEVELOPMENT

If the orc war chief is dealt with, the orc presence within the temple complex will slowly fade. The only other major threat is the oni in the abandoned temple (see *Area 4-11*), but beyond that the orcs lose their command structure and fall in to chaos. The remaining orcs will scatter and flee the island, returning to their own part of the world.

Players can now enter the vault (see *Encounter S2 - The False Vault*).

Zek, Havlok Orc War Chief (C) **Level 13 Soldier (Leader)**
Medium natural humanoid, orc 800 XP

Initiative +11 **Senses** Perception +7, low-light vision

HP 130; **Bloodied** 65

AC 29; **Fortitude** 28, **Reflex** 23, **Will** 26

Speed 5 (7 while charging)

Traits

Blood Of the Enemy • Aura 5

Bloodied allies in the aura deal an extra 2 damage with melee attacks.

Standard Actions

⊕ **Greataxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +18 vs AC

Hit: 2d12 +6 damage, and the target is marked until the end of the next turn.

‡ **Sweeping Assault** (weapon) • **At-Will**

Effect: The war chief makes two *Greataxe* attacks. If the war chief hits the same target with both attacks, that target is also knocked prone.

Warrior's Surge (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.

Effect: The war chief makes a melee basic attack and regains 32 hit points.

Minor Actions

Direct the Charge • **Recharge** ☞☞☞

Effect: One orc ally within 10 squares of the war chief can make a charge attack as a free action.

Triggered Actions

Inspire Ferocity • **Recharge** ☞☞☞

Trigger: An orc ally within 10 squares is first bloodied.

Effect (Immediate Reaction): The target makes a melee basic attack as a free action.

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +15, Intimidate +16

Str 20 (+11) **Dex** 13 (+7) **Wis** 12 (+7)

Con 18 (+10) **Int** 9 (+5) **Cha** 18 (+10)

Equipment hide armor, greataxe

Havlok Orc Raider (R) **Level 11 Skirmisher**
Medium natural humanoid, orc 600 XP

Initiative +10 **Senses** Perception +6, low-light vision
HP 111; **Bloodied** 55
AC 25; **Fortitude** 24, **Reflex** 23, **Will** 20
Speed 6 (8 while charging)

Traits

Killer's Eye

When making a ranged attack, the raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Standard Actions

Ⓢ **Greataxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +16 vs AC
Hit: 2d12 +5 damage (or 2d12 +29 on a critical hit).

↘ **Handaxe** (weapon) • **At-Will**

Attack: Ranged 5/10 (one creature); +16 vs AC
Hit: 2d6 +5 damage.

Warrior's Surge (healing, weapon) • **Encounter**

Condition: Usable only when bloodied.
Effect: The raider makes a melee basic attack and regains 27 hit points.

Triggered Actions

Savage Demise • **At-Will**

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

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +12, Intimidate +11

Str 19 (+9) **Dex** 16 (+8) **Wis** 13 (+6)
Con 15 (+7) **Int** 10 (+5) **Cha** 10 (+5)

Equipment leather armor, greataxe, handaxe (x4)

Havlok Orc Warrior (W) **Level 10 Minion**
Medium natural humanoid, orc 150 XP

Initiative +5 **Senses** Perception +5, low-light vision
HP 1; *a missed attack never damages a minion*
AC 24; **Fortitude** 23, **Reflex** 19, **Will** 19
Speed 6 (8 while charging)

Standard Actions

Ⓢ **Battleaxe** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC
Hit: 8 damage, or 12 damage if charging.

Alignment Chaotic Evil **Languages** Common, Giant

Skills Endurance +13

Str 18 (+9) **Dex** 11 (+5) **Wis** 10 (+5)
Con 16 (+8) **Int** 8 (+4) **Cha** 8 (+4)

Equipment hide armor, light shield, battleaxe

Havlok Ogre Brute (O) **Level 12 Brute**
Large natural humanoid (giant), ogre 700 XP

Initiative +8 **Senses** Perception +6
HP 151; **Bloodied** 75
AC 24; **Fortitude** 28, **Reflex** 21, **Will** 20
Speed 8

Standard Actions

Ⓢ **Greatclub** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d10 +10 damage.

↖ **Sweeping Blow** (weapon) • **At-Will**

Attack: Close Blast 2 (all creatures in blast); +17 vs AC
Hit: 1d10 +10 damage, and the target falls prone.

Triggered Actions

Ⓢ **Vicious Rush** • **Recharge** ⓈⓈ

Trigger: The ogre hits with a charge attack.
Effect (No Action): The ogre gains a +5 bonus to the damage roll, and the target is pushed 2 squares and knocked prone.

Alignment Chaotic Evil **Languages** Giant

Str 22 (+12) **Dex** 10 (+6) **Wis** 11 (+6)
Con 21 (+11) **Int** 4 (+3) **Cha** 6 (+4)

Equipment greatclub

ENCOUNTER S2 - THE FALSE VAULT (AREA 6-4)

Encounter Level 12 (3,500 XP)

SETUP

Flooding Room trap (level 12 solo lurker)

NOTE: Due to the nature and complexity of this trap, you may consider giving additional XP if the party disables it.

As soon as the party opens the northern doors, read or paraphrase the following:

Before you is what appears to be some sort of vault. A raised platform that is flanked by large pools of murky liquid leads south towards a chest with four thin columns behind it.

Standing in the middle of each pool of liquid is a three foot high column with a lit brazier at the top.

Even though the pools are extremely murky, you can see the glint of thousands of coins of various denominations - platinum, gold, silver and copper - lying beneath the surface of the water. The pools appear to be no more than a foot deep.

In each of the four corners of the room there is a stepped platform on which rests a wooden chest.

This area gives the appearance of being a valuable treasure vault, but the little treasure that is available hides a complex trap. The coins beneath the surface of the water are very real and there is a moderate amount of wealth if they are collected, but anyone who tries to take them pays a heavy price.

FEATURES OF THE AREA

Illumination: The room is brightly lit by the two braziers.

Walls and Ceiling: The walls are smooth stone and the ceiling is 8' high.

Braziers: Each brazier is about four feet wide and filled with hot coals that burn brightly and hot. The braziers are atop 3' high columns.

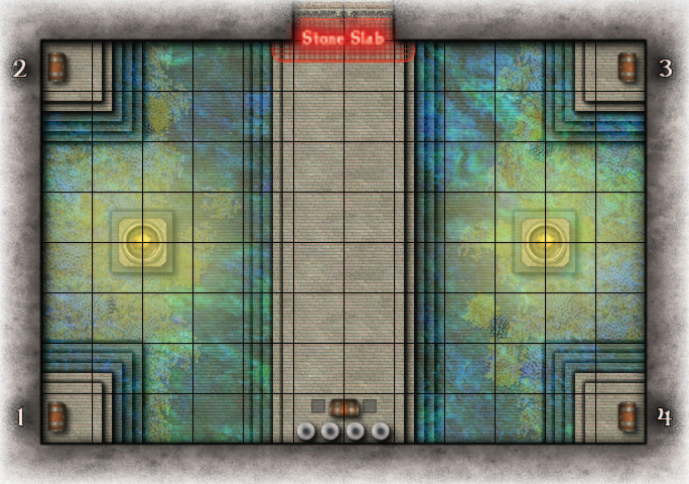
Pools: Each pool is approximately a foot deep and is considered difficult terrain to anyone that tries to wade through it.

At first glance the pools may look like murky water, but they have a thin layer of highly combustible oil on the surface. The oil can be detected visually with a Nature DC 16 check, but if any party member touches the surface it will be obvious it's oily.

The oil will immediately ignite if it comes in contact with any sort of flame, including magical fire. When ignited, any creature that is exposed to it takes 15 fire damage at the start of their turn. If a creature is completely submerged under the pool's surface, they do not take any damage until they rise out of the water and come in contact with the flames.

Once ignited, the pools will burn for 30 minutes or until the liquid drains from the room (see below).

Coins: Below the surface of the water are thousands of coins (see *Treasure* below), scattered unevenly across the ground.



A cursory glance reveals that although a majority of them are silver and copper there are some gold and platinum pieces mixed in.

If any single coin is taken out of the water, the *Flooding Room* trap immediately activates and rolls initiative (see below). Once the trap is deactivated by placing the sapphires on the four columns (see the *Contents* section of *The Chests* below), all the liquid recedes for 1 hour. When the room completely drains, all the coins can be taken without incident.

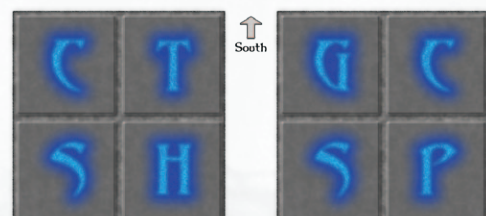
See *Treasure* below for details on how many coins there are.

Columns: Against the south wall are four identical columns about 4' feet high and 2' in diameter. In the center of each pedestal's topmost surface is a circular indentation. The columns radiate evocation magic (Arcana DC 20).

Floor Indentations: To either side of the southern chest are indentations in the floor. Each indentation is approximately two feet wide and has four smaller indentations within it. The stone appears to be blank, but also radiates slight evocation magic (Arcana DC 20).



When all the light in the room is extinguished (both the braziers and any light the party carries), four Draconic runes will glow with a faint blue hue within each of the stone indentations. The configuration is as follows:



NOTE: The top part of the image above – the arrow that points south – is the side nearest the southern wall and the four columns.

These runes represent the first letter of each of the four designs (Circle, Triangle, Square and Hexagon) and the four materials (Copper, Silver, Gold and Platinum). Translated, they represent the following:



While the runes are hidden, an Arcana DC 26 check will allow a player to detect some sort of illusion at work, but the runes will still not be visible until the light in the room is extinguished.

Any player with *true seeing* will be able to see the runes without extinguishing the lights in the room.

THE CHESTS

Each chest is immune to all damage. The “key” chest in front of the four columns is unlocked and harmless, but the other four are sealed as part of the elaborate trap.

THE KEY CHEST

The southern chest is unlocked and untrapped. When opened, read or paraphrase the following:

Opening the chest reveals a collection of keys scattered about the bottom of the chest. There are four types of materials the keys are made of - copper, silver, gold and platinum - and for each material there are four types of symbols on the keys - a circle, a triangle, a square and a hexagon.

Written on the inside of the chest’s lid are several sets of words scribbled hastily in Draconic:

- “Nothing is what it seems”
- “Darkness will reveal the light”
- “One to one, no one in two”

There are 16 keys in total. Four of the keys are authentic keys that will each open one of the four corner chests; the other 12 keys are decoys. If the party manages to bring them back to town, each coin could be sold for three times the value of a single coin’s material; in other words, the platinum keys could be sold for 3pp, the gold keys for 3gp, etc.

THE CORNER CHESTS

Each of the four corner chests has a symbol on the lid made from a different metal. The symbols are (see map below):

1. Gold circle
2. Copper square
3. Platinum hexagon
4. Silver triangle

A careful inspection of the lids (Perception DC 22) reveals a binding with a layer of paint. Beneath is binding of a different metal. The matching metals are (see map):

1. Silver
2. Gold
3. Copper
4. Platinum

TRAPS

Each chest is magically sealed and cannot be opened without the correct key. If the chest is tampered with in any way (such as making a Thievery check to attempt to disarm it or a Strength check to break it open) or if the incorrect key is placed in the lock and turned, the chest strikes the target with a bolt of lightning.

† Lightning Strike, Contact (lightning) • At-Will

Attack (Immediate Reaction): Melee Touch (triggering creature); +15 vs Fortitude

Hit: 3d6 +9 lightning damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed until the end of the next turn.

If the chest is underwater when triggered (see *Flooding Room* below), the lightning surges through all the surrounding water.

† Lightning Strike, Submerged (lightning) • At-Will

Attack (Immediate Reaction): Close Burst 10 (any creature in contact with the water); +16 vs Fortitude

Hit: 2d6 +6 lightning damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed until the end of the next turn.

Once a chest’s lightning is triggered, the room begins to flood (see *Flooding Room* below).

SOLUTION

The correct keys for the four chests are:

1. Platinum hexagon
2. Silver triangle
3. Gold circle
4. Copper square

All indications – both sets of runes, the symbols on the chests and the true binding materials – reveal the things that are NOT safe to use on each chest. For example, the following keys will NOT work on chest #1:

- Any gold key (the chest symbol’s material).
- Any key with a circle on it (the chest symbol’s design).
- Any copper key (the rune on the western indentation).
- Any key with a triangle on it (the rune on the eastern indentation).
- Any silver key (the color of the binding).

Based on these exclusions, there are only two possible keys that will work on chest #1: the platinum square or the platinum hexagon.

Since every chest has a unique material/symbol combination, the player will have a 50/50 chance of picking the right key for whichever chest the party attempts first, but once they do the rest of them are a process of elimination. For example, once the players discover that the platinum hexagon is the key to chest #1, they can determine that chest #4 must be a copper square (since it cannot be a copper hexagon).

CONTENTS

In addition to miscellaneous treasure in a few chests (see below), each chest contains one large blue sapphire. If all four of these sapphires are placed in the recesses atop the four columns along the southern wall, the trap resets.

Once the trap resets, each of the sapphires can be removed from the columns and taken. Each gem is worth 500gp.

FLOODING ROOM

There are multiple ways to trigger this trap:

- The wrong key is used on a chest (see *The Chests* above).
- A chest makes a lightning attack due to tampering (see the *Traps* section in *The Chests* above).
- Any single coin is taken out of the water and exposed to the air.

Once the trap is triggered, a large stone slab several feet thick will fall from the roof and seal off the exit (area indicated on map) while the water level in the room begins to rise.

Flooding Room Trap	Level 12 Solo Lurker 3,500 XP
Detect automatic	Initiative +4
Standard Actions	
Rising Waters • At-Will	
<i>Effect:</i> At the start of the trap's turn the water level in the chamber rises one foot, up to a maximum height of 8 feet.	
Countermeasures	
<ul style="list-style-type: none"> • Disable: If the four sapphires are placed on the four columns to the south, the water recedes and the trap is disabled (see <i>The Chests</i>). • Remove Slab: If the slab is raised or destroyed, the water that has filled the room will rush out the northern doorway, effectively disabling the trap. After 1 minute, the water will stop filling the room and the trap will reset itself. 	

STONE SLAB

A extremely heavy stone slab descends from the roof with a loud crash.

If the doors are open and players are standing outside of the room when the slab descends, allow them to enter the room before it hits the ground by making either an Athletics or Acrobatics DC 15 check. If they succeed, they manage to enter the vault before the slab seals them out; if they fail, they are knocked prone just outside the vault and are unable to enter it in time.

The slab will automatically retract once the trap is disabled, but until then there are only two ways to get around it:

- The slab can be raised with an extremely difficult Strength or Athletics DC 26 check.
- The slab can be destroyed (AC/Fortitude 25, Reflex 5, resist 10 all except thunder, vulnerable 20 thunder, 400 hp).

If the slab is raised or destroyed while the room is flooded, the water will rush out the entrance and flood the armory, hallway and foyer. Any creature near the entrance at the time the slab is breached will get immediately sucked out along with the outflow. Use your discretion as to what repercussions a ride of this nature may have.

RISING LIQUID

On the trap's turn, the water in the chamber rises one foot, which mean it will completely fill the chamber in 8 rounds.

After the 1st round, the water level will have risen enough to overtake the main platform and the smaller platforms with the chests. Every square in the room becomes difficult terrain, and if the chest traps are triggered they will electrify anyone standing in the water (see *Lightning Strike, Submerged* above).

At the start of the 8th round, the water level reaches the ceiling and all the air would have been pushed out of the chamber. Once that happens, or at any point a creature cannot remain above the water's surface (such as any player that has fallen unconscious) they will begin to drown. Depending on what the player is currently doing (standing still or racing between chests), it is conceivable that the situation is considered "strenuous" and will require more frequent Endurance checks to prevent drowning and death.

See the "Starvation, Thirst and Suffocation" section of the D&D 4E *DUNGEON MASTER'S GUIDE* for details on drowning.

OIL IGNITION

Once the water level begins to rise, at the start of the trap's third round - when the water level reaches three feet in depth - the surface will be at a sufficient height to make contact with the braziers. If the fires have not been extinguished it will ignite the layer of oil on the water's surface.

In addition to that, if any party member is carrying an open flame (torch, lantern), carries an item that creates fire (magical auras, flame weapons, etc.) or makes a fire attack that includes one of the squares of oil, the oil ignites.

Once the water is ignited, any creature that is exposed to it takes 15 fire damage at the start of their turn. Any creature that is completely underwater at that time is not damaged.

TREASURE

Even though this is considered a "false" vault, there is still a fair amount of treasure to be had. The magic items found are not very powerful and, by this point, probably not as good as what the party already has but it is still treasure nonetheless.

The treasure available is:

- Each key is worth the value of three coins of the same material. The platinum keys are worth 3pp, the gold keys are worth 3gp, etc. That makes the total value of all the keys 12pp, 12gp, 12sp and 12cp.
- Each of the four sapphires used to disarm the *Flooding Room* trap is worth 500gp.
- Chest #1 contains a magic weapon of 8th level or lower.
- Chest #2 contains a *Potion of Vitality* (see D&D 4E *PLAYER'S HANDBOOK*).
- Chest #3 contains a vial with 120gp worth of residuum and two *Ember Stones* (see *Appendix B*).
- Chest #4 contains a wondrous item of 11th level or lower.
- Scattered across the floor are 97pp, 2,102gp, 5,918sp and 9,812cp. Once the *Flooding Room* trap is deactivated, all the coins are safe to take.

ENCOUNTER S3 - WARDED HALLWAY (AREA 6-5)

Encounter Level 13 (4,000 XP)

SETUP

Force Glyphs (level 12 elite blaster trap)
2 Arcane Turrets (level 10 blaster trap)
Burning Floor (level 11 elite lurker)
Spiked Pit (level 10 warder)

This seemingly nondescript hallway is actually a gauntlet of traps placed here to prevent access to the entity known as “The Voice”.

The hall was protected several decades ago by the original followers of the great dragon, and since then the contents have been somewhat forgotten. None of the modern day members of the Blackfire Order have any idea what is beyond the main door; all they know is that it was locked for a reason and it’s best not to tempt fate.

FEATURES OF THE AREA

Illumination: The hall is dark.

Walls and Ceilings: The walls and floor are solid volcanic rock. The ceiling is 10’ high.

Retracting Panel: The wall at the eastern end of the hall is a false wall that retracts when the arcane turrets are activated. It can be detected as false by a creature within 5 squares succeeding in a Perception or Dungeoneering DC 20 check. It can be manually opened with a Thievery DC 20 check, but once it is opened the arcane turrets behind it will immediately activate and attack (see ward #4 below).

Treasure: At the bottom of the spiked pit (ward #5; see below), there is the body of a long dead humanoid that contains at least one treasure package.

In addition to that, if the players inspect the arcane turrets (Perception DC 18) they will find several components crafted out of solid gold. If the gold parts are extracted their raw value is approximately 300gp for each turret.

THE WARDED HALLWAY

The hallway is composed of a gauntlet of arcane obstacles and traps meant to dissuade anyone from entering the room beyond.

1: ENTRY DOOR

The entry door is locked and securely chained shut, and it does not appear to have been opened in decades. It can be opened either with a Thievery DC 20 check, a Strength DC 22 check or the door itself can be destroyed (AC/Fortitude 12, Reflex 5, 30 hit points).

2: FORCE GLYPHS

This 20’ section of the hallway is protected by arcane glyphs hidden along the floor’s edge. Any creature entering the area is slammed with arcane force and violently pushed back out of the hallway to the west.

Force Glyphs **Level 12 Elite Blaster**
Trap 1,400 XP

A faint row of glyphs where the floor meets the wall ward a 20’ section of the hallway, sending any creature that attempts to pass flying out of the hall.

Detect Arcana or Perception DC 22 **Initiative** --

Triggered Actions

← **Force Wave** (force) • **At-Will**

Trigger: Any creature moves in to a square within the 20’x10’ area of the trap (as indicated on map).

Attack (Opportunity Action): Close Blast 4 (triggering creature); +15 vs Reflex

Hit: 2d8 +8 force damage, and the target is pushed 3 squares westward and knocked prone. If the forced movement is impeded by an obstacle (such as another creature or the closed outer doors), both the target and the obstacle take an additional 1d8 force damage and are knocked prone (if applicable).

Miss: Half damage, and the target is knocked prone.

Countermeasures

- **Disable:** Thievery DC 20 (Standard Action), must be adjacent to or within the trap’s area.
Success: After 2 successful checks, the trap is disabled.
Failure by More than 5: The trap uses **Force Wave** as a free action against the triggering creature.

3: BURNING FLOOR

When a creature enters this 20’ section, read or paraphrase the following:

As you round the corner and advance down the hallway the floor suddenly erupts in to flames as high as the ceiling.

The 20’x10’ area erupts in a wall of intense fire that burns for one full turn before resetting.

Burning Floor **Level 11 Lurker**
Trap 600 XP

A 20’x10’ area of the hallway erupts in to flames when entered.

Detect Perception or Dungeoneering DC 20 **Initiative** --

Traits

While the trap is lit, any creature that enters the zone or starts their turn within the zone takes 10 fire damage.

Triggered Actions

← **Wall of Fire** (fire) • **At-Will**

Requirement: The trap must be unlit.

Trigger: Any creature enters the 20’x10’ area of the trap.

Attack (Immediate Reaction): Close Blast 4 (area on map, all creatures in burst); +14 vs Reflex

Hit: 2d6 +4 fire damage, ongoing 10 fire damage (save ends).

Miss: Half damage, no ongoing.

Effect: The trap is lit and remains lit until the end of the next turn. If the trap’s area is not clear of creatures at the end of the trap’s next turn, it remains lit until the end of the following turn.

Countermeasures

- **Delay:** Thievery DC 18 (Standard Action), must be adjacent to or within the trap’s area. The trap must be unlit.
Success: The trap’s activation is delayed until the end of the next turn.
Failure by More than 5: The trap ignites and the person making the skill check takes an additional 10 fire damage.
- **Disable:** Thievery DC 22 (Standard Action), must be adjacent to or within the trap’s area.
Success: The trap’s activation mechanism is disabled and the trap cannot be re-lit. If the trap is lit, it is extinguished.
Failure by More than 5: The trap ignites and the person making the skill check takes an additional 10 fire damage.

4: ARCANE TURRETS

A pressure plate spans the hallway. It can be detected with a Perception DC 20 check.

When a creature steps on the trigger and activates the trap, read or paraphrase the following:

You hear a subtle “click” beneath your feet. At the end of the hallway to the east you see the stone wall lowers in to the ground revealing two ballista-like devices that begin to fire bolts of arcane energy.

The wall to the east disappears and both turrets begin to fire down the length of the hallway.

Arcane Turret (2) Trap	Level 10 Blaster 500 XP
<i>Two magical turrets fires bolts of arcane energy down the length of the hallway.</i>	
Detect Perception DC 20 Initiative +6	
HP 40 (each turret)	
AC 18; Fortitude 18, Reflex 10, Will --	
Immune disease, poison, psychic, forced movement, all effects and conditions, ongoing damage	
Vulnerable 10 thunder	
Standard Actions	
↷ Arcane Missile (force) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs Reflex	
<i>Hit:</i> 3d4 +4 force damage. On a critical hit, the target is also pushed 1 square.	
Countermeasures	
<ul style="list-style-type: none"> • Detect: Thievery DC 22 (Standard Action) <i>Success:</i> A creature that detects the triggering plate and is adjacent to it can disable it with a successful check. If the plate is disabled, the eastern wall does not retract and the turrets are unable to attack. <i>Failure By More than 5:</i> The trap is immediately triggered, the wall retracts and the turrets begin to fire. • Disable: Arcana or Thievery DC 22 (Standard Action), must be adjacent to a turret. <i>Success:</i> The turret is disabled. • Jump: A player can jump over the trigger area without activating it. If they fail the jump check, they land on the trigger plate and activate the trap. 	

5: SPIKED PIT

The last 10’ of the hallway hide a 20’ deep spiked pit. Any creature that does not detect the pit and attempts to open the doors causes the floor to give way and anyone standing on it to fall in.

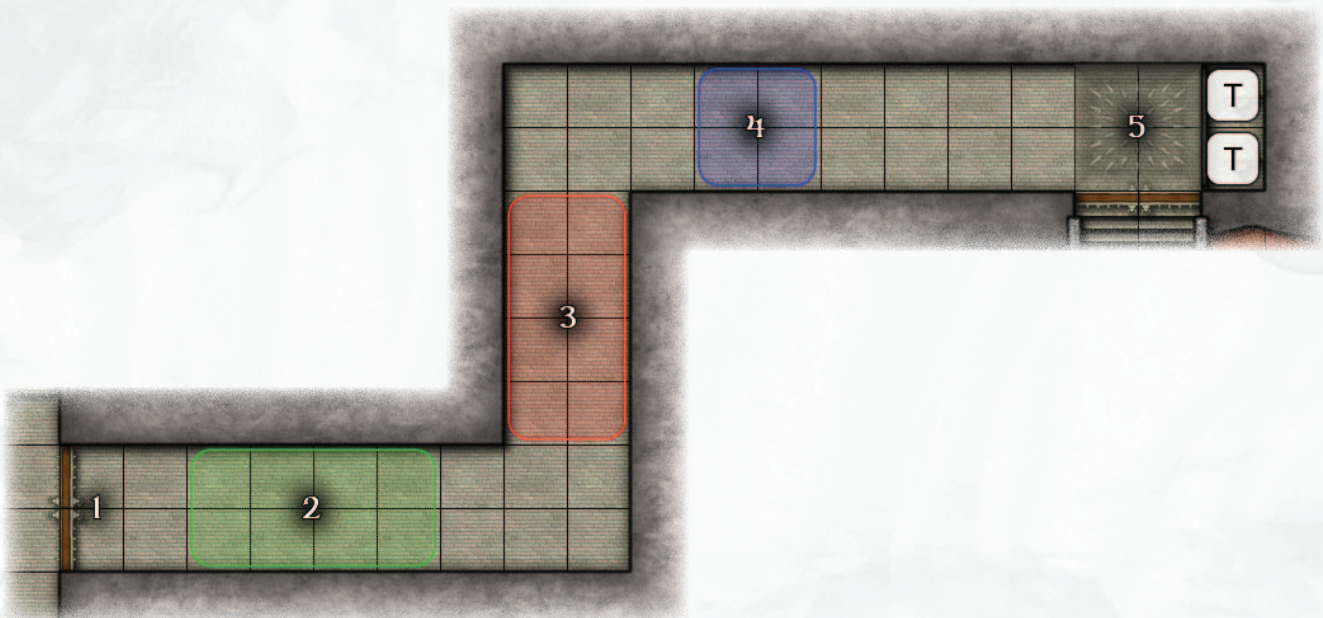
Spiked Pit Trap	Level 10 Elite Warder 1,000 XP
<i>A 10’x10’ false floor conceals a 20’ deep pit filled with poisonous spikes.</i>	
Detect Perception DC 26 Initiative --	
Triggered Actions	
↓ Fall (poison) • At-Will	
<i>Trigger:</i> A creature attempts to open the southern doors.	
<i>Attack (Immediate Interrupt):</i> Melee (all creatures standing over pit); +13 vs Reflex.	
<i>Hit:</i> Target falls in to pit, taking 2d10 damage and falls prone. Also perform the following secondary attack:	
<i>Secondary Attack:</i> Melee (falling creature); +13 vs Fortitude	
<i>Hit:</i> Ongoing 10 poison damage (save ends).	
<i>Miss:</i> The target falls prone in the nearest unoccupied square to the pit.	
<i>Effect:</i> The false floor opens and the pit is no longer hidden.	
Countermeasures	
<ul style="list-style-type: none"> • Activate: Thievery DC 16 (Standard Action) <i>Success:</i> An adjacent creature can activate the trap, causing the false floor to fall in to the pit. If any creatures are standing on the pit at the time, they fall in and are attacked as above. • Disable: Thievery DC 24 (Standard Action), must be adjacent to doors and pit must not have been triggered. <i>Success:</i> The trap is disabled and the doors can be opened safely. • Jump: A character can attempt to jump over the pit. If they fail the jump check, they fall in and get attacked as above. • Climb: Athletics DC 15 (part of move action) <i>Success:</i> A player at the bottom of the pit can climb out, exiting in an unoccupied square adjacent to the pit. 	

The doors themselves are locked and require a Thievery DC 18 check to unlock. If the same Thievery check beats a DC of 24, the player will disable the trigger mechanism for the spiked pit trap even if they hasn’t detected it beforehand.

DEVELOPMENT

If the party manages to make it through the gauntlet, they have earned the right to enter the room of The Voice of the Mountain (Area 6-6). See *Encounter S4 - The Voice* for more information.

Note that unless the players completely disabled all the traps, they will have to deal with them once again when they attempt to return to the foyer.



ENCOUNTER S4 - THE VOICE (AREA 6-6)

Roleplaying Situation

Possible Encounter Level 16+ (at least 7,400 XP)

SETUP

4 Fire Guardians (level 11 soldier)

The Voice of the Mountain (level 14 solo artillery)

Multiple Fire Vortexes (level 12 minion skirmisher)

As soon as the party enters the chamber, read or paraphrase the following:

This is a large natural cavern formed by intense volcanic activity. A very fluid lake of molten lava surrounds a stone platform that leads south, and a perimeter wall approximately 4' high stands between the platform and the molten lava.

Flanking the walkway to the south are two sets of large elemental creatures made of pure fire that have vaguely humanoid shapes. They do not seem aggressive, and stand at attention and motionless.

At the far end of the platform to the south, on top of a circular dais and flanked by four stone pillars, is an enormous flaming sphere about ten feet wide. Jets of flame emanating from the columns suspend the sphere a few feet off the ground, and it is consumed in a swirling cloud of blazing hot fire. Even from the doorway you can feel the intense heat coming from the sphere.

You suddenly hear a voice echoing through your mind. "For a hundred years I have waited for someone worthy to arrive. I hope you are not a disappointment. Please... approach."

The creature is known as "The Voice of the Mountain", or simply "The Voice". It is an extremely powerful elemental entity born from the volcano's core and it has remained here for centuries, waiting for the opportunity to channel its power in to the artifact known as the *Heart of Fire*.

The elemental creatures between The Voice and the entrance are fire guardians, large golem-like creatures made of elemental flame that are under the command of The Voice. They are not hostile, at least not until The Voice commands them to attack.

FEATURES OF THE AREA

Illumination: Brightly lit by the lake of molten lava.

Platform: The platform is made of stone and has been magically infused to prevent the lava lake from consuming it. An Arcana DC 12 check will detect an absurd amount of abjuration magic emanating from the stone platform itself and the perimeter wall.

Perimeter Wall: The stone wall is magically treated to prevent the heat of the lava lake from penetrating the walking area. The wall is approximately 4' high, and if any creature is pushed through the wall they get a +5 bonus to the saving throw against hazardous terrain.

Lava: The lava surrounding the platform is extremely hot and fluid. If any creature that is not fire based enters or starting their turn in the lava, it takes 30 fire damage.

Columns: Each of the four columns radiates intense evocation magic (Arcana DC 16) and they constantly feed flames to The Voice.

The columns can be destroyed (AC/Fortitude 20, Reflex 10, immune fire, resist 10 all except thunder, 75 hit points), and for each destroyed column The Voice takes 75 damage and a cumulative -1 penalty to all defenses. Each attack would be considered an unacceptable act of violence, enough for provoke The Voice and all the fire guardians to attack (see below).

Sphere: The sphere is the physical manifestation of The Voice. It appears as a perfectly formed 10' wide sphere of elemental energy. The flames are rolling over it are similar in appearance to solar flares, arcing across its surface as if they were made of plasma. It radiates an intense heat, and any creature entering or starting their turn within 2 squares of the sphere take 10 damage (see The Voice of the Mountain's *Flaming Aura* below).

Treasure: There is a treasure package under two of the fire guardians (choose which at random), but they cannot be retrieved with the guardian standing in the way. If the interaction with The Voice goes well, The Voice will voluntarily command the guardians to step back so the two treasures can be retrieved without incident.

In addition, if the *Sphere of Fire* and the *Circlet of Fire* are brought before The Voice, it will assist in combining them to create the *Heart of Fire*.

See *Appendix B* for details on the *Heart of Fire*.

THE VOICE OF THE MOUNTAIN

The Voice of the Mountain is a powerful elemental creature that has lived in this mountain for hundreds of years. It is not malevolent or evil, and it doesn't seek to cause harm or kill things, but it is well aware of its immense power and honestly believes it can destroy the world if it feels like it.

Nobody has entered this chamber in ages so The Voice would react well to seeing newcomers, especially knowing that the newcomers fought through the gauntlet of traps just outside (*Area 6-5*) to reach him. If the party accomplished this, they may be the adventures he was looking for to help him in one final request: reunite with *The Heart of Fire*.

APPEARANCE

The Voice appears as a large sphere of glass that is constantly consumed by intense flame, similar to the Sun.

The colors of the flames differ depending on The Voice's current attitude: they may be slightly blue or white if The Voice is pleased, or turn bright red when it is angered.

THE HEART OF FIRE

The artifact known as the *Heart of Fire* was created from the elemental power of The Voice, and The Voice still has quite a close bond with the components. When the artifact was separated in to its component parts - the sphere and the circlet - The Voice became

frustrated at no longer being able to interact with the outside world through it. It now seeks to become one with the heart once again.

As dialog advances with The Voice, it will begin to comment on the *Heart of Fire* and how it was once a part of him until it was “taken away”. He now wants the *Heart of Fire* to be rebuilt so that he can infuse it with a piece of himself. He doesn’t care if the party keeps the artifact once that happens; he just wants to be a part of the artifact, and channel his energies through it.

If the party does not have the two parts, he will describe where the two pieces could be acquired.

- The *Sphere of Fire* was discarded “like rubbish” inside the abandoned temple (*Area 4-8*), where a powerful demonic force has claimed it inside the ruined chapel. The Voice would have destroyed this entity himself, but doing so is “beneath him” and would not have given him access to the sphere. He wishes the party destroy this entity, or do whatever necessary to recover the *Sphere of Fire*.
- The *Cirlet of Fire* is part of the device known as The Dragon’s Eye on the top floor of the modern day Temple of Blackfire (*Area 3-3*). If the party talks to The Voice through the eye, at the time The Voice would not suggest the taking of the cirlet right then and there because it would involve the destruction of the eye, but now that the party has met him in person he does not have a problem with the party destroying the eye and taking the cirlet.

Once both items are brought before The Voice, he will instruct them how to assemble it and then he will infuse it with elemental energy. Once the artifact is infused, it gains sentience and can be used to full effect (see *Appendix B*).

In order to entice the party to retrieve both items, he will grant them access to the two treasure packages that are underneath the fire guardians (see *Treasure* above). The Voice will command the guardians to step back and allow the party to simply pick up the items without risk. At least one of these items should be reasonably high powered.

The Voice will warn that if the party retrieves the sphere and/or the cirlet but does not bring them here to get infused, The Voice will go “to the far reaches of the world” to find the party and recover the items. He will ask the party to comply to his wishes so that it doesn’t come to that.

THE BLACKFIRE ORDER

The Voice is not particularly fond of the Blackfire Order, and tried to remain hopeful that they would eventually recover the *Sphere of Fire*. But The Voice has learned that they are rather incompetent and would not listen to him, so instead The Voice attempted to have another creature to do his work for him: the great dragon Vulkanon.

The Voice did not have total control of the great dragon, so he and Vulkanon repeatedly clashed due to differences of opinion. The Voice wanted the great dragon to reconstitute the *Heart of Fire*, but the dragon could care less. When Raylen Darathar came and made things even worth by turning the dragon to stone.

The Voice attempted to speak with the Blackfire Order through the artifact known as The Dragon’s Eye (*Area 3-3*), even going so far as to impersonate Vulkanon through it in order to get them to

IMPOSSIBLE ODDS

Even though it is extremely unlikely, depending on how the players react it is possible that this situation might result in an all out battle against The Voice of the Mountain.

If the party begins to fight The Voice and all four of its fire guardians, this encounter could prove to be extremely difficult, significantly more difficult than even the “endgame” encounter with the great dragon Vulkanon (see *Encounter V2 - Vulkanon*).

If it does result in violence, there are a few options to make the encounter more tolerable for the players:

- Make it two separate encounters. Lead off with the fire guardians but keep The Voice dormant. Once the four guardians are destroyed, The Voice may attempt to strike up conversation once again; if the players will have none of that, The Voice will attack.
- Give The Voice additional powers to subdue the party, either by immobilizing them with arcane might or something similar. Use your discretion with this, but design it so that The Voice is given a chance to speak with the party. If the party still insists in conflict, so be it.
- Make it abundantly clear that The Voice is an entity with intense power fueled by the volcano itself, and taking on such a creature will have dire consequences.

THE HEART OF FIRE

If The Voice is destroyed and the players still recover both parts of the *Heart of Fire* (see *Appendix B*), allow them to still infuse it using the remains of The Voice. At your discretion, you may require this to be a basic skill check (Arcana) or even a skill challenge.

do what he wanted. But, true to form, the Blackfire Order is full of “ignorant fools” that made no effort to reconstitute the Heart.

He doesn’t hate the Blackfire Order... he thinks they’re foolish, simple-minded zealots that have clouded judgment due to their obsession with the great dragon. He does not want them destroyed, but does not feel any pity if the party causes them some grief.

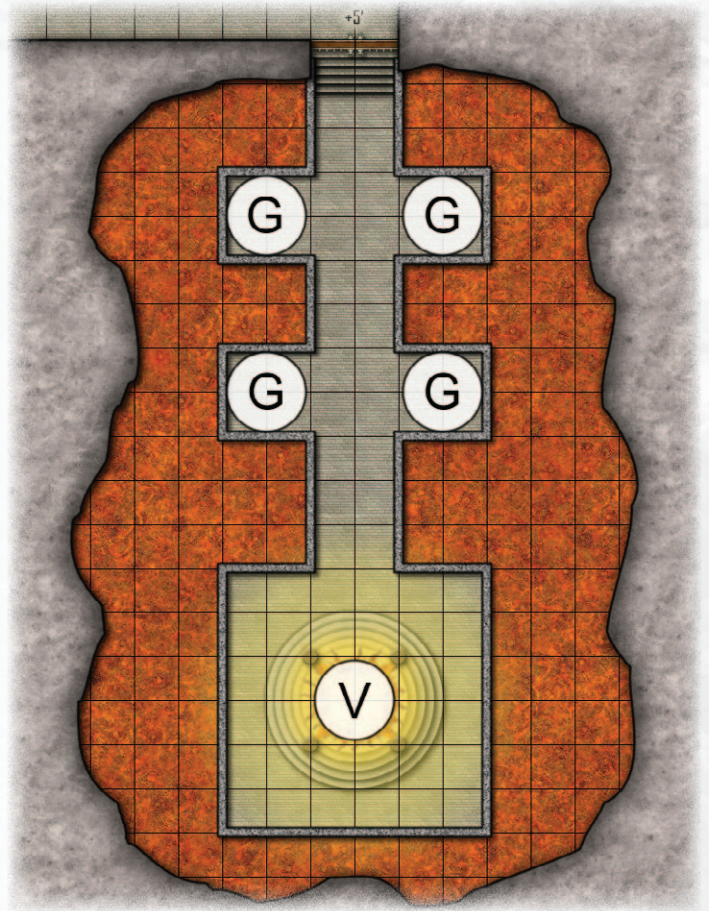
ANGER THE VOICE

It will take a considerable amount of effort to anger The Voice enough to cause conflict, but there are a few things that may push it over the edge:

- The party attacks it or one of the columns that surround it.
- The party brings the two parts to the *Heart of Fire* but refuses to allow The Voice to infuse it. The Voice will try to be extremely persuasive before attacking the party, knowing full well that if all the party members are dead there will be no way for the artifact to be assembled and used.

If the fire guardians are attacked, The Voice will not particularly care and will see it as a test to see what the party can do. If the party attacks one guardian, the others will not participate. But if The Voice is angered enough to start conflict, all four guardians will attack (see the *Impossible Odds* sidebar above).

Fire Guardian (G)		Level 11 Soldier
Large elemental animate (fire)		150 XP
Initiative +10	Senses Perception +7, darkvision	
HP 113; Bloodied 66		
AC 27; Fortitude 26, Reflex 21, Will 20		
Resist 20 fire; Vulnerable 10 cold (see <i>Cold Weakness</i>)		
Speed 6		
Traits		
Cold Weakness		
If the guardian takes cold damage, it is slowed until the end of the next turn.		
Flame Touch		
Whenever an enemy adjacent to the guardian misses it with a melee attack, that enemy takes 5 fire damage.		
Standard Actions		
Ⓜ Slam (fire) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +16 vs AC		
<i>Hit:</i> 2d6 +6 damage plus an additional 1d6 +3 fire damage, and the target is marked until the end of the next turn. On a critical hit, the target also takes ongoing 10 fire damage (save ends).		
➤ Molten Ground (fire) • At-Will		
<i>Attack:</i> Ranged 5 (one creature); +16 vs Reflex		
<i>Hit:</i> 2d6 +6 fire damage, and the target is immobilized and takes ongoing 10 fire damage (save ends both).		
<i>Effect:</i> The target square becomes difficult terrain until the end of the next turn.		
Alignment --	Languages understands Primordial	
Str 20 (+10)	Dex 13 (+16)	Wis 10 (+5)
Con 17 (+8)	Int 6 (+3)	Cha 6 (+3)



The Voice in the Mountain (V) **Level 14 Solo Artillery**
 Large elemental animate (fire) 5,000 XP

Initiative see *Elemental Action* **Senses** Perception +13, HP 576; **Bloodied** 288 truesight 20

AC 26; **Fortitude** 30, **Reflex** 30, **Will** 30

Immune fire (see *Rejuvenating Flare*), disease, poison, forced movement, teleportation, domination, falling prone

Vulnerable 10 cold

Speed 0 (immobile, see *Anchored*)

Saving Throws +5 **Action Points** 2

Traits
Flaming Aura • Aura 2

Any creature that enters or starts its turn within the aura takes 10 fire damage.

Elemental Action

The Voice does not roll initiative. It has set initiative counts of 5 and 25, and it takes a full turn on each count. It cannot delay or ready actions, and it can take one immediate action between each of its turns.

Action Recovery

At the end of each of The Voice's turns, any dazing or stunning effect on it automatically ends.

Fire Affinity

The Voice has combat advantage against any creature taking ongoing fire damage.

All-Around Vision

The Voice does not grant combat advantage when flanked.

Anchored

The Voice cannot move from its location by any means. It cannot be pushed, pulled, slid, teleported or removed from play.

Standard Actions

 Ⓣ **Slam** (fire) • **At-Will**

Attack: Melee 3 (one creature); +17 vs Reflex

Hit: 3d6 +6 fire damage. On a critical hit, the target takes ongoing 10 fire damage (save ends).

 ↗ **Immolate** (fire) • **At-Will**

Attack: Ranged 10 (one creature with fire vulnerability); +17 vs Reflex

Hit: Target takes ongoing 10 fire damage and is dazed (save ends both).

First Failed Save: The ongoing damage increases to 15 and the target remains dazed (save ends both).

 ↗ **Mind Fire** (psychic) • **At-Will**

Attack: Ranged 10 (one creature); +17 vs Will

Hit: 2d8 +6 psychic damage, and the target is blinded and takes ongoing 10 psychic damage (save ends both).

 ✨ **Flame Strike** (fire) • **At-Will**

Attack: Area Burst 1 within 10 (all creatures in burst); +17 vs Reflex

Hit: 2d6 +6 fire damage, ongoing 10 fire damage (save ends).

Minor Actions

 ↗ **Fire Brand** (fire) • **Recharge** ⓂⓂⓂ (1/round)

Attack: Ranged 10 (one enemy), +17 vs Fortitude.

Hit: The target gains vulnerability 5 fire (save ends). If the target already has vulnerability to fire, the vulnerability increases by 5 (save ends).

Summon Fire Vortex (summoning) • **Recharge** ⓂⓂ (1/round)

Effect: The Voice creates a *Fire Vortex* (see below) in an unoccupied space within 5 squares. The vortex acts immediately.

Special: No more than four vortexes could be active at a time.

Triggered Actions
Rejuvenating Flare (fire) • **At-Will**

Trigger: The Voice is hit by a fire attack.

Effect (Immediate Interrupt): The attack deals no damage, and The Voice gains temporary hit points equal to the amount of damage that would have been dealt to it by the triggering attack.

 ✨ **Energy Pulse** (fire, force) • **Encounter**

Trigger: The Voice is first bloodied.

Attack (No Action): Close Burst 5 (all creatures in burst); +17 vs Reflex

Hit: 2d6 +6 fire damage, and the target is pushed 2 squares and knocked prone.

Alignment Unaligned **Languages** Supernal (telepathic)

Str 22 (+13) **Dex** 3 (+3) **Wis** 12 (+8)

Con 24 (+14) **Int** 26 (+15) **Cha** 23 (+13)

Fire Vortex **Level 12 Minion Skirmisher**
 Medium elemental animate (fire, air) 175 XP

Initiative +10 **Senses** Perception +7, darkvision

HP 1; *a missed attack never damages a minion*

AC 26; **Fortitude** 23, **Reflex** 25, **Will** 21

Immune fire

Speed 0, fly 6 (hover), see *Grounded*

Traits
Incorporeal

Enemies can move through a fire vortex's space. The square counts as difficult terrain, the enemy cannot end their movement in the fire vortex's space, and any creature voluntarily entering or starting their turn in the vortex's space takes 10 fire damage.

Grounded

Although the fire vortex can fly or hover, it cannot fly higher than ground level.

Move Actions
Blazing Path (fire) • **At-Will**

Effect: The vortex shifts up to its move speed. It can move through enemy spaces but must end its movement in a vacant square. The first time it enters a creature's space it makes the following attack against it:

Attack: Melee (one creature); +13 vs Fortitude

Hit: 10 fire damage.

Alignment -- **Languages** --

Str 12 (+7) **Dex** 18 (+10) **Wis** 13 (+7)

Con 16 (+9) **Int** 3 (+2) **Cha** 3 (+2)

ENCOUNTER S5 – THOSE LEFT BEHIND (AREA 6-7)

Roleplaying Situation

Possible Encounter Level 11 (3,000 XP)

Possible Skill Challenge (Level 11 Complexity 2, 1,200 XP)

SETUP

Talis (level 11 artillery)
Ogramar (level 11 soldier)
Rolan (level 11 controller, leader)
Zannara (level 11 skirmisher)
Rendal (level 11 lurker)

As soon as the party enters, read or paraphrase the following:

You enter a large, seemingly empty room that is filled with a very light haze. At the four corners of the room are small columns about 3' high that seem to glow with a faint blue hue.

Standing near the center of the room are four adventurers: a dwarven fighter, an elf in chainmail clutching a mace, a robed eladrin and a half-elf ranger. As they sense your approach they ready their weapons but do not attack.

The dwarf steps forward. "You must be the reinforcements! It's about time you showed up! We've been waiting here for ages!"

The adventuring party is actually the group of adventures that came with Raylen Darathar when they first entered the volcano almost a century ago. They are actually undead, imprisoned here by Raylen for reasons unknown, and their lively appearance is an illusion being maintained by the same device that keeps them bound to this chamber.

One of the adventurers – the half-elf ranger in the back of the room – is Talis, the scout whose family was seeking more information about. See the *News of Raylen's Group* adventure hook and related quest in the *Introduction*.

The fifth member of the party, a halfling rogue named Rendal, is invisible and in the southeast corner of the room. Due to his *hide in the shadows* trait, he is completely hidden so long as remains invisible (using his *vanish* power) and does not attack. Just in case, roll an appropriate Stealth check to determine if he can be detected or not. He will not make his presence known until either the PCs show they are not immediately hostile or combat commences.

FEATURES OF THE AREA

Illumination: The room is dimly lit by the blue glow of the four columns. Rolan the cleric is also carrying an *Everburning Torch* (see D&D 4E *PLAYER'S HANDBOOK*), which provides bright light in a 5 square radius.

Door: The door entering this room has been sealed by one of the Blackfire arcanists with an *Arcane Lock* ritual (see D&D 4E *PLAYER'S HANDBOOK*). They can be opened by any Blackfire Order member (although none has in a very long time), or with either a Strength or Thievery DC 22 check. See *Common Area Features* in the *Temple of Blackfire* section.

Columns: Each of the four columns radiates powerful abjuration and illusion magic (Arcana DC 16) and strange necromantic energies (Religion DC 16).

The four columns define the perimeter of the area to which the five adventurers are bound, and the columns are also responsible for the illusion that gives them the impression they are living and breathing.

If any one columns is destroyed or disabled, the whole containment area collapses and the illusion disappears.

See *The Binding Columns* below for more information.

Runes: Only with a very close inspection of the floor (Perception or Arcana DC 20) will the runes be visible. If any of the runes comes in contact with any living creature, the runes will glow a faint blue glow for a few seconds and slowly fade. If the columns are touched, all the runes within 10' of the column will glow for a few seconds as well. Beyond that, the runes have no other effect or purpose beyond marking the bounds of the area to which the adventurers are bound.

An Arcana DC 24 check will allow a player to determine that they are warding runes similar to those used in protection circles and other warding rituals.

Treasure: In addition to the cleric's *Everburning Torch*, the group has one treasure package distributed amongst them.

Talis is also wearing an ornate amulet (150gp value) that is a family heirloom. This could be used as proof when the party returns with news of her to Talis' family (see *Adventure Hooks*).

THE ADVENTURERS

The adventuring party has no sense of how much time has passed since they were left here by Raylen. As far as they can tell, the PCs are reinforcements sent to back them up in their quest to slay Vulkanon and Raylen instructed them to wait here until he returned.

Raylen, unbeknownst to them, activated the binding columns in this room and left them to rot for reasons unknown.

The adventurers have not realized that they are dead, but the PCs may be able to detect that there is some sort of illusion at work here (Arcana DC 20) and that there is a strange sense of death and decay (Religion or Heal DC 20). So long as the binding columns remain active, the adventurers will look healthy and no worse for wear.

When the PCs arrive, there are a variety of different options. They can interrogate the adventurers, or they can attack them. The adventurers will not be hostile unless they are directly attacked or if one of the binding columns is disabled before they are aware of their situation (see *Diplomacy Skill Challenge* and *The Binding Columns* below). Beyond that, the adventurers will be helpful, talkative, somewhat cheerful and friendly given the circumstances.

Until the binding columns are disabled (see below), the trapped adventurers are not able to physically cross the runes under any circumstances. It will not cause them any pain; they simply cannot will themselves to cross the runes, and if any attempt to force them across is met with stern resistance, as if there was a solid wall preventing their movement.

If the binding rectangle is broken, they will be able to leave this place but not before becoming obvious undead and possibly attacking the party (see below).

MEETING TALIS

If players strike up conversation with the adventurers, all five of the adventurers will formally introduce themselves.

Once Talis is identified, and if the party mentions out that her family has been looking for news about her whereabouts, she will seem quite puzzled. As far as she knows, she's only been gone a day.

She will ask the party to tell her family that she is "fine", but she must continue her mission and destroy the great dragon once Raylen returns.

CONVERSATION

If the PCs start a conversation, they may ask a variety of questions:

If asked about their reason for being here:

They will describe how they were hired by the council of Cerra and the people of Serpent's Cove to get rid of the great dragon. They joined up with Raylen and entered the temple together in the hopes of destroying the dragon and returning home victorious.

If asked about Raylen:

Raylen Darathar, their leader, instructed them to wait there for reinforcements to arrive while he scouted deeper in to the complex. They have waited here ever since, and do not realize that so much time has passed.

If asked about the volcano:

They will provide general information about every room leading up to this one, but do not know anything about rooms beyond this one. They have never seen the molten river (*Area 1-15*), the magic circle or any part of Vulkanon's inner sanctum.

If asked about Mazon:

They will recall that Raylen had a young son named Mazon, and question why the party knows that or why it is relevant; Mazon is just a boy as far as they're concerned. They have not seen the grown up Mazon in the area.

If asked about the binding columns or the runes:

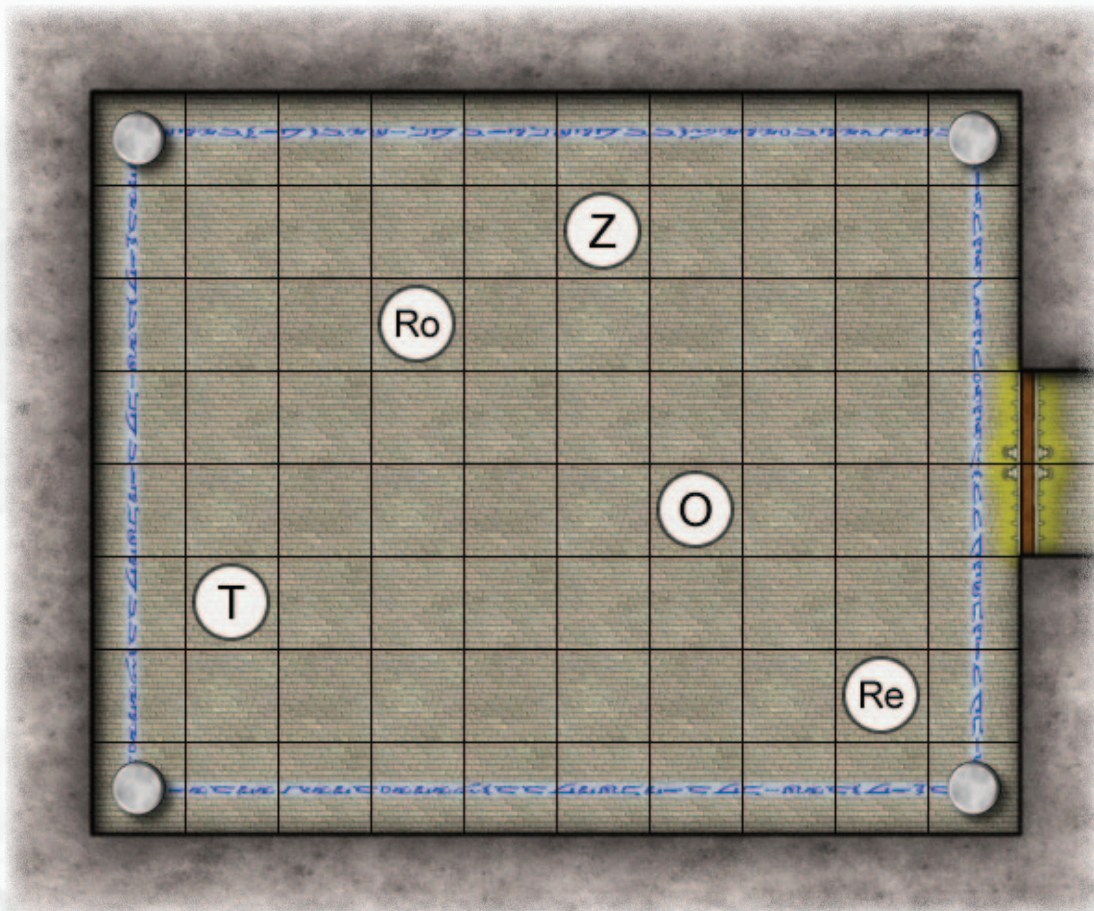
They are aware of the runes but haven't given them much consideration, simply stating they don't know what they do and don't consider them important. If asked why they can't cross the runes they will not give a straight answer and simply state they're not sure why they can't, possibly going as far as blaming the "black magic" of Vulkanon and the Blackfire Order. They may even be somewhat stubborn about the whole situation, insisting that they were ordered to stay here and no one besides Raylen can tell them to do otherwise.

If asked about the Blackfire Order:

They know very little about the Blackfire Order; they ran across some of them when they first entered the temple, but they did not appear to be much a threat and let them go about their business.

If the party states Raylen is dead:

The adventurers will be visibly shocked and begin to ask a variety of questions: how it happened, who's responsible, where is the assassin, etc. They will assume that it happened recently,



not almost a century ago, and will vow to finish the mission in his absence.

DIPLOMACY SKILL CHALLENGE

It is possible to try and explain the situation to the adventurers, making them realize they were abandoned and left to die by Raylen, but it would be an extremely hard sell. If the PCs decide to go this route, you can choose to make it a Diplomacy-based skill challenge (level 11 complexity 1, 4 successes before 3 failures, Diplomacy or History DC 19, 600 XP if successful).

If the skill challenge is successful, the adventurers will understand the predicament they are in and ask the party to release the binding. They will not attack if done so, thanking the players for allowing them to pass on to the next life.

If the skill challenge fails, the adventurers will be convinced they are being taken advantage of by agents of the great dragon and will attack the party.

THE BINDING COLUMNS

The four columns define the perimeter of the area to which the adventures are bound. They are not able to cross this boundary under any circumstances.

Each column can either be destroyed (AC/Fortitude 12, Reflex 5, vulnerable 5 thunder, 25hp) or deactivated (Arcana or Religion DC 22). Once any single column is disrupted the binding rectangle will become unstable and break apart, causing all four columns to go dark. This will also cause the illusion to fade and the adventurers will visibly become what they truly are: undead.

If the adventurers have not been pacified and understand the situation which they are in (see *Diplomacy Skill Challenge* above), once this happens and the adventures see what they become they will begin to curse and yell at the party, blaming them for this affliction and using “dark magic” to try to kill them. They will immediately attack.

If the columns are not disturbed, the adventurers will be forced to remain in the room.

TACTICS

If the situation does end up in violence, the adventurers will work together in the same manner as a similar group of PCs would.

Ogramar: The fighter will be as “in your face” as possible. He will lead off with *fearsome taunt*, then go toe to toe with the party’s defender.

Talis: The ranger will remain at maximum range, sniping as often as she can with *spirit arrow* and *twin strike*.

Rolan: The first time all his allies are within the burst, he will use *darkness infusion*. He will coordinate his attacks with Talis and Zannara, selecting a weaker opponent (such as a magic user) as the target of his *bane* attack only to have the ranger or sorcerer follow it up and aim for the weaker defenses. Beyond that, he will support his allies through the use of *astral seal* and *healing word*.

Rendal: The halfling will repeatedly turn invisible with his *fading strike* and *vanish* powers, sneaking around the area and remaining hidden as best he can.

Zannara: The sorcerer will attempt to remain at range, but if she sees the opportunity to catch multiple targets in her *dark spiral* she will move in, fire it off, then attempt to retreat as soon as the effect ends.

All the adventurers will fight to the death.

CONCLUSION

If the party realizes that the ranger in the back is Talis, they can return with proof to her family by either relaying Talis’ own words or by returning with the ornate amulet around Talis’ neck.

Talis, Undead Ranger (T)		Level 11 Artillery
Medium natural humanoid (half-elf, undead), half-elf		600 XP
Initiative +9	Senses Perception +11, darkvision	
HP 87; Bloodied 43		
AC 23 (25 vs OAs); Fortitude 22, Reflex 25, Will 22		
Immune disease, poison Resist 10 necrotic Vulnerable 5 radiant		
Speed 6		
Traits		
Defensive Mobility		
Talis gains a +2 bonus to AC against opportunity attacks.		
Hunter's Quarry		
Once per turn as a minor action, Talis can designate the enemy nearest to her as her quarry. Once per round, Talis deals 1d6 extra damage on an attack made against her quarry.		
Standard Actions		
Ⓛ Longsword (weapon) • At-Will		
Attack: +15 vs AC		
Hit: 1d8 +6 damage.		
Ⓛ Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one creature); +16 vs AC		
Hit: 1d10 +6 damage.		
⚡ Twin Strike (weapon) • At-Will		
Effect: Talis makes two separate <i>Longbow</i> attacks.		
⚡ Spirit Arrow (necrotic, weapon) • Recharge [3]		
Attack: Ranged 20/40 (one creature); +16 vs AC		
Hit: 1d10 +6 damage plus 1d10 necrotic damage, and the target is slowed and weakened until the end of the next turn.		
Triggered Actions		
Fox's Cunning • Encounter		
Trigger: An enemy makes a melee attack against Talis.		
Effect (<i>Immediate Reaction</i>): Talis shifts 1 square and makes a basic attack against the triggering creature with a +2 bonus to the attack roll.		
Alignment --	Languages Common, Elven	
Skills Nature +11, Stealth +14		
Str 15 (+7)	Dex 18 (+9)	Wis 13 (+6)
Con 15 (+7)	Int 12 (+6)	Cha 14 (+7)
Equipment leather armor, longsword, longbow, arrows (x20), heirloom amulet		

Ogramar, Undead Fighter (O)

Medium natural humanoid (dwarf, undead), dwarf

Level 11 Soldier

600 XP

Initiative +10 **Senses** Perception +7, darkvision
HP 113; **Bloodied** 56
AC 27; **Fortitude** 25, **Reflex** 21, **Will** 22
Immune disease, poison **Resist** 10 necrotic **Vulnerable** 5 radiant
Speed 5

Traits**Stand Your Ground**

When subjected to a push, pull or slide Ogramar is moved 1 less square.

Steady-Footed

Ogramar can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard ActionsⓈ **Warhammer** (weapon) • **At-Will**

Attack: +16 vs AC

Hit: 1d10 +6 damage, and the target is marked until the end of the next turn (see *Combat Challenge*).

Ⓢ **Throwing Hammer** (weapon) • **At-Will**

Attack: Ranged 5/10 (one creature); +15 vs AC

Hit: 1d6 +6 damage.

Ⓢ **Shield Bash** (weapon) • **Recharge** ⓂⓂ

Attack: +16 vs AC

Hit: 2d8 +6 damage, and the target is either knocked prone or pushed 1 square (Ogramar's choice). If the dwarf elects to push the target, it can shift in to the square vacated by the target as a free action.

In addition, the target is marked until the end of the next turn (see *Combat Challenge*).

Minor Actions**Fearsome Taunt** (fear) • **Encounter**

Attack: Close Burst 2 (all enemies in burst); +16 vs Will

Hit: The target takes a -2 penalty to attack rolls (save ends).

Effect: All enemies in burst are marked until the end of the next turn (see *Combat Challenge*).

Dwarven Resilience (healing) • **Encounter**

Effect: Ogramar spends a healing surge and gains 28 hit points. He also gains a +2 bonus to all defenses until the start of his next turn.

Triggered ActionsⓈ **Combat Challenge** • **At-Will**

Trigger: An enemy adjacent to and marked by Ogramar shifts or makes an attack that doesn't include him as a target.

Effect (Opportunity Action): Ogramar makes a melee basic attack against the triggering enemy.

Stubborn • **At-Will**

Trigger: An enemy tries to push Ogramar or knock him prone.

Effect (Immediate Interrupt): Ogramar makes a melee basic attack against the enemy.

Alignment --**Languages** Common, Dwarven**Skills** Endurance +13, Intimidate +11**Str** 18 (+9) **Dex** 12 (+6) **Wis** 14 (+7)**Con** 17 (+8) **Int** 10 (+5) **Cha** 12 (+6)**Equipment** scale mail, warhammer, heavy shield, throwing hammers (x3)**Rolan, Undead Priest (Ro)**

Medium natural humanoid (elf, undead), elf

Level 11 Controller**(Leader)**

600 XP

Initiative +5 **Senses** Perception +8, darkvision
HP 109; **Bloodied** 54
AC 25; **Fortitude** 21, **Reflex** 21, **Will** 24
Immune disease, poison **Resist** 10 necrotic **Vulnerable** 5 radiant
Speed 7

Traits**Wild Step**

The elf ignores difficult terrain whenever it shifts.

Standard ActionsⓈ **Tainted Mace** (necrotic, weapon) • **At-Will**

Attack: +16 vs AC

Hit: 1d8 +4 damage. If the target is weakened, it loses a healing surge and Rolan gains 10 temporary hit points.

Ⓢ **Astral Seal** (healing) • **At-Will**

Attack: Ranged 5 (one creature); +14 vs Reflex

Hit: Until the end of the next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of the next turn regains 5 hit points.

Ⓢ **Enervating Ray** (necrotic) • **Encounter**

Attack: Ranged 10 (one creature); +14 vs Fortitude

Hit: 3d6 +9 necrotic damage, and the target is weakened and cannot regain any hit points (save ends both).

Ⓢ **Bane** • **Encounter**

Attack: Ranged 10 (one creature); +14 vs Will

Hit: The target takes a -4 penalty to attack rolls and all defenses until the end of the next turn.

Minor Actions**Healing Word** (healing) • **2/Encounter** (1/round)

Target: Close Burst 5 (one ally in burst)

Effect: The ally spends a healing surge and recovers an additional 1d6 +6 hit points.

Special: Rolan can use this power twice in an encounter, but only once per round.

Ⓢ **Darkness Infusion** (necrotic) • **Encounter**

Target: Close Burst 5 (all allies in burst)

Effect: The next time the target hits with a weapon attack, the attack deals an additional 1d6 necrotic damage.

Triggered Actions**Elven Accuracy** • **Encounter**

Trigger: Rolan makes an attack roll and dislikes the result.

Effect (Free Action): Rolan can re-roll the attack roll. He must use the second roll, even if it is lower.

Alignment --**Languages** Common, Elven**Skills** Heal +13, History +11, Religion +11**Str** 12 (+6) **Dex** 11 (+5) **Wis** 17 (+8)**Con** 13 (+6) **Int** 13 (+6) **Cha** 15 (+7)**Equipment** chainmail, mace, holy symbol, *Everburning Torch*

Rendal, Undead Rogue (Re)**Level 11 Lurker**

Small natural humanoid (halfling, undead), halfling

600 XP

Initiative +9 **Senses** Perception +10, darkvision**HP** 85; **Bloodied** 42**AC** 25 (27 vs OAs); **Fortitude** 21, **Reflex** 25, **Will** 22**Immune** disease, poison **Resist** 10 necrotic **Vulnerable** 5 radiant **Speed** 6**Traits****Nimble Reaction**

Rendal gains a +2 bonus to AC against opportunity attacks.

Hide In the Shadows

When the halfling ends a turn in which it did not attack and it has cover or concealment from a creature, it is hidden from that creature until the end of its next turn.

Combat Advantage

Rendal deals an additional 2d6 damage against targets it has combat advantage against.

Standard ActionsⓁ **Short Sword** (weapon) • **At-Will***Attack:* +16 vs AC*Hit:* 1d6 +6 damage.Ⓜ **Throwing Dagger** (weapon) • **At-Will***Attack:* Ranged 5 (one creature); +16 vs AC*Hit:* 2d4 +6 damage.† **Fading Strike** (weapon) • **At-Will***Attack:* +16 vs AC*Hit:* 2d6 +9 damage, and Rendal turns invisible until the start of his next turn.**Vanish** (illusion) • **At-Will***Effect:* Rendal becomes invisible until it attacks or until the end of its next turn.**Triggered Actions****Second Chance** • **Encounter***Trigger:* Rendal is hit by an attack.*Effect (Immediate Interrupt):* The attacker must re-roll the attack and use the second roll, even if it's lower.**Alignment** --**Languages** Common, Elven**Skills** Acrobatics +14, Bluff +12, Stealth +14, Thievery +16**Str** 12 (+6)**Dex** 18 (+9)**Wis** 11 (+5)**Con** 13 (+6)**Int** 10 (+5)**Cha** 15 (+7)**Equipment** leather armor, short sword, throwing daggers (x6), thieves' tools**Zannara, Undead Sorcerer (Z)****Level 11 Skirmisher**

Medium natural humanoid (eladrin, undead), eladrin

600 XP

Initiative +7 **Senses** Perception +6, darkvision**HP** 109; **Bloodied** 54**AC** 25; **Fortitude** 21, **Reflex** 23, **Will** 25**Immune** disease, poison **Resist** 10 necrotic, 5 thunder, 5 lightning **Vulnerable** 5 radiant **Speed** 6**Traits****Storm Soul Sorcerer**

Zannara's attacks ignore the first 5 points of thunder and lightning resistance.

Storm's Embrace

Once per turn, on a critical hit Zannara can push the target 1 square then fly up to 3 squares as a free action.

Standard ActionsⓁ **Dagger** (weapon) • **At-Will***Attack:* +16 vs AC*Hit:* 2d4 +4 damage.⤴ **Lightning Strike** (lightning) • **At-Will***Attack:* Ranged 10 (one enemy); +14 vs Reflex*Hit:* 2d8 +6 lightning damage, and another enemy within 10 squares takes 5 lightning damage.⤵ **Burning Spray** (fire) • **At-Will***Attack:* Close Blast 3 (all creatures in blast); +14 vs Reflex*Hit:* 2d8 +6 fire damage.⤵ **Thundering Shout** (thunder) • **Encounter***Attack:* Close Blast 5 (all enemies in blast); +14 vs Fortitude*Hit:* 2d8 +6 thunder damage, and the target is deafened until the end of the next turn.✳ **Dark Spiral** (necrotic) • **Encounter***Attack:* Close Burst 2 (all creatures in burst); +14 vs Fortitude*Hit:* 2d8 +6 necrotic damage, and the target is slid 1 square.*Miss:* Half damage.*Effect:* Until the start of the next turn, any enemy that enters or starts their turn in a square adjacent to Zannara takes 1d6 necrotic damage.**Move Actions****Fey Step** (teleportation) • **Encounter***Effect:* Zannara teleports up to 6 squares.**Triggered Actions****Fog Form** • **Encounter***Trigger:* Zannara is hit by an attack.*Effect (Immediate Interrupt):* Zannara becomes insubstantial until the end of the next turn.**Alignment** --**Languages** Common, Elven**Skills** Arcana +13, History +13**Str** 12 (+6)**Dex** 11 (+5)**Wis** 12 (+6)**Con** 13 (+6)**Int** 16 (+8)**Cha** 18 (+9)**Equipment** cloth, dagger

VULKANON'S LAIR

SETUP

This is the heart of the volcano and Vulkanon's lair, where the great dragon was imprisoned inside a stone statue by Raylen Darathar.

As soon as the party enters the chamber, read or paraphrase the following:

The hallway opens up to a massive natural chamber, the volcano's caldera. A lake of slowly churning lava extends as far as the eye can see in every direction, and the heat here is almost unbearable.

A stone walkway leads north to a small platform on which stands a stone altar. Standing behind the stone altar is a robed humanoid, his back facing you as he holds a quarterstaff high above his head. Not far from him stands a tall warrior bathed in fire and holding a blazing scimitar.

The humanoid is Mazon Darathar, and he's in the middle of the ritual to free the volcanic dragon Vulkanon from its stone prison. The warrior next to him is a fire archon cinderblade.

When the players enter the area, Mazon will not be immediately aware of their presence and continues to focus on the ritual. When the players approach within 3 squares of the steps leading to the altar, the fire archon will be alerted and combat ensues; proceed directly to *Encounter V1 - Mazon Darathar*.

FEATURES OF THE AREA

Illumination: The area is brightly lit by the lava encircling the platform.

Stone Bridge: A stone and brick platform leads from the entrance northward to an island made of hardened lava.

The bridge has a thick stone wall approximately 4' high protecting anyone on the platform from the intense heat of the lake of lava.

Lava Lake: The lake surrounding the platform is highly fluid molten lava. Any creature that starts its turn or enters a square completely filled with lava takes 30 fire damage.

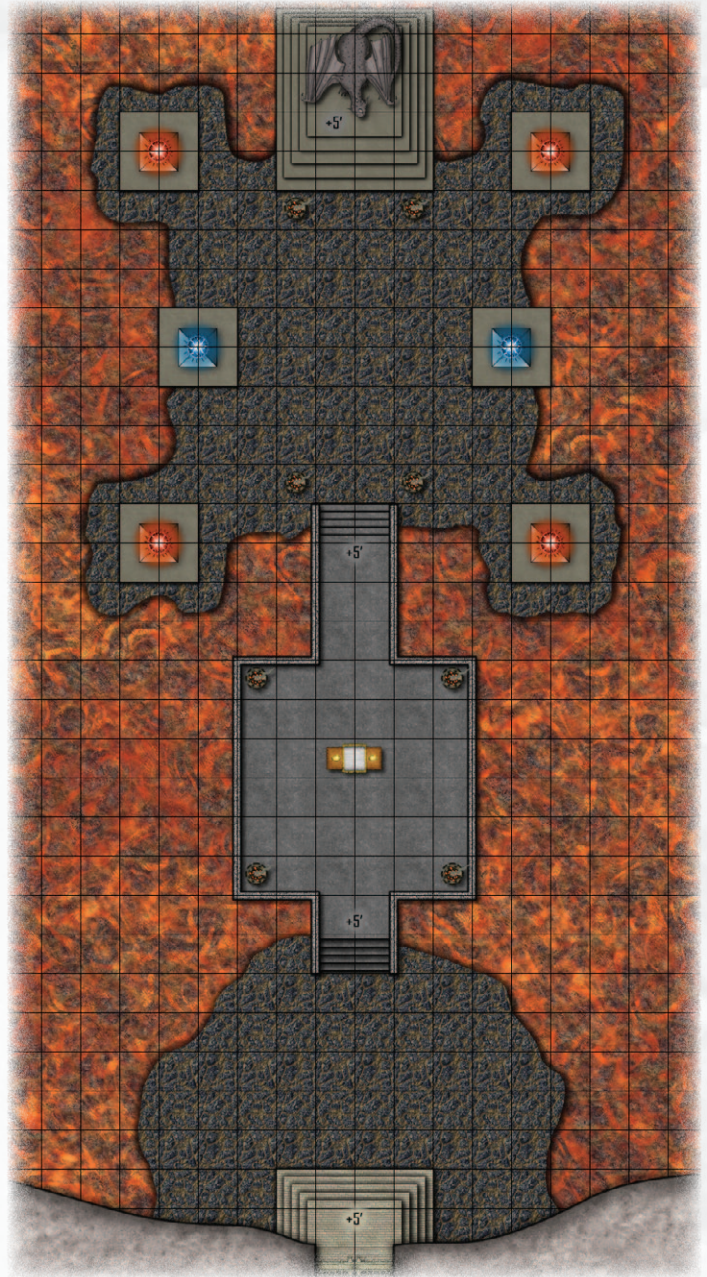
The lava lake radiates enough heat to make it extremely uncomfortable for anyone standing at the lava's edge; any creature starting its turn or entering a square adjacent to the lava lake takes 10 fire damage.

Creatures on the stone platform leading to Vulkanon's island are protected from the heat by a perimeter wall.

Spires: On Vulkanon's island there are six spires; four red ones in the corners and two blue ones on the sides. Each spire is an obelisk 20' (4 squares) tall with a glowing sphere at the top. Each sphere is approximately five feet wide.

Lightning Spires (blue): The spheres crackle with lightning and powerful arcane energies. See the *Lightning Spires* trap in *Encounter V1 - Mazon Darathar*.

Flame Spires (red): The spheres are glowing orange/red and are completely consumed by elemental fire. See the *Flame Spires* trap in *Encounter V2 - Vulkanon*.



Vulkanon's Island: Past the stone platform to the north is an island of hardened lava. At the far end of the island, atop a raised platform, is a large statue of a dragon.

The statue is actually the volcanic dragon Vulkanon, encased in stone a long time ago by Raylen Darathar. Mazon now seeks to free the creature and use it to exact vengeance on the nation of Cerra and give him unmatched power over all the surrounding islands.

ENCOUNTER V1 - MAZON DARATHAR (AREA 6-8)

Encounter Level 12+ (at least 3,700 XP)

SETUP

Mazon Darathar (level 12 elite artillery)
Fire Archon Cinderblade (level 10 elite brute)
4 or more Flaming Embers (level 11 minion skirmisher)
Lightning Spires (level 10 blaster hazard)

Once the party approaches within 3 squares of the stairs up to the platform, the fire archon cinderblade will be well aware of their presence and alert Mazon.

As soon as the party attempts to approach, read or paraphrase the following:

The man behind the altar pauses and turns to face you, and you can see he is a middle-aged elf with dark hair.

"You cannot stop me!!! He is coming!!!" he shouts as he begins to move north away from you.

As he moves away, the four braziers flare up and wisps of elemental fire take form above them. The wisps begin to move towards you as the archon raises his weapon.

Mazon will move to the center island and continue his ritual to awaken Vulkanon. The fire archon – along with several flaming embers (see below) – will stay near the altar and protect Mazon.

FEATURES OF THE AREA

See *Vulkanon's Lair* for details on the features of the area that are common to this encounter.

Illumination: Brightly lit by the lake of molten lava.

Braziers: There are eight braziers in total; four on the entry platform near the altar and four on Vulkanon's island. At the start of the encounter four flame embers will appear over the four nearest the altar, but Mazon is capable of summoning more embers from any one of the eight braziers.

Each brazier is filled burning hot coals. They can be extinguished either by turning them on their side (Strength DC 18 check; see below) or attacking them (AC/Fortitude 10, Reflex 5, vulnerable 10 cold, 20 hit points). If a brazier is extinguished, it cannot be used by Mazon to summon more flame embers.

An adjacent creature can use them to fill an area with burning coals:

Flaming Brazier

Single-Use Terrain

This brazier burns brightly with intense heat. Tipping it on its side sends burning coals over a wide area.

Standard Actions

← Tip Over (fire) • At-Will

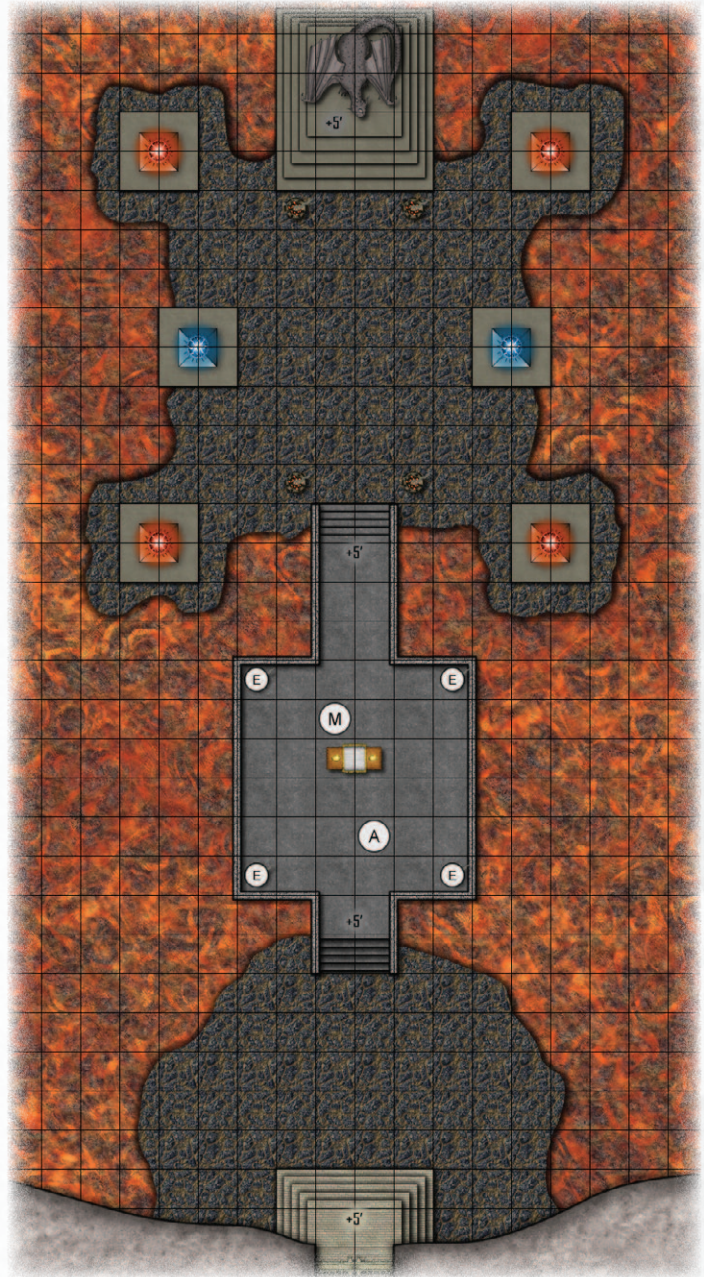
Requirement: Must be adjacent to brazier.

Check: Strength check (DC 18) to overturn the brazier.

Success: The brazier is overturned and makes the following attack:

Attack: Close Blast 3 (all creatures in blast); Level +3 vs Reflex
Hit: Ongoing 10 fire damage (save ends)

Effect: The brazier is extinguished and can no longer be used to spawn flame embers.



Unless they are overturned or destroyed, the braziers are blocking terrain.

Spires: Each spire is an obelisk 20' (4 squares) tall with a glowing sphere at the top. Each sphere is approximately five feet wide.

Lightning Spires (blue): The spheres crackle with lightning and other powerful arcane energies.

When Mazon begins his ritual, these spires will activate and periodically rain down bolts of lightning. See *Lightning Spires* below.

Flame Spires (red): The four red spires at the corners of the platform are virtually identical to the blue spires except that the spheres at their summit are orange/red and consumed in fire. These spires do not have no effect until Vulkanon is awakened (see *Encounter V2 - Vulkanon*).

Altar: The altar radiates intense heat. Any creature with fire resistance who stands adjacent to the altar has their resistance effectively reduced by half.

Treasure: Scattered across the top of the stone altar is one treasure package.

TACTICS

Flame Embers: Four flame embers immediately materialize above the braziers surrounding the altar, and eventually Mazon will summon more. These elementals will immediately move to attack the nearest target.

Mazon: Mazon will not immediately engage the party in combat; he will move north and get within 5 squares of the dragon statue in order to complete his summoning and binding ritual (see below). He will try to position himself between the two blue arcane spires in order to use them against anyone who tries to interfere. If he needs to use his *dimension door* power to get away from the party, he will.

While Mazon performs the ritual, he will occasionally use his *summon the flames* power to summon more flame embers in the braziers on Vulkanon's island, commanding them to attack the party while he attempts to complete the ritual.

Fire Archon: In order to protect Mazon, the fire archon will move to block the bridge leading to Vulkanon's island, doing everything possible to prevent anyone from getting through.

All creatures fight to the death.

THE SUMMONING RITUAL

While Mazon is within 5 squares of Vulkanon's statue, he will attempt to continue his ritual to awaken the dragon.

From the time the party enters, Mazon needs 20 units of concentration in order to finish what he is trying to do. How many units he gains in a given round depends on what he is capable of doing:

Action	Unit Gain/Loss
Use a Standard Action to concentrate (1/round)	+5 units
Use a Minor Action to concentrate (1/round)	+2 units
Takes more than 20 points of damage since the last turn	-2 units
Is bloodied for the first time	-5 units
Is unable to take either a Standard or Minor action to concentrate in a round	-2 units

Regardless of whether Mazon reaches 20 units or not, Vulkanon will not spawn until after the end of the encounter. After he reaches the 20 units he will focus on destroying the party.

DEVELOPMENT

When Mazon falls, a fierce tremor will rumble through the caldera. The damage is done; at this point there is no way to prevent Vulkanon from appearing.

If Mazon managed to accumulate the 20 units of concentration he needed, at the end of the encounter Vulkanon will immediately animate and attack, gaining an additional action point due to the ritual process.

If Mazon did not manage to accumulate the 20 units of concentration he needed before he is defeated, allow the party a short rest before Vulkanon appears. When he appears he will not be at full strength due to the failure of the ritual; when Vulkanon begins to attack, he takes a -2 penalty to all attacks until the end of its second turn of combat.

Mazon Darathar, Elemental Mage (M)		Level 13 Elite Artillery
Medium natural humanoid (elf), elf		1,600 XP
Initiative +8	Senses Perception +7, low-light vision	
HP 192; Bloodied 96		
AC 25; Fortitude 23, Reflex 27, Will 27		
Resist 15 fire		
Speed 7		
Saving Throws +2 Action Points 1		
Traits		
Wild Step		
Mazon ignores difficult terrain whenever he shifts.		
Standard Actions		
Ⓜ Fire Staff (fire) • At-Will		
<i>Attack:</i> +18 vs AC		
<i>Hit:</i> 1d8 +6 damage, plus an additional 1d8 fire damage.		
Ⓜ Empowered Magic Missile (force) • At-Will		
<i>Target:</i> Ranged 20 (one creature)		
<i>Effect:</i> The target takes 10 force damage and is pushed 1 square.		
✳ Scorching Burst (fire) • At-Will		
<i>Attack:</i> Area Burst 1 within 10 (all creatures in burst); +16 vs Reflex		
<i>Hit:</i> 2d6 +8 fire damage		
Second Wind (healing) • Encounter		
<i>Effect:</i> Mazon spends a healing surge and regains 48 hit points. He also gains a +2 bonus to all defenses until the start of his next turn.		
Move Actions		
Dimension Door (teleport) • Recharge ☹☹		
<i>Effect:</i> Mazon teleports up to 10 squares.		
Minor Actions		
Call Lightning (lightning) • Recharge when first bloodied		
<i>Effect:</i> Mazon causes one active lightning spire to attack a target of his choice within range.		
Summon the Flames (summoning) • Recharge ☹☹☹☹		
<i>Effect:</i> Mazon summons up to 4 <i>Flaming Embers</i> (see below). Each ember appears in an unoccupied square adjacent to a lit brazier within 10 squares. The Flaming Embers act immediately.		
Triggered Actions		
Elven Accuracy • Encounter		
<i>Trigger:</i> Mazon makes an attack roll		
<i>Effect (Free Action):</i> Mazon can re-roll the attack roll. He must use the second roll, even if it is lower.		
Alignment Chaotic Evil	Languages Common, Elven, Primordial	
Skills Arcana +16, History +16, Insight +12, Religion +16		
Str 9 (+5)	Dex 14 (+8)	Wis 13 (+7)
Con 12 (+7)	Int 21 (+11)	Cha 18 (+10)

Fire Archon Cinderblade (A) **Level 10 Elite Brute**
 Medium elemental humanoid (fire) 1,000 XP

Initiative +13 **Senses** Perception +12
HP 260; **Bloodied** 130
AC 22; **Fortitude** 23, **Reflex** 24, **Will** 20
Immune disease, poison; **Resist** 20 fire
Speed 8
Saving Throws +2 **Action Points** 1

Traits**Ember Cloud** • Aura 1

Any creature that enters or starts its turn in the aura takes 5 fire damage.

Standard ActionsⓉ **Fire Scimitar** (fire) • **At-Will**

Attack: Melee 1 (one creature); +15 vs AC
Hit: 1d10 +6 damage (crit 1d10 +16), plus an additional 1d10 fire damage.

Ⓣ **Double Strike** (fire) • **At-Will**

Effect: The archon makes two *Fire Scimitar* attacks.

⚡ **Cinder Burst** (fire) • **Encounter**

Attack: Close Burst 2 (all creatures in burst); +13 vs Reflex
Hit: 2d6 +6 fire damage, and the target is blinded (save ends).

Alignment Chaotic Evil **Languages** Primordial

Str 17 (+8) **Dex** 22 (+11) **Wis** 14 (+7)
Con 20 (+10) **Int** 14 (+7) **Cha** 11 (+5)

Flaming Ember (E) **Level 11 Minion Skirmisher**
 Small elemental animate (fire) 150 XP

Initiative +9 **Senses** Perception +6, darkvision
HP 1; *a missed attack never damages a minion*
AC 25; **Fortitude** 21, **Reflex** 25, **Will** 21
Immune fire
Speed 0, fly 6 (hover)

Standard ActionsⓉ **Burning Touch** (fire) • **At-Will**

Attack: +16 vs AC
Hit: 8 fire damage.

⚡ **Fire Burst** (fire) • **At-Will**

Attack: Close Burst 1 (all creatures in burst); +14 vs Reflex
Hit: 6 fire damage.
Effect: The ember drops to 0 hit points.

Alignment -- **Languages** --

Str 12 (+6) **Dex** 19 (+9) **Wis** 12 (+6)
Con 10 (+5) **Int** 6 (+3) **Cha** 6 (+3)

Lightning Spires (2) **Level 10 Blaster**
 Object 500 XP

A set of two large, 20' high obelisk with glowing blue spheres at the top periodically fire bolts of lightning.

Detect automatic

Initiative +2

Object Properties (Obelisk)

HP 120

AC 18; **Fortitude** 25, **Reflex** 5, **Will** --

Immune fire, disease, lightning, poison, psychic, forced movement, all effects and conditions, ongoing damage

Vulnerable 20 thunder

Object Properties (Sphere)

HP 40

AC 15; **Fortitude** 15, **Reflex** 8, **Will** --

Immune disease, lightning, poison, psychic, forced movement, all effects and conditions, ongoing damage

Traits**Periodic Lightning**

On the trap's initiative count, roll a d20 for each active spire. If the value is 10 or greater, the spire makes an *Arc Lightning* attack against a random enemy in range.

Standard Actions⚡ **Arc Lightning** (lightning) • **At-Will**

Attack: Ranged 10 (one creature); +13 vs Reflex
Hit: 2d6 +6 lightning damage, and the target is dazed until the end of the next turn.
Miss: 5 lightning damage.

Effect: Every creature adjacent to the target takes 5 thunder damage and is pushed 1 square away from the target.

Countermeasures

- **Delay:** Arcana DC 22 (Minor Action) or DC 18 (Standard Action) **Success:** the spire is temporarily suppressed and cannot attack until the start of the next turn.
Failure By More than 5: The spire makes an *Arc Lightning* attack against the triggering player as a free action.
- **Disable:** Arcana DC 26 (Minor Action) or DC 22 (Standard Action) **Success:** The spire is deactivated and cannot attack any further.
Failure By More than 5: The spire makes an *Arc Lightning* attack against the triggering player as a free action.

ENCOUNTER V2 - VULKANON (AREA 6-9)

Encounter Level 13 (4,100 XP)

SETUP

Vulkanon, Volcanic Dragon (level 12 solo brute)
Flame Spires (level 11 blaster hazard)

***NOTE:** Even though, mechanically, there are two separate creatures here – Vulkanon and Enraged Vulkanon – reward the party the equivalent XP to a level 12 solo creature (3,500 XP) if they defeat both of Vulkanon’s incarnations.*

Regardless of how Mazon Darathar does with his ritual, there is no stopping the great dragon from being revived.

If the party was able to disrupt Mazon’s ritual, they will have time for a short rest before the dragon appears. If Mazon was able to complete the ritual, use your discretion as to whether they get to rest or not. Either way, if the party approaches or touches the dragon’s statue in any way the encounter begins immediately.

As soon as the encounter begins:

The ground begins to rumble and shake violently as the statue on the island’s northern edge begins to stir. The stone breaks crack, and the cracks spill forth streams of molten rock and smoke.

With a furious roar, the statue shatters, showering the immediate vicinity with debris. Standing in place of the shadow is a large, dark red dragon that begins to roar loudly.

The dragon is Vulkanon: patron god of the Blackfire Order and the creature that Mazon Darathar was attempting to revive.

If Mazon was successful in completing the ritual, Vulkanon rises as shown below but with an additional action point. If Mazon was interrupted and did not concentrate adequately enough during the ritual process, Vulkanon still rises but takes a -2 penalty to all attacks until the end of its second turn of combat.

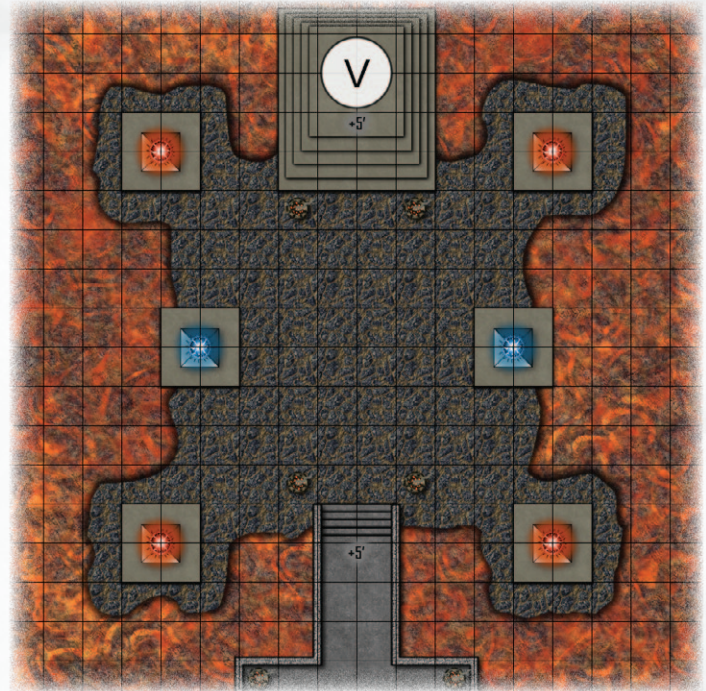
As soon as the encounter begins, the four red elemental spires will activate and roll initiative as well (see *Flame Spires* below).

FEATURES OF THE AREA

See Vulkanon’s Lair for details on the features of the area that are common to this encounter.

Illumination: The area is brightly lit from all around due to the lava encircling the platform.

Braziers: As was the case in the previous encounter (see *Encounter V1 - Mazon Darathar*), the braziers can be tipped over to fill an area with coals:



Flaming Brazier

Single-Use Terrain

This brazier burns brightly with intense heat. Tipping it on its side sends burning coals over a wide area.

Standard Actions

< Tip Over (fire) • At-Will

Requirement: Must be adjacent to brazier.

Check: Strength check (DC 18) to overturn the brazier.

Success: The brazier is overturned and makes the following attack:

Attack: Close Blast 3 (all creatures in blast); Level +3 vs Reflex

Hit: Ongoing 10 fire damage (save ends)

Effect: The brazier is extinguished and can no longer be used to spawn flame embers.

Beyond that, they have no other properties and do not spawn embers in this encounter.

Lava Lake: The lake surrounding the platform is highly fluid molten lava. Any creature that starts its turn or enters a square completely filled with lava takes 30 fire damage.

The lava lake radiates enough heat to make it extremely uncomfortable for anyone standing on the lava’s edge; any creature starting its turn or entering a square adjacent to the lava lake takes 10 fire damage.

Spires: As in the previous encounter, each spire is an obelisk 20’ (4 squares) tall with a glowing sphere at the top. Each sphere is approximately five feet wide.

Lightning Spires (blue): Unless the blue lightning spires were disabled in the previous encounter, they will still be somewhat active but not make the same lightning attack.

Vulkanon can use them to rejuvenate himself and draw from the arcane energies to heal himself; as a minor action while adjacent to a spire he can drain the arcane power from it, gaining 50 temporary hit points and a +2 bonus to all defenses until the start of his next turn.

After he drains a spire, it goes dark and he can no longer use it.

Flame Spires (red): The four red spires at the corners of the platform will periodically blast forth waves of elemental energies that weaken the party's defense towards fire attacks.

In order to prevent these attacks, the spires can be disabled through Arcana checks or they can be destroyed.

See the *Flame Spires* hazard below.

Treasure: The dragon has collected a sizeable amount of treasure around the platform to the east. Upon its defeat, the party can recover at least three treasure packages from the top of the platform.

TACTICS

Vulkanon is vicious and relentless, and is particularly angry at being imprisoned in stone for the last centuries. It craves nothing but destruction at this point.

When Vulkanon takes 250 hit points of damage (what would normally bloody a solo creature of this level), he becomes enraged. His rough exterior begins to crack, revealing the glow of lava underneath his stony shell.

At this point, remove Vulkanon from play and replace him with Enraged Vulkanon, then re-roll initiative (see *draconic alacrity*). Enraged Vulkanon is effectively a new creature: all conditions that were imposed on the original Vulkanon are no longer in effect.

In addition to that, the entire battlefield is shook by an earthquake as columns of molten magma burst up from the ground. Place four lava vent hazards appear in random squares on the island (see below).

Vulkanon will not surrender under any circumstances, and will fight until the very end.

THE SPIRES

At soon as combat begins, the flame spires will begin to blast forth pulses of arcane energy that make the party susceptible to fire damage.

The lightning spires do not make attacks, but Vulkanon can drain the arcane energy still within the spire to heal himself. See Vulkanon's *arcane infusion* power.

DEVELOPMENT

With Vulkanon destroyed, the island and the nation of Cerra is no longer threatened.

See the adventure's *Conclusion* section for information of what comes next.

Flame Spires (4)

Object

Level 11 Blaster

600 XP

A set of four large, 20' high obelisk with glowing red spheres at the top periodically blasts forth waves of elemental energy.

Detect automatic

Initiative see below

Object Properties (Obelisk)

HP 120

AC 18; **Fortitude** 25, **Reflex** 5, **Will** --

Immune fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage

Vulnerable 20 thunder

Object Properties (Sphere)

HP 40

AC 15; **Fortitude** 15, **Reflex** 8, **Will** --

Immune fire, disease, poison, psychic, forced movement, all effects and conditions, all ongoing damage except cold

Vulnerable 10 cold

Traits

Periodic Pulse

The spires initially act on initiative counts of 2 and 22. On each count, one random spire (roll a d4 to determine which) will use its *Pulse* attack.

When Enraged Vulkanon appears, the spires also act on an initiative count of 12.

Standard Actions

* Pulse (fire) • At-Will

Attack: Close Burst 6 (all enemies in burst); +14 vs Fortitude

Hit: The target gains vulnerable 5 fire (save ends). If the target already has fire vulnerability, that vulnerability increases by 5 up to a maximum of 20.

Countermeasures

- **Delay:** Arcana DC 22 (Minor Action) or DC 18 (Standard Action)
Success: The spire is unable to attack until the start of the next turn.
Failure By More than 5: The spire performs a *Pulse* attack as a free action.
- **Disable:** Arcana DC 26 (Minor Action) or DC 22 (Standard Action)
Success: The spire is disabled and cannot attack any further.
Failure By More than 5: The spire performs a *Pulse* attack as a free action.

Lava Vent

Hazard

Level 11 Warper Hazard

-- XP

A fissure in the ground spews forth a 5' high column of fire that spreads molten lava across a wide area.

Detect automatic

Initiative same as Vulkanon

Traits

Lava Column

So long as the hazard is active, its origin square is blocking terrain and all adjacent squares are considered difficult terrain.

Standard Actions

* Lava Eruption • At-Will

Trigger: A creature enters or starts their turn in a square adjacent to the hazard.

Attack (Opportunity Action): +14 vs Reflex

Hit: 10 fire damage

Countermeasures

- **Suppress:** If the hazard is hit with a cold attack that does 15 or more points of cold damage, the hazard disappears.

Vulkanon

Large elemental magical beast
(dragon, fire), dragon

Level 12 Solo Brute

-- XP

Initiative +13 (see *Draconic Alacrity*) **Senses** Perception +17,
HP 250 darkvision
AC 24; **Fortitude** 28, **Reflex** 26, **Will** 27
Resist 20 fire; **Vulnerable** 5 cold (see *Steam Burst*)
Speed 6, fly 8 (clumsy)
Saving Throws +5 **Action Points** 1

Traits**Draconic Alacrity**

Vulkanon makes two initiative checks and it takes a full turn on each initiative result. He may take one immediate action between the end of each of its turns and the start of its next.

Draconic Recovery

Vulkanon may save against any effect or condition causing it to be dazed, dominated, or stunned at the end of each of its turns, even if the effect does not normally allow a save. A successful save ends the effect or condition.

Standard ActionsⓉ **Bite** (fire) • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d6 +6 damage, ongoing 10 fire damage (save ends).

Ⓣ **Claw** • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d8 +6 damage.

⏪ **Breath Weapon** (fire) • **Recharge** ☞☞☞

Attack: Close Blast 5 (all creatures in blast); +15 vs Reflex
Hit: 2d8 +5 fire damage, ongoing 10 fire damage (save ends).
Miss: Half damage.

Minor Actions**Arcane Infusion** (healing) • **Encounter**

Requirement: The dragon must be adjacent to a charged lightning spire.

Effect: Vulkanon gains 50 temporary hit points and a +2 bonus to all defenses until the start of his next turn. The lightning spire is discharged until the end of the encounter.

Triggered Actions⚡ **Steam Cloud** (fire) • **At-Will**

Trigger: The dragon takes cold damage.
Effect (No Action): Each creature adjacent to the dragon takes 10 fire damage, and the dragon gains concealment until the end of the next turn.

Volcanic Rage (fear) • **Encounter**

Trigger: Vulkanon is reduced to 0 hit points or lower.
Attack (No Action): Close Burst 10 (all enemies in burst); +15 vs Will

Hit: The target is stunned until the end of the next turn.

Aftereffect: The target takes a -2 penalty to all attacks (save ends).

Effect: Vulkanon flies 8 squares, and this movement does not provoke opportunity attacks. At the end of movement, Vulkanon is removed from the battlefield and replaced with Enraged Vulkanon (see below). Enraged Vulkanon immediately rolls initiative (see *Draconic Alacrity*) and fights normally as a new creature entering combat.

Effect: Place four *Lava Vent* hazards in random unoccupied spaces within 10 squares of Vulkanon.

Special: Vulkanon may use this power even if a condition exists that would normally prevent it from doing so.

Alignment Chaotic Evil **Languages** Common, Draconic

Skills Endurance +17, Intimidate +16

Str 24 (+13) **Dex** 21 (+11) **Wis** 22 (+12)
Con 22 (+12) **Int** 18 (+10) **Cha** 20 (+11)

Enraged Vulkanon

Large elemental magical beast
(dragon, fire), dragon

Level 12 Solo Brute

3,500 XP

Initiative +13 (see *Draconic Alacrity*) **Senses** Perception +17,
HP 250 (considered bloodied) darkvision
AC 24; **Fortitude** 29, **Reflex** 26, **Will** 28
Resist 20 fire; **Vulnerable** 5 cold (see *Steam Burst*)
Speed 6, fly 8 (clumsy)
Saving Throws +5 **Action Points** 1

Traits**Intense Heat** (fire) • **Aura** 1

Any creature that ends its turn within the aura takes 10 fire damage.

Draconic Alacrity

Vulkanon makes two initiative checks and it takes a full turn on each initiative result. He may take one immediate action between the end of each of its turns and the start of its next.

Draconic Recovery

Vulkanon may save against any effect or condition causing it to be dazed, dominated, or stunned at the end of each of its turns, even if the effect does not normally allow a save. A successful save ends the effect or condition.

Volcanic Rage

Vulkanon can score a critical hit on melee attacks with a roll of 18-20.

Standard ActionsⓉ **Bite** (fire) • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d6 +6 damage, ongoing 10 fire damage (save ends).

Ⓣ **Claw** • **At-Will**

Attack: Melee 2 (one creature); +17 vs AC
Hit: 2d8 +6 damage.

⏪ **Magma Tomb** (fire) • **Recharge** ☞☞

Attack: Ranged 10 (one creature); +15 vs Reflex
Hit: The target is stunned, cannot be pulled, pushed or slid, and takes ongoing 30 fire damage (save ends all). In addition, every adjacent creature takes 10 fire damage.
Miss: 10 fire damage.

⏪ **Breath Weapon** (fire) • **Recharge** ☞☞☞

Attack: Close Blast 5 (all creatures in blast); +15 vs Reflex
Hit: 2d8 +5 fire damage, ongoing 10 fire damage (save ends).
Miss: Half damage.

Minor Actions⚡ **Lava Vent** (fire, zone) • **At-Will** (1/round)

Effect: The dragon creates a *Lava Vent* hazard in an unoccupied space within 10 squares. The hazard acts immediately.

Special: No more than four lava vents can be active at a time.

Arcane Infusion (healing) • **Encounter**

Requirement: The dragon must be adjacent to a charged lightning spire.

Effect: Vulkanon gains 50 temporary hit points and a +2 bonus to all defenses until the start of his next turn. The lightning spire is discharged until the end of the encounter.

Triggered Actions⚡ **Steam Cloud** (fire) • **At-Will**

Trigger: The dragon takes cold damage.
Effect (No Action): Each creature adjacent to the dragon takes 10 fire damage, and the dragon gains concealment until the end of the next turn.

Alignment Chaotic Evil **Languages** Common, Draconic

Skills Endurance +17, Intimidate +16

Str 24 (+13) **Dex** 21 (+11) **Wis** 22 (+12)
Con 22 (+12) **Int** 18 (+10) **Cha** 20 (+11)

THE HIDDEN VAULT

When Vulkanon was encased in stone by Raylen Darathar, the Blackfire Order began to panic. Fearful that someone would take the great dragon's treasure, and worried about how the dragon might react to theft upon his return, the members of the Blackfire Order constructed a hidden vault deep within the mountain where all the treasure could be safely placed.

Over the years the means to access the vault has been forgotten by most, especially considering the only way to access the vault was through an inactive teleportation circle in the abandoned temple complex.

ACCESSING THE VAULT

In order to access the vault, the original teleportation circle must be activated inside the abandoned temple (*Area 4-7*).

To activate the circle, the gemstone retrieved from the magic circles in Vulkanon's inner sanctum (*Area 6-1*) must be placed in the statue standing before the circle, and then the proper command word must be spoken ("irthos", "secret" in Draconic) to teleport the group to the vault area.

See *Area 4-7* for additional information on how to access the vault.

HIDDEN VAULT POINTS OF INTEREST

7-1: MAGIC CIRCLE

This is a teleportation circle that functionally similar to the other magic circles through the temple in that it can transport creatures from here to the statue room in the abandoned temple on the opposite side of the volcano (*Area 4-7*). The circle has room for up to 10 medium-sized creatures to transport all at once.

The outer ring of the circle is a series of indecipherable runes, but one word in Draconic appears repeatedly around the border: "vorel", which is Draconic for the word "beautiful". This is the command word of the destination circle in the statue room of the abandoned temple (*Area 4-7*), and if spoken while standing in this or any other similar circle it will teleport everyone standing within its bounds there.

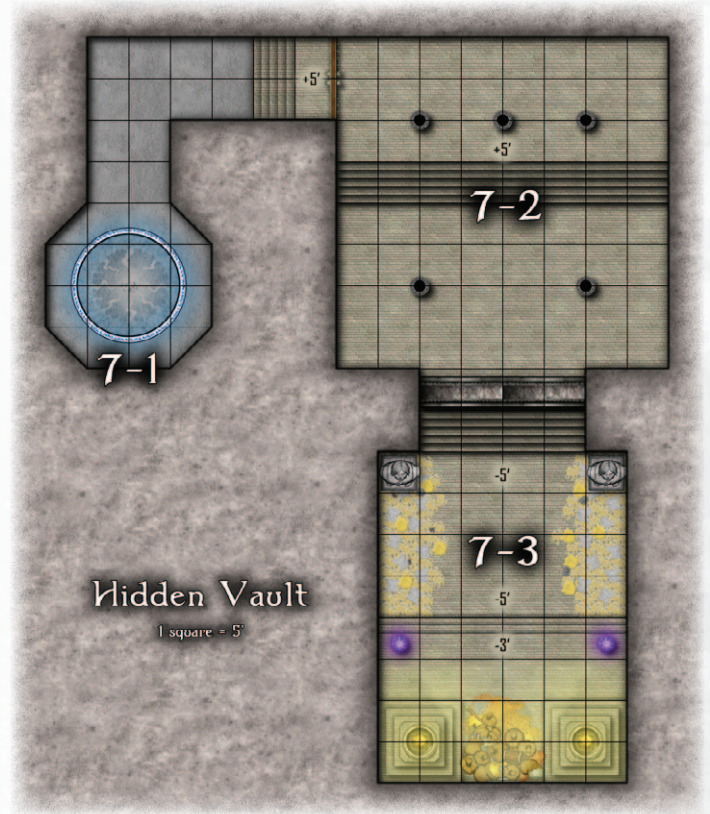
See the *Magic Circles* section in *Inside the Volcano* for more information.

7-2: THE VAULT GUARDIAN

Once the party teleports in via the magic circle they can attempt to enter the vault, but not before dealing with the guardian: a fire naga named Sebila that has stood guard here for what seems like an eternity. The naga has been long forgotten by the current members of the Blackfire Order, and it has been several decades before anyone passes through here.

Players can either attack the naga immediately or attempt to negotiate peacefully with it.

See *Encounter H1 - The Forgotten Guardian* for more information.



7-3: THE VAULT

The treasure vault contains an impressive amount of wealth, but is protected by a series of traps meant to kill those who come to empty it.

See *Encounter H2 - The Vault* for more information.

ENCOUNTER H1 – THE FORGOTTEN GUARDIAN

Encounter Level 11 (3,000 XP)

Possible Skill Challenge (Level 14 Complexity 2, 2,000 XP)

SETUP

Sebila, Fire Naga (level 11 solo artillery)

As soon as the party enters the area, read or paraphrase the following:

This large antechamber has been seemingly abandoned for decades. Thick cobwebs and dust line the walls and ornate columns, and steps lead south towards an enormous set of iron doors.

Standing in front of the doors is a large snake-like creature with the head of a human, its body wreathed in orange/red flames.

“It has been a long time,” says the creature in a somewhat feminine voice. “Do you intend to justify my reason for being here?”

With a successful Perception DC 18 check:

You notice that the naga has a silver key hanging on a chain around its neck.

The serpent is Sebila, a fire naga placed here long ago by the Blackfire Order to protect the inner vault. Due to the abandonment of the vault, the naga – which does not require sustenance and does not age – has remained here for several decades without so much as an insect approaching the vault. During that time, even though it has remained at its post, it has been quite bored and desperate for something or someone to approach.

FEATURES OF THE AREA

Illumination: The area is unlit.

Columns: The columns are only about 2' wide. They are blocking terrain and provide partial cover, but are thin enough to not block line of sight.

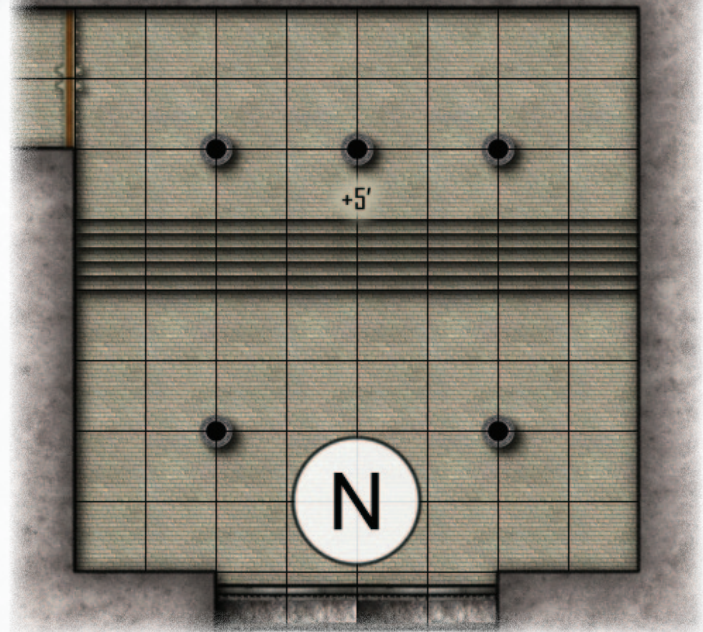
Doors: Two massive iron doors to the south lead in to the vault. They are currently locked (Thievery DC 22 to unlock) and are extremely heavy (Strength DC 18 to open). They have not been opened in several decades.

The naga has the key to the door hanging on a chain around its neck, but will not relinquish it under any circumstances. If he is convinced to let the party through (see skill challenge below), he will unlock the door himself by gripping the key in its mouth.

Treasure: There is no treasure in this area. The only thing the fire naga has in its possession is the key to the vault doors.

SKILL CHALLENGE: NEGOTIATING WITH THE FIRE NAGA

The fire naga has been here for decades and has become quite bored and disinterested in what it was meant to guard. It will still guard it because that is what it was meant to do, but it is possible – albeit difficult – to convince the naga to allow passage without resorting to violence.



This is a fairly difficult skill challenge due to the nature of the fire naga: it was placed here and commanded to defend the entrance at all costs, so it cannot easily consider ignoring that order and abandoning its duties. If it no longer defends the doors, it has no purpose.

Level: 14 (2,000 XP)

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Other Skills: History

Bluff DC 28 (1 success, maximum 4 successes): The PCs attempt to fool the naga in to letting them pass, but the naga is quite intelligent and cannot be fooled easily. A failure imposes a -2 penalty on all future Bluff checks.

Diplomacy DC 21 (1 success, maximum 4 successes): The PCs try to negotiate with the naga, attempting to convince it to let them by without incident.

History DC 21 (1 success, maximum 1 success): The PCs recall some bit of information about the history of the Blackfire Order, nagas in general, or some other tidbit relevant to the situation. The next major skill check gains a +2 bonus. This skill check can be attempted once per round in order to get the +2 bonus repeatedly, but it can only counted once as a success and never counts against the party if it is a failure.

Intimidate: The PCs threaten the naga, but the creature does not react well at all to such tactics. Allow the players to roll a check, but count it as 1 failure in the skill challenge the first time it is attempted, regardless of the die roll. The second time use of this skill is attempted, the naga will become enraged and attack, ending the skill challenge.

Special: If the players can show they are members of the Blackfire Order (such as having *The Mark of the Order*), all skill checks gain a +5 bonus to the roll.

Success: The naga will allow the party to pass through the doors once and only once without incident. If the party enters the vault and exits it, the naga will not allow them to re-enter for any reason; if the party insists on entering a second time, the naga will attack.

The naga will not assist in opening the doors, even though it has a key and is strong enough to open them on its own.

Failure: The naga will immediately attack the party.

TACTICS

When combat begins the naga will lead off with *fire barrage* even if it triggers an attack of opportunity, then use an action point to hit the strongest looking enemy with *immolating bolt*. The naga will attempt to use *fire bolt*, *fire burst* and (once it recharges) *fire barrage* as often as possible, resorting to its *tail sting* only when cornered or at risk of opportunity attacks.

DEVELOPMENT

If the naga is destroyed or lets the players pass, the party can enter the vault of the great dragon.

If the naga is not killed, it will not provide any information or hints as to the contents of the vault. Also remember that if the party exits the vault, the naga will not allow them to re-enter.

Sebila, Fire Naga (N) **Level 11 Solo Artillery**
3,000 XP
Large immortal magical beast
(fire, reptile), naga

Initiative +7 **Senses** Perception +13, darkvision
HP 452; **Bloodied** 226
AC 23; **Fortitude** 23, **Reflex** 23, **Will** 23
Resist 15 fire
Speed 6
Saving Throws +5 **Action Points** 2

Traits

Consuming Flames • Aura 5

Any creature in the aura that is taking ongoing fire damage is also slowed and cannot take opportunity actions.

Action Recovery

Whenever the naga ends its turn, any dazing, stunning, or dominating effect on it ends.

Solo Action

On its initiative count +10, the naga can make either a *Tail Sting* or a *Fire Bolt* attack as a free action.

Standard Actions

④ Tail Sting (fire, poison) • At-Will

Attack: Melee 2 (one creature); +16 vs AC

Hit: 2d6 +9 damage, plus an additional 1d6 fire and poison damage. On a critical hit, target also takes ongoing 10 poison damage (save ends).

③ Fire Bolt (fire) • At-Will

Attack: Ranged 20 (one creature); +14 vs Reflex

Hit: 2d6 +6 fire damage, and the target takes ongoing 5 fire damage (save ends). If the naga is bloodied, the ongoing damage increases to ongoing 10 fire damage (save ends).

➤ Fire Burst • At-Will

The naga makes two *Fire Bolt* attacks against different targets.

◀ Fire Barrage • Recharge when bloodied

The naga makes a *Fire Bolt* attacks every target within range.

➤ Immolating Bolt (fire) • Recharge ☹☹☹

Attack: Ranged 20 (one creature); +14 vs Reflex

Hit: 2d10 +4 fire damage, and the target is dazed and takes ongoing 10 fire damage (save ends both). On a critical hit, target is stunned instead of dazed (save ends).

Miss: Half damage.

Move Actions

Serpentine Shift • At-Will

Requirement: The naga must not be slowed, restrained or immobilized.

Effect: The naga shifts 4 squares.

Triggered Actions

⬇ Reactive Sting (fire) • At-Will

Trigger: An enemy within 2 squares hits the naga with an attack.

Effect (Immediate Reaction): The naga makes a *Tail Sting* attack against the triggering enemy and shifts 1 square.

Alignment -- **Languages** Common, Draconic, Supernal

Skills Arcana +14, Bluff +14, Insight +13

Str 14 (+7) **Dex** 15 (+7) **Wis** 16 (+8)
Con 17 (+8) **Int** 18 (+9) **Cha** 18 (+9)

ENCOUNTER H2 - THE VAULT

Encounter Level 12 (3,500 XP)

SETUP

2 Flame Jet Statues (level 12 blaster trap)
 2 Repulsion Spheres (level 12 blaster trap)
 Eye of Radiance (level 12 blaster trap)

As soon as the party enters the area, read or paraphrase the following:

Two urns filled with flames illuminate this long, narrow room. On either side tens of thousands of coins lie scattered across the floor, and to the south on a raised platform you see another treasure pile of mixed items and coins.

To either side of the raised platform are stone columns about three or four feet tall, and hovering a few inches above each of them is a flickering purple sphere.

When the great dragon Vulkanon was encased in stone by Mazon Darathar, its loyal followers did not want to see his riches be taken by just anyone. So they moved the entire pile in to this secret chamber and protected it with a collection of deadly traps.

When the players approach within 5 squares of the hoard to the south, read or paraphrase the following:

The impressive looking hoard of treasure is illuminated by a yellowish/white light emanating from a huge gemstone embedded in to the southern wall.

The gemstone is an *Eye of Radiance* trap (see below).

FEATURES OF THE AREA

Illumination: The area is brightly lit by the fire-filled urns at the southern end of the room.

Statues: The two statues are of knights standing at attention. A careful examination (Perception DC 22) will detect scoring and traces of fire burns around the head and face, possibly revealing the true nature of the trap:

See the *Flame Jet Statue* trap below.

Coins: The coins on the floor appear to be several thousand gold, silver and copper coins with a few platinum coins mixed in. Only an extremely close magical analysis (Arcana DC 26) will reveal that each and every one of them is fake.

If any of the coins are touched (picked up, stepped on, etc.), the flame jet statue directly to the north of that side of the room will immediately attack and flood the area to the south of it with fire.

The coins look and weigh like normal gold coins (as above, Perception DC 26 check to detect otherwise), but once they are removed from this room will dissolve in to worthless slag within a few hours.

Repulsion Spheres: Two stone pillars, each approximately three feet high, have purplish spheres of arcane energy floating just a few inches above them. They radiate powerful enchantment magic (Arcana DC 20).



As soon as any creature comes within 2 squares of either sphere, the spheres roll initiative and begin blasting waves of concussive force.

Note that if the concussive wave of the sphere pushes a target on top of the coin piles, stepping on the coins is enough to trigger the flame jets from the statues.

Unlike the blue spheres found elsewhere in the temple, these spheres cannot be removed or used by the PCs.

See the *Repulsion Sphere* trap below.

Eye of Radiance: An enormous gemstone at least two feet across is set in the southern wall, illuminating the treasure pile in front of it with a yellowish/white glow.

As soon as any part of the treasure is touched the *Eye of Radiance* trap will activate and begin to blast waves of radiant light over the treasure pile, and will continue to do so until all creatures leave the room.

The eye can be destroyed or disabled with a Thievery DC 22 check by an adjacent creature. If it is destroyed or any attempt is made to remove the gem intact, it will explode in a violent burst of radiant energy.

See the *Eye of Radiance* trap below.

Treasure: There is a considerable amount of treasure in the pile to the south, Vulkanon's horde.

The treasure pile to the south includes:

- A magic weapon of 16th level or lower.
- A magic, non-weapon item of 13th level or lower.
- 412pp, 3,907gp, 5,195sp and 3,810cp scattered across the floor and in numerous sacks, chests and other containers.
- 17 miscellaneous gemstones (amethyst, jade, peridot, etc.), each of which is worth 100gp.
- Miscellaneous jewelry (amulets, necklaces, bracelets, rings, etc.) totalling approximately 600gp in value.
- 420gp worth of raw residuum.
- An inner sanctum key stone used to access Vulkanon's lair (see *Inside the Volcano* for details).

NOTE: You are welcome to modify this treasure pile at your discretion based on player expectations and depending on what other treasure you may have distributed on the way here.

As stated above, the coins lying on the floor on the northern side of the room – a mixture of copper, silver, gold and platinum – are worthless and will dissolve in to metal slag within hours of being removed. Even so, unless the Perception DC 26 check is made to analyze them, the coins still look and feel like real coins.

If the players go through the effort of gathering these coins, you are welcome to make up a rather large number of mixed coins (at least 10,000 coins or more of gold, silver and copper denominations, with a few hundred platinum coins mixed in). Do remember that the coins still weigh as much as normal coins do (as a general guideline, 50 coins weigh about a pound), so how to get several hundred pounds of coin out of the area, and the size of the resulting pile of slag they will soon create, may become an issue.

Flame Jet Statue (2) Object	Level 12 Blaster 600 XP
Detect Perception DC 22 HP 100 AC 18; Fortitude 18, Reflex 5, Will -- Immune cold, fire, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage Vulnerable 20 thunder	Initiative --
Triggered Actions	
➤ Fire Burst (fire) • At-Will	
<i>Trigger:</i> A creature touches any of the gold lying on the floor in front of the statue. <i>Attack (Opportunity Action):</i> Close Blast 3, aiming directly south of statue (all creatures in blast); +15 vs Reflex <i>Hit:</i> 2d6 +4 fire damage, ongoing 10 fire damage (save ends). <i>Miss:</i> 5 fire damage.	
Countermeasures	
<ul style="list-style-type: none"> • Disable: Thievery DC 20 (Standard Action), must be adjacent. <i>Success:</i> The statue is disabled. <i>Failure by More than 5:</i> The trap uses <i>Fire Burst</i> as a free action. 	

Repulsion Sphere (2) Object	Level 12 Blaster 700 XP
Detect Perception DC 20 or Arcana DC 22 HP 40 AC 15; Fortitude 15, Reflex 8, Will -- Immune disease, poison, psychic, forced movement, all effects and conditions, ongoing damage Resist see <i>Force Reflection</i> below	Initiative +4
Standard Actions	
✳ Concussive Wave (force) • At-Will	
<i>Attack:</i> Close Burst 3; +15 vs Reflex <i>Hit:</i> 2d6 +4 force damage, and the target is pushed 3 squares and dazed (save ends). On a critical hit, target is stunned instead of dazed (save ends).	
Triggered Actions	
✳ Force Reflection (force) • At-Will	
<i>Trigger:</i> The sphere is hit with an attack that deals force damage. <i>Effect (Free Action):</i> The sphere take half damage from the attack, and the attacker takes the same amount of force damage.	
✳ Explode (force) • Encounter	
<i>Trigger:</i> The sphere is dropped to 0 hit points. <i>Attack:</i> Close Burst 3; +15 vs Reflex <i>Hit:</i> 3d6 +6 force damage, and the target is pushed 3 squares and dazed (save ends). On a critical hit, target is stunned instead of dazed (save ends). <i>Effect:</i> The sphere is destroyed and no longer attacks.	
Countermeasures	
<ul style="list-style-type: none"> • Disable: Arcana DC 26 or Thievery DC 20 (Standard Action), must be adjacent. <i>Success:</i> The sphere is disabled. <i>Failure by More than 5:</i> The sphere explodes (see <i>Explode</i> above). • Destroy: Each sphere can be attacked. When destroyed, the sphere explodes (see <i>Explode</i> above) 	

Eye of Radiance Object	Level 12 Blaster 700 XP
Detect Perception or Arcana DC 24 HP 200 AC 25; Fortitude 20, Reflex 10, Will -- Immune radiant, disease, poison, psychic, forced movement, all effects and conditions, ongoing damage Vulnerable 20 force, 20 thunder	Initiative +4
Standard Actions	
✳ Radiant Blast (radiant) • At-Will	
<i>Attack:</i> Close Burst 3; +15 vs Fortitude <i>Hit:</i> 2d10 +4 radiant damage, ongoing 10 radiant damage and stunned (save ends both). <i>Aftereffect:</i> The target is dazed (save ends).	
Triggered Actions	
✳ Explode (radiant) • Encounter	
<i>Trigger:</i> The eye is dropped to 0 hit points. <i>Attack:</i> Close Burst 5; +15 vs Fortitude <i>Hit:</i> 3d10 +6 radiant damage, ongoing 10 radiant damage and the target is stunned (save ends both). <i>Aftereffect:</i> The target is dazed (save ends). <i>Effect:</i> The eye is destroyed and no longer attacks.	
Countermeasures	
<ul style="list-style-type: none"> • Disable: Thievery DC 22 (Standard Action), must be adjacent <i>Success:</i> The eye is disabled. <i>Failure by More than 5:</i> The eye explodes (see <i>Explode</i> above). • Destroy: Eye can be attacked. When destroyed, the eye explodes (see <i>Explode</i> above) 	

CONCLUSION

By the end of this adventure the players should at least be level 12, or possibly higher if they discovered all the secondary content or visited both temples.

AFTERMATH

With Vulkanon destroyed the Blackfire Order will be in chaos, and it will not be long before the order collapses and its members all go their separate ways.

Even though the great dragon is destroyed, the party still needs to work their way out of the complex and back to Serpent's Cove for their reward. They can also take the opportunity to explore areas they have not visited, such as the other temple or the hidden vault.

If they have not gone through the entire campaign, at your discretion you can take this opportunity to provide hints to the parts that they have missed. For example:

- If the party has only gone through one side of the volcano give them a reason to visit the other one.
- Provide more hints as to the existence of the *Heart of Fire*, specifically directions to reach The Voice of the Mountain (*Area 6-5*).
- Give them additional clues and motivation to find the entrance to the hidden vault.

As to how to provide this information, you can provide it through documents held by Mazon, items found in Vulkanon's lair, or even from members of the Blackfire Order who can't keep their mouth shut.

CONTINUATION

If you wish to continue the adventures, there are a few possibilities:

- Members of the Blackfire Order can begin to research ways to resurrect their god, allowing for the possibility that the great dragon Vulkanon may return once again.
- The members of the Blackfire Order can begin to lash out at the surrounding area – specifically the village of Serpent's Cove – in retaliation for the death of their god.
- Unless they have been dealt with by the party, the other denizens of the dungeon – such as the Altar of Eternal Flame in the abandoned chapel (*Area 4-8*) or the demons in the Temple of Blackfire basement (*Area 2-6*) – can become an even more serious threat.
- If the players have not acquired the *Heart of Fire* or met The Voice of the Mountain (*Area 6-6*), The Voice can begin to reach out to the players telepathically and try to convince them in to seeking it out and searching for the two components to the *Heart of Fire*.
- Using the Dragon's Eye, The Voice of the Mountain can endeavor to become the Blackfire Order's new god. Although it is benign perhaps something can begin to corrupt it, or perhaps it grows tired of the annoying members of the Blackfire Order and decides to destroy to them and the surrounding areas?
- If the players have not found the hidden vault, provide them with NPCs that might have information about the vault (such as Blackfire members or patrons of the Sapphire Blade in Serpent's Cove) or are very interested in the contents, in the hopes that they may be convinced to find the vault.
- If the portal in the lower level of the Temple of Blackfire has not been closed (*Area 2-6*), all sorts of demons and other creatures from the Elemental Chaos can begin to work their way through it and cause even more wide scale destruction than the dragon could have ever done.

APPENDIX A - NEW CREATURES

THE BLACKFIRE ORDER

The majority of the members of the Blackfire Order are human, but some of the higher ranking members of the organization are dragonborn or tiefling in origin.

As part of the initiation to become a member of the order, every member is required to know Draconic fluently. In fact, Draconic is used in all aspects of the order, from basic communication amongst members to prayers and chants.

BLACKFIRE ZEALOT

The lowest ranking members of the order, these fanatics will stop at nothing to protect their way of life and the other high ranking members of the Blackfire Order. As soon as they see a potential threat they charge at them with their lowly daggers, not caring whether they live or die in the defense of their superiors.

Blackfire Zealot		Level 10 Minion
Medium natural humanoid, human		125 XP
Initiative +8	Senses Perception +6	
HP 1; <i>a missed attack never damages a minion</i>		
AC 22; Fortitude 21, Reflex 22, Will 20		
Speed 6		
Traits		
Strength in Numbers		
The zealot gains a +2 bonus to all defenses if it has at least 2 other Blackfire members within 2 squares of it.		
Standard Actions		
Ⓢ Dagger (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs AC		
<i>Hit:</i> 8 damage.		
Alignment Evil		Languages Common, Draconic
Str 14 (+7)	Dex 16 (+8)	Wis 13 (+6)
Con 12 (+6)	Int 9 (+4)	Cha 11 (+5)

BLACKFIRE ACOLYTE

Even though they are about the same rank as Blackfire Zealots, these followers have started to learn the ways of elemental magic and are capable of launching bolts of arcane fire at their enemies.

Blackfire Acolyte		Level 11 Minion Artillery
Medium natural humanoid, human		150 XP
Initiative +7	Senses Perception +5	
HP 1; <i>a missed attack never damages a minion</i>		
AC 25; Fortitude 20, Reflex 22, Will 22		
Speed 6		
Standard Actions		
Ⓢ Quarterstaff (weapon) • At-Will		
<i>Attack:</i> +16 vs AC		
<i>Hit:</i> 6 damage.		
Ⓢ Fire Bolt (fire) • At-Will		
<i>Attack:</i> Ranged 10; +14 vs Reflex		
<i>Hit:</i> 8 fire damage.		
Alignment Evil		Languages Common, Draconic
Str 10 (+5)	Dex 14 (+7)	Wis 11 (+5)
Con 12 (+6)	Int 16 (+8)	Cha 14 (+7)

BLACKFIRE ZEALOT AND ACOLYTE TACTICS

The zealots and acolytes are not particularly strategic, and will blindly charge in to the fray with blatant disregard for their own personal safety. They will lay down their lives for the cause without hesitation.

BLACKFIRE GUARD

The primary protectors of the Blackfire Order, these dragonborn warriors defend the higher ranking members of the organization, putting themselves in harm's way and risking their lives in the line of duty.

Blackfire Guard		Level 11 Soldier
Medium natural humanoid, dragonborn		600 XP
Initiative +10	Senses Perception +12	
HP 111; Bloodied 55		
AC 27; Fortitude 24, Reflex 21, Will 22		
Resist 10 fire		
Speed 6		
Traits		
Dragonborn Fury		
The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.		
Standard Actions		
Ⓢ Bastard Sword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs AC		
<i>Hit:</i> 2d10 +7 damage, and the target is marked until the end of the next turn.		
⚡ Blade Fury (weapon) • Recharge when bloodied		
<i>Attack:</i> Close Burst 1 (all enemies in burst); +16 vs AC		
<i>Hit:</i> 1d10 +7 damage.		
Minor Actions		
⚡ Dragonfear (fear) • Encounter		
<i>Attack:</i> Close Burst 5 (all enemies in burst); +16 vs Will		
<i>Hit:</i> The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the next turn.		
Triggered Actions		
Ⓢ Impetuous Spirit (weapon) • At-Will		
<i>Trigger:</i> An enemy leaves a square adjacent to the dragonborn.		
<i>Effect (Immediate Interrupt):</i> The dragonborn makes a melee basic attack against the triggering enemy.		
Alignment Evil		Languages Common, Draconic
Str 17 (+8)	Dex 13 (+6)	Wis 14 (+7)
Con 15 (+7)	Int 10 (+5)	Cha 12 (+6)
Equipment bastard sword, chainmail		

BLACKFIRE GUARD TACTICS

The guards will try to put themselves in between the enemy and those they are defending, trying to draw their fire while the others attack from afar. It will lead off with *dragonfear*, then try to catch as many targets as it can using *blade flurry*.

Given a choice, Blackfire guards will not risk life and limb to protect lowly zealots and acolytes, and they will not go out of their way to ensure their safety.

BLACKFIRE SENTRY

Similar to the common Blackfire guards, these dragonborn sentries wield massive halberds and protect their superiors by keeping their enemies at a distance.

Unlike the guards, these do not bother with instilling fear in their enemies and would much rather immolate them with their breath weapon.

Blackfire Sentry		Level 12 Soldier
Medium natural humanoid, dragonborn		700 XP
Initiative +11	Senses Perception +13	
HP 118; Bloodied 59	AC 28; Fortitude 25, Reflex 22, Will 23	
Resist 10 fire	Speed 6	
Traits		
Dragonborn Fury		
The dragonborn gains a +1 racial bonus to all attack rolls while bloodied.		
Punishing Blow		
The dragonborn deals an additional 1d10 damage on melee attacks against a prone target.		
Standard Actions		
Ⓢ Halberd (weapon) • At-Will		
<i>Attack:</i> Melee 2 (one creature); +17 vs AC		
<i>Hit:</i> 2d12 +6 damage, and the target is marked until the end of the next turn.		
⚡ Powerful Strike (weapon) • Recharge [3]		
<i>Attack:</i> Melee 2 (one creature); +17 vs AC		
<i>Hit:</i> 3d12 +6 damage, and the target is knocked prone.		
Minor Actions		
⏪ Dragon Breath (fire) • Encounter		
<i>Attack:</i> Close Blast 3 (all creatures in burst); +17 vs Reflex		
<i>Hit:</i> 2d8 +6 fire damage.		
Alignment Evil	Languages Common, Draconic	
Str 17 (+9)	Dex 12 (+7)	Wis 14 (+8)
Con 14 (+8)	Int 10 (+6)	Cha 12 (+7)
Equipment halberd, chainmail		

BLACKFIRE SENTRY TACTICS

When in the company of the more common Blackfire guards, they will stand closely behind them and jab their halberd through the ranks. They will periodically attempt to take their opponents to the ground with *powerful strike*, and while they wait for that to recharge will rain blows on any creature that is prone and within range.

If they are sure to get more than one enemy in the burst without striking allies they will move up, use *dragon breath* and immediately step back to keep the enemy at moderate range.

In the same manner as the Blackfire guards, they will do anything within their power to stand between the enemy and their leaders.

BLACKFIRE ALCHEMIST

Due to limited space and resources, not to mention several of them have met an untimely death due to their own experimentation, there are only a handful of alchemists still active in the Blackfire Order.

In addition to creating alchemical mixtures, the alchemists are the librarians of the order and maintain all the arcane texts and rituals scrolls kept and frequently used by members of the order.

Blackfire Alchemist		Level 11 Artillery
Medium natural humanoid		600 XP
Initiative +5	Senses Perception +5	
HP 86; Bloodied 43	AC 23; Fortitude 21, Reflex 22, Will 22	
Speed 6		
Standard Actions		
Ⓢ Poisoned Dagger (poison, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs AC		
<i>Hit:</i> 2d4 +4 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).		
✳ Alchemical Vial (varies) • 6/Encounter		
Roll a d4 to determine the type of vial used.		
1: Acid		
2: Cold		
3: Fire		
4: Lightning		
Using the damage type as the keyword to the power, make the following attack.		
<i>Attack:</i> Area Burst 1 within 10 (all creatures in burst); +14 vs Reflex		
<i>Hit:</i> 3d6 +6 damage of the chosen type.		
<i>Miss:</i> 5 damage of the chosen type.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +13, History +13		
Str 12 (+6)	Dex 11 (+5)	Wis 10 (+5)
Con 14 (+7)	Int 17 (+8)	Cha 15 (+7)
Equipment cloth, dagger, 6 alchemical vials		

BLACKFIRE ALCHEMIST TACTICS

A Blackfire alchemist is hardly ever alone; if he is not in the company of other guards, he is always sure to have a set of fire-infused homunculus tasked to protect him (see *Encounter T4 - Alchemical Lab*).

In combat he will stand behind his front line forces and pelt the enemy from afar with his alchemical attacks. If he runs out of vials, rather than stick around he will step away to gather more vials and eventually return to combat.

BLACKFIRE ARCANIST

Alongside the elemental priests, the Blackfire arcanists are considered one of the highest ranking non-officers in the Blackfire Order. Through their studies of the elemental forces at work in the volcano, they are tieflings that have mastered the use of arcane fire to immolate anyone who opposes them.

Blackfire Arcanist		Level 12 Artillery
Medium natural humanoid, tiefling		700 XP
Initiative +7	Senses Perception +7, low-light vision	
HP 93; Bloodied 46		
AC 24; Fortitude 23, Reflex 25, Will 25		
Resist 10 fire		
Speed 6		
Traits		
Bloodhunt		
The tiefling gains a +1 bonus to attacks against bloodied targets.		
Standard Actions		
Ⓣ Flame Dagger (weapon, fire) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs AC		
<i>Hit:</i> 2d4 +4 damage, plus an additional 1d8 fire damage.		
Ⓣ Hellfire Missile (fire) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +15 vs Reflex		
<i>Hit:</i> 2d8 +6 fire damage, and every creature adjacent to the target takes 8 fire damage.		
✳ Blackfire Burst (fire) • Encounter		
<i>Attack:</i> Area Burst 2 within 20 (all creatures in burst); +15 vs Reflex		
<i>Hit:</i> 2d6 +4 fire damage, ongoing 10 fire damage (save ends).		
<i>Effect:</i> The burst creates a zone that lasts until the end of the arcanist's next turn. Any creature that ends their turn within the zone takes 10 fire damage.		
Move Actions		
Ⓣ Dimension Door (teleportation) • Recharge ☹		
<i>Effect:</i> The arcanist teleports up to 6 squares.		
Triggered Actions		
Ⓣ Infernal Wrath (fire) • Encounter		
<i>Trigger:</i> The tiefling is hit by an attack.		
<i>Effect (Free Action):</i> The triggering creature takes 1d6 +4 fire damage.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +15, History +15		
Str 12 (+7)	Dex 12 (+7)	Wis 12 (+7)
Con 15 (+8)	Int 19 (+10)	Cha 17 (+9)
Equipment cloth, dagger		

BLACKFIRE ARCANIST TACTICS

The arcanist is definitely never alone, and usually has a whole squad of half a dozen or more followers standing around him and willing to lay their lives down for his safety. In addition to being in the company of zealots, acolytes and guards he may also have a few elemental creatures that have been summoned or conjured and under his control.

The arcanist will do everything possible to stay as far as possible from the enemy but still within range of his *hellfire missile* and *blackfire burst*, and he will use his *infernal wrath* power the first time he is hit by an attack.

BLACKFIRE ELEMENTAL PRIEST

The religious leaders of the Blackfire Order, these priests are the conduit between members of the congregation and their god, the great dragon Vulkanon. They are considered one of the highest ranking non-officers within the Blackfire Order.

Blackfire Elemental Priest		Level 12 Controller (Leader)
Medium natural humanoid, human		700 XP
Initiative +7	Senses Perception +10	
HP 117; Bloodied 58		
AC 26; Fortitude 22, Reflex 24, Will 26		
Speed 6		
Standard Actions		
Ⓣ Mace (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs AC		
<i>Hit:</i> 2d6 +6 damage.		
Ⓣ Priest's Shield (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs AC		
<i>Hit:</i> 1d10 +8 damage, and the priest and one adjacent ally gain a +1 power bonus to AC until the end of the next turn.		
Ⓣ Lance of Flame (fire) • At-Will		
<i>Attack:</i> Ranged 10 (one creature); +15 vs Reflex		
<i>Hit:</i> 2d8 +6 fire damage, and the target is slowed (save ends).		
<i>First Failed Save:</i> Target is immobilized instead of slowed (save ends).		
Ⓣ Curse of Despair (fear, psychic) • Recharge ☹		
<i>Attack:</i> Close Burst 3 (all enemies in burst); +15 vs Will		
<i>Hit:</i> 2d8 +6 psychic damage, and the target takes a -1 penalty to all defenses until the end of the next turn.		
<i>Miss:</i> Half psychic damage.		
Minor Actions		
Ⓣ Healing Word (healing) • 2/Encounter (1/round)		
<i>Effect:</i> One ally within 5 squares of the priest uses a healing surge and regains an additional 1d6 +2 hit points.		
Alignment Evil		Languages Common, Draconic
Skills Arcana +14, History +14, Religion +14		
Str 10 (+6)	Dex 12 (+7)	Wis 19 (+10)
Con 13 (+7)	Int 16 (+9)	Cha 17 (+9)
Equipment cloth, mace		

BLACKFIRE ELEMENTAL PRIEST TACTICS

Like the Blackfire arcanists, the elemental priests will have a whole squad of followers between them and the enemy. He will prefer to stand in the back and command his followers from where its safe while using *lance of flame* as often as possible.

Whenever necessary, he will use his two *healing word* uses to assist his allies, preferably the guards and sentries of the group that are ensuring his safety.

THE HAVLOK ORCS

On a nearby island is the Havlok tribe of orcs. They are a savage, brutal group of orc raiders that terrorize the nation of Cerra fairly frequently, but on numerous occasions the people of Cerra have managed to drive them back. A small island not far from Pyrias is now their only refuge.

They have sensed the surge in power and the increased activity coming from within the volcano, so they have sent a large group of orcs, oni and ogres to investigate and seize control of whatever treasures and items of power there discover on the island.

The orcs are bloodthirsty and savage, and are not particularly easy to negotiate with. They will attack anything and everything they see on the island with little hesitation, and only in extreme circumstances are they open to diplomacy.

HAVLOK ORC WARRIORS AND GRUNTS

The peons of the Havlok tribe, these are the laborers that do all the menial tasks the more powerful orcs don't want to do. The Havlok orc warriors are slightly more adept at combat and have battleaxes and shields instead of clubs, but even so they aren't very well suited for intense combat.

Havlok Orc Grunt		Level 9 Minion
Medium natural humanoid, orc		100 XP
Initiative +4		Senses Perception +4, low-light vision
HP 1; <i>a missed attack never damages a minion</i>		
AC 23; Fortitude 21, Reflex 18, Will 17		
Speed 6 (8 while charging)		
Standard Actions		
⊕ Club (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs AC		
<i>Hit:</i> 6 damage		
Alignment Chaotic Evil	Languages Common, Giant	
Str 17 (+7)	Dex 11 (+4)	Wis 10 (+4)
Con 13 (+5)	Int 7 (+2)	Cha 7 (+2)
Equipment leather armor, club		
Havlok Orc Warrior		Level 10 Minion
Medium natural humanoid, orc		150 XP
Initiative +5		Senses Perception +5, low-light vision
HP 1; <i>a missed attack never damages a minion</i>		
AC 24; Fortitude 23, Reflex 19, Will 19		
Speed 6 (8 while charging)		
Standard Actions		
⊕ Battleaxe (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs AC		
<i>Hit:</i> 8 damage, or 12 damage if charging.		
Alignment Chaotic Evil	Languages Common, Giant	
Skills Endurance +13		
Str 18 (+9)	Dex 11 (+5)	Wis 10 (+5)
Con 16 (+8)	Int 8 (+4)	Cha 8 (+4)
Equipment hide armor, light shield, battleaxe		

HAVLOK ORC WARRIOR AND GRUNT TACTICS

The orc grunts are not particularly bright, but will wade in to battle if commanded to do so. Warriors are slightly more intelligent and have some combat training, but they're still rather reckless and die easily.

Both grunts and warriors also the most cowardly of all the Havlok orcs, so if their leaders fall before they do they are likely to surrender with little convincing. But so long as their leaders still stand, they will charge forward and engage at close range.

HAVLOK ORC RAIDER

The true warriors of the Havlok tribe, orc raiders are fearless and will not hesitate to attack and destroy anyone they see. Once they are in combat, there is very little that can be done to convince them to surrender; they are merciless killing machines that take great pleasure in wanton destruction.

Havlok Orc Raider		Level 11 Skirmisher
Medium natural humanoid, orc		600 XP
Initiative +10		Senses Perception +6, low-light vision
HP 111; Bloodied 55		
AC 25; Fortitude 24, Reflex 23, Will 20		
Speed 6 (8 while charging)		
Traits		
Killer's Eye		
When making a ranged attack, the raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.		
Standard Actions		
⊕ Greataxe (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs AC		
<i>Hit:</i> 2d12 +5 damage (or 2d12 +29 on a critical hit).		
⌘ Handaxe (weapon) • At-Will		
<i>Attack:</i> Ranged 5/10 (one creature); +16 vs AC		
<i>Hit:</i> 2d6 +5 damage.		
Warrior's Surge (healing, weapon) • Encounter		
<i>Condition:</i> Usable only when bloodied.		
<i>Effect:</i> The raider makes a melee basic attack and regains 27 hit points.		
Triggered Actions		
Savage Demise • At-Will		
<i>Trigger:</i> The orc drops to 0 hit points or lower.		
<i>Effect (Free Action):</i> The orc takes a standard action.		
Alignment Chaotic Evil	Languages Common, Giant	
Skills Endurance +12, Intimidate +11		
Str 19 (+9)	Dex 16 (+8)	Wis 13 (+6)
Con 15 (+7)	Int 10 (+5)	Cha 10 (+5)
Equipment leather armor, greataxe, handaxe (x4)		

HAVLOK ORC RAIDER TACTICS

The orc raider will usually lead off with a thrown handaxe before drawing its greataxe and charging in.

They are well versed in the ways of combat, and will take advantage of flanking opportunities with their allies. They also take great pleasure in cutting down those that are significantly weaker than they are, such as spellcasters and anyone wearing cloth.

HAVLOK ORC BLOODRAGER

The savages of the tribe, these unpredictable warriors plow through the battlefield without hesitation and swing wildly at anything in their way.

Havlok Orc Bloodrager		Level 11 Skirmisher
Medium natural humanoid, orc		600 XP
Initiative +10	Senses Perception +6, low-light vision	
HP 111; Bloodied 55		
AC 25; Fortitude 26, Reflex 23, Will 21		
Speed 6 (8 while charging)		
Traits		
Blood Rage		
While bloodied, the bloodrager scores a critical hit on a melee attack with a result of 19-20.		
Standard Actions		
⊕ Battleaxe (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs AC		
<i>Hit:</i> 2d8 +9 damage		
✦ Cleave (weapon) • Recharge ☹️		
<i>Attack:</i> Close Burst 1 (all enemies in burst); +16 vs AC		
<i>Hit:</i> 2d8 +9 damage. On a critical hit, the target is knocked prone.		
Warrior's Surge (healing, weapon) • Encounter		
<i>Condition:</i> Usable only when bloodied.		
<i>Effect:</i> The bloodrager makes a melee basic attack and regains 27 hit points.		
Triggered Actions		
Savage Demise • At-Will		
<i>Trigger:</i> The orc drops to 0 hit points or lower.		
<i>Effect (Free Action):</i> The orc takes a standard action.		
Alignment Chaotic Evil	Languages Common, Giant	
Skills Athletics +15, Intimidate +10		
Str 20 (+10)	Dex 17 (+8)	Wis 12 (+6)
Con 15 (+7)	Int 8 (+4)	Cha 8 (+4)
Equipment hide armor, battleaxe		

HAVLOK ORC BLOODRAGER TACTICS

The orc bloodrager lives for conflict and the thrill of taking on the biggest foe it can find. While in battle it will target the most challenging enemy – which usually is the most heavily armored – and pounce on it viciously.

The bloodragers work themselves in to such a frenzy during combat that they almost appear to have gone insane. They will even go as far as pushing allies aside just so they can get in on the violence.

HAVLOK ORC BEASTMASTER

The Havlok tribe has a variety of trained animals which they take with them everywhere they go, the most popular of which are large worgs trained for battle. The orc beastmasters are the ones that not only train these wild animals but keep them under control and command them on the battlefield.

Havlok Orc Beastmaster		Level 10 Skirmisher (Leader)
Medium natural humanoid, orc		500 XP
Initiative +9	Senses Perception +11, low-light vision	
HP 104; Bloodied 52		
AC 24; Fortitude 24, Reflex 21, Will 22		
Speed 6 (8 while charging)		
Traits		
Combat Advantage		
The beastmaster deals 1d6 extra damage against any target it has combat advantage against.		
Standard Actions		
⊕ Flail (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +15 vs AC		
<i>Hit:</i> 1d10 +8 damage		
Command • Recharge ☹️☹️		
<i>Effect:</i> An allied natural beast within 5 squares of the beastmaster can move up to its move speed and make a basic attack as a free action.		
Warrior's Surge (healing, weapon) • Encounter		
<i>Condition:</i> Usable only when bloodied.		
<i>Effect:</i> The archer makes a melee basic attack and regains 26 hit points.		
Minor Actions		
Release the Hounds • Recharge ☹️☹️		
<i>Effect:</i> Each allied natural beast within 5 squares of the beastmaster can shift 1 square as a free action.		
Triggered Actions		
Sick 'em • At-Will		
<i>Trigger:</i> The orc is hit with a melee attack.		
<i>Effect (Immediate Reaction):</i> An allied natural beast adjacent to the attacker can make a melee basic attack against the attacker as a free action. The beastmaster then shifts 1 square.		
Alignment Chaotic Evil	Languages Common, Giant	
Skills Intimidate +13, Nature +11		
Str 19 (+9)	Dex 14 (+7)	Wis 12 (+6)
Con 16 (+8)	Int 9 (+4)	Cha 17 (+8)
Equipment hide armor, flail		

HAVLOK ORC BEASTMASTER TACTICS

The orc beastmaster relies on the pets he has under his command to position themselves so he can maximize his combat advantage. When he doesn't have combat advantage he will use his own flail sparingly, preferring that the wild animals make attacks on his behalf.

HAVLOK ORC ARCHER

The archers provide long ranger support for the warriors and raiders on the battlefield.

Havlok Orc Archer	Level 11 Artillery
Medium natural humanoid, orc	600 XP
Initiative +9	Senses Perception +10, low-light vision
HP 84; Bloodied 42	
AC 23; Fortitude 22, Reflex 25, Will 20	
Speed 6 (8 while charging)	
Standard Actions	
Ⓢ Handaxe (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs AC	
<i>Hit:</i> 2d6 +4 damage	
Ⓢ Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 15/30 (one creature); +16 vs AC	
<i>Hit:</i> 2d10 +7 damage, and the orc can push the target 1 square.	
↗ Rapid Shot (weapon) • Recharge ⓂⓂ	
<i>Effect:</i> The orc archer makes two <i>Longbow</i> attacks. If attacking two separate targets, the two targets cannot be more than 5 squares apart.	
Warrior's Surge (healing, weapon) • Encounter	
<i>Condition:</i> Usable only when bloodied.	
<i>Effect:</i> The archer makes a melee basic attack and regains 21 hit points.	
Triggered Actions	
Savage Demise • At-Will	
<i>Trigger:</i> The orc drops to 0 hit points or lower.	
<i>Effect (Free Action):</i> The orc takes a standard action.	
Alignment Chaotic Evil	Languages Common, Giant
Str 15 (+7)	Dex 18 (+9)
Con 12 (+6)	Int 8 (+4)
Wis 10 (+5)	Cha 8 (+4)
Equipment leather armor, handaxe, longbow, arrows (x20)	

HAVLOK ORC ARCHER TACTICS

The orc archer makes sure they stand in the back of the battlefield, raining arrows from afar and providing fire support for the front line raiders.

HAVLOK OGRES

For the really big tasks – like bashing things – the Havlok Orcs have recruited the service of numerous ogres. These massive beasts are perfect for breaking down doors, walls or any other type of barrier so that the rest of the orcs can move in.

There are two different varieties of ogres used by the Havlok tribe: the Havlok ogre brute is used for all the heavy lifting and grueling work of smashing things with blunt objects, and the Havlok ogre warriors are on the battlefield when fighting multiple targets.

Havlok Ogre Brute	Level 12 Brute
Large natural humanoid (giant), ogre	700 XP
Initiative +8	Senses Perception +6
HP 151; Bloodied 75	
AC 24; Fortitude 28, Reflex 21, Will 20	
Speed 8	
Standard Actions	
Ⓢ Greatclub (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs AC	
<i>Hit:</i> 2d10 +10 damage.	
⏪ Sweeping Blow (weapon) • At-Will	
<i>Attack:</i> Close Blast 2 (all creatures in blast); +17 vs AC	
<i>Hit:</i> 1d10 +10 damage, and the target falls prone.	
Triggered Actions	
Ⓡ Vicious Rush • Recharge ⓂⓂⓂ	
<i>Trigger:</i> The ogre hits with a charge attack.	
<i>Effect (No Action):</i> The ogre gains a +5 bonus to the damage roll, and the target is pushed 2 squares and knocked prone.	
Alignment Chaotic Evil	Languages Giant
Str 22 (+12)	Dex 10 (+6)
Con 21 (+11)	Int 4 (+3)
Wis 11 (+6)	Cha 6 (+4)
Equipment greatclub	
Havlok Ogre Warrior	Level 12 Brute
Large natural humanoid (giant), ogre	700 XP
Initiative +11	Senses Perception +7
HP 149; Bloodied 74	
AC 25; Fortitude 27, Reflex 24, Will 21	
Speed 8	
Standard Actions	
Ⓢ Greataxe (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs AC	
<i>Hit:</i> 2d12 +10 damage.	
⚡ Cleave (weapon) • Recharge ⓂⓂⓂ	
<i>Attack:</i> Close Burst 2 (all enemies in burst); +17 vs AC	
<i>Hit:</i> 1d12 +10 damage.	
Alignment Chaotic Evil	Languages Giant
Str 21 (+11)	Dex 16 (+9)
Con 19 (+10)	Int 4 (+3)
Wis 12 (+7)	Cha 6 (+4)
Equipment hide armor, greataxe	

HAVLOK OGRE TACTICS

Both types of ogres have similar styles, the only real difference being one has a club while the other has an axe. They are extremely dumb so they cannot be expected to use complex tactics. When they see an enemy, they will immediately move on it and try to bash its brains in with its greatclub or greataxe, even if that means plowing through other orc allies over as it charges across the field.

Ogres only speak giant, and if anyone attempts to address them in a language they do not understand it will only make them even more angry.

HAVLOK BATTLE WORG

These ferocious wolf-like animals serve as mounts, usually for raiders or bloodragers. They undergo extensive training at the hands of orc beastmasters and are extremely ferocious while in combat.

See the D&D 4E *MONSTER MANUAL* for description and lore.

Havlok Battle Worg	Level 10 Brute
Large natural magical beast (mount)	500 XP
Initiative +10	Senses Perception +10, darkvision
HP 130; Bloodied 65	
AC 21; Fortitude 23, Reflex 20, Will 19	
Speed 8	
Traits	
Frightful Growl (fear) • Aura 1	
Enemies within the aura take a -1 penalty to attack rolls.	
Standard Actions	
Ⓢ Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs AC	
<i>Hit:</i> 2d8 +6 damage, ongoing 5 damage (save ends). On a critical hit, the target is also knocked prone.	
Triggered Actions	
Slavering Lunge • Encounter	
<i>Condition:</i> Must be mounted by a creature of 10th level or higher.	
<i>Trigger:</i> The worg's rider rolls initiative.	
<i>Effect (Free Action):</i> The worg moves up to half its speed.	
Alignment Chaotic Evil	Languages Abyssal
Skills Stealth +13	
Str 22 (+11)	Dex 17 (+8)
Con 20 (+10)	Int 6 (+3)
	Wis 10 (+5)
	Cha 15 (+7)

HAVLOK BATTLE WORG TACTICS

The worgs usually obey every command given to them by their rider or by a nearby beastmaster, but when left to attack on their own will go straight at the nearest target and try to tear it apart.

APPENDIX B - NEW ITEMS

DEATHSTRIKE RING

This thin, silver ring has skulls etched around its circumference. It can sense when an enemy is at its weakest and allows the wearer to capitalize on the efficiency of his allies' attacks.

Deathstrike Ring	Level 11 Uncommon
<i>This silver band has small, ornate skulls etched in to it.</i>	
Ring	9,000gp
Property: If an ally within 5 squares scores a critical hit, you gain a +2 bonus to the attack and damage on the next attack you make against the same target.	
Power • Encounter (Free Action):	
<i>Trigger:</i> You score a critical hit against an enemy.	
<i>Effect:</i> Until the end of the next turn, all your allies gain a +2 bonus to attack and damage rolls against the target of the critical hit.	

EMBER STONE

These small stones look like charcoal briquettes, but glow slightly red and are warm to the touch. When placed on the ground, they turn in to Flaming Embers.

They are found throughout the Temple of Blackfire, and are used by Mazon Darathar to keep the party occupied while he tries to awaken Vulkanon (see *Encounter VI - Mazon Darathar*).

Ember Stone	Level 10 Uncommon
<i>This small red stone is warm to the touch.</i>	
Consumable: Consumable	150gp
Power (Conjuration) • Consumable (Minor Action): Upon placing the stone in an empty adjacent square, it turns in to a Flaming Ember (see below). The Flaming Ember is considered an ally, has its own set of actions per turn and acts immediately.	
If the Flaming Ember remains unharmed at the end of the encounter, it turns back in to an unused Ember Stone; if the Flaming Ember drops to 0 hit points or lower, the Ember Stone is consumed and cannot be re-used.	

Flaming Ember	Level 11 Minion Skirmisher
Small elemental animate (fire)	150 XP
Initiative +9	Senses Perception +6, darkvision
HP 1; <i>a missed attack never damages a minion</i>	
AC 25; Fortitude 21, Reflex 25, Will 21	
Immune fire	
Speed 0, fly 6 (hover)	
Standard Actions	
⊕ Burning Touch (fire) • At-Will	
<i>Attack:</i> +16 vs AC	
<i>Hit:</i> 8 fire damage.	
✦ Fire Burst (fire) • At-Will	
<i>Attack:</i> Close Burst 1 (all creatures in burst); +14 vs Reflex	
<i>Hit:</i> 6 fire damage.	
<i>Effect:</i> The ember drops to 0 hit points.	
Alignment --	Languages --
Str 12 (+6)	Dex 19 (+9)
Con 10 (+5)	Int 6 (+3)
	Wis 12 (+6)
	Cha 6 (+3)

ELEMENTAL CLOAK

This long, deep blue cloak provides unprecedented protection from harsh elements and inclement weather.

Elemental Cloak	Level 12 Uncommon
<i>Even though the fabric of this deep blue cloak seems rather thin, it provides excellent protection from hot and cold weather as well as other adverse environmental effects.</i>	
Neck Slot	13,000gp
Enhancement: +3 to Fortitude, Reflex and Will	
Property: You gain the benefit of the <i>Endure Elements</i> ritual (see D&D 4E <i>PLAYER'S HANDBOOK</i>).	
Power (Fire, Cold) • Daily (Minor Action): You gain resist 10 fire and resist 10 cold until the end of the encounter.	

FORCE SPHERE

These small blue spheres are found throughout the Temple of Blackfire. They are used as power sources for the force-based devices, such as the containment cells in the basement (*Area 2-5*) or the walkways over the molten river (*Area 1-15*). An arcane spellcaster can use them to enhance force-based spells and can also conjure a single *Magic Missile* as a minor action.

Force Sphere	Level 4 Uncommon
<i>This small blue sphere increases the power of arcane force.</i>	
Wondrous Item	840gp
Property: When casting a spell that has the "force" keyword, the orb provides a +1 item bonus to the attack roll (if applicable) and a +2 item bonus to damage.	
Power (Force) • Encounter: Minor Action. You cast a <i>Magic Missile</i> as per the wizard's at-will power (see D&D 4E <i>PLAYER'S HANDBOOK</i>). The magic missile does 4 + Intelligence modifier force damage or 6 force damage, whichever is greater.	

See *Inside the Volcano* for details of where the party can recover the limited amount of force spheres.

PHOENIX BROOCH

This brooch bearing the symbol of the mythical phoenix grants the bearer the power to return from the brink of death in a burst of fire.

Phoenix Brooch	Level 13 Rare
<i>This gold brooch bears the symbol of the phoenix rising up amidst thick flames.</i>	
Neck Slot	17,000gp
Enhancement: +3 to Fortitude, Reflex and Will	
Property: You gain resist 10 fire.	
Property: You gain vulnerable 10 cold.	
Power (Fire, Healing) • Daily:	
<i>Trigger:</i> You are reduced to 0 hit points and have at least 1 healing surge remaining.	
<i>Effect (Immediate Reaction):</i> Use a healing surge. Until the end of the next turn you gain resist 20 fire and a fly speed equal to your move speed. In addition, make the following attack:	
<i>Attack:</i> Close Burst 2 (all creatures in burst), Level +5 vs Reflex	
<i>Hit:</i> The target takes fire damage equal to half your healing surge value.	
<i>Miss:</i> The target takes fire damage equal to one fourth your healing surge value.	

THE HEART OF FIRE

The *Heart of Fire* is an artifact born of the volcano, assembled by powerful magic users centuries ago as a device to channel the elemental energies deep within the mountain. This force inside the volcano, known as “The Voice of the Mountain” (or “The Voice” for short), grew in power due to the energy channeled through the *Heart of Fire* until it became a threat to everyone around it. Unable to control it, the mages then separated the heart in to two separate parts, hoping that some day a hero would appear that is capable of controlling the vast elemental energy channeled through the device.

ACQUIRING THE HEART OF FIRE

In order to protect themselves, the mages separated component parts that made up the *Heart of Fire*. Both parts were given to the Blackfire Order for safe keeping, but things did not go as planned. One component was lost while the other was used for a completely different purpose than what it was originally designed for.

Once the two components are acquired, in order to rejoin them in to the Heart of Fire they must be infused with elemental energy by The Voice.

COMPONENT PARTS

The *Heart of Fire* has two components:

Sphere of Fire: A sphere made of darkened glass that is approximately three inches in diameter and has a small ridge around the sphere’s equator. The sphere has a strong aura of evocation magic (Arcana DC 14), and using the sphere allows the wielder to create non-magical fires and illuminate a small area.

The Sphere of Fire	Heroic Level
<i>This sphere is made of dark glass and approximately three inches in diameter.</i>	
Artifact (Unique Item)	
Properties	
<ul style="list-style-type: none"> You gain resist 5 fire. If you already have fire resistance, the resistance increases by 5. You can speak and understand Draconic. 	
Illuminate • At-Will	
<i>Effect (Minor Action):</i> the sphere begins to shed bright light in a 2 square radius. With another minor action the light could be turned off.	

This component was believed lost by the Blackfire Order, but documents left in the alchemist’s hidden library (*Area I-5*) will reveal that the object was abandoned inside the original temple due to a powerful demonic force that has claimed it. The sphere is now in the hands of the demonic entity known as the *Altar of Eternal Flame* (see *Encounter A6 - The Ruined Chapel*) inside the ruined chapel of the abandoned temple (*Area 4-8*).

Circlet of Fire: This is a solid gold band a little over three inches in diameter that has runes from an unknown language written all around it. The circlet has a strong aura of abjuration magic (Arcana DC 14), and any creature in possession of the circlet gains a little fire resistance and enhanced sight.

The Circlet of Fire	Heroic Level
<i>This circlet made of solid gold has strange runes around its outer rim.</i>	
Artifact (Unique Item)	
Properties	
<ul style="list-style-type: none"> You gain resist 5 fire. If you already have fire resistance, the resistance increases by 5. You can speak and understand Draconic. 	
Truesight • Daily	
<i>Effect (Minor Action):</i> Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment or total concealment. If you’ve reached at least one milestone today, this lasts until the end of your next turn instead.	

The circlet is a part of a device known as The Dragon’s Eye on the top level of the Temple of Blackfire (*Area 3-3*), and is used as a focus for the eye’s power. The Blackfire Order is unaware of the item’s true power, and only see it as the focus to the device that allows them to speak with their great dragon god Vulkanon.

ASSEMBLY

Each of the component parts provides a modest amount of powers (see above).

When both objects are a few feet apart they will begin to pull against each other as if they were magnets, trying desperately to join themselves. The pieces can be fitted together easily, but they will not acquire their full power until they are infused with elemental fire by The Voice inside Vulkanon’s inner sanctum (*Area 6-6*). Once The Voice transfers a part of itself to the two pieces, they are magically fused together and cannot be separated.

See *Encounter S3 - The Voice of the Mountain* for more information.

The Heart of Fire	Heroic Level
<i>This fist-sized orb glows brightly and appears to have flames swirling inside of it.</i>	
Artifact (Unique Item)	
Implement: Orb	
Enhancement Bonus: +3 to attack rolls and damage rolls	
Critical: Ongoing 10 fire damage (save ends).	
Properties	
<ul style="list-style-type: none"> You can speak telepathically with <i>The Voice of the Mountain</i> so long as you are within 10 miles of it. You gain resist 10 fire. If you already have fire resistance, the resistance is increased by 10. Any attacks made through the orb ignore the first 10 points of fire resistance. You can speak and understand Draconic. 	
Illuminate • At-Will	
<i>Effect (Minor Action):</i> the sphere begins to shed bright light in a 5 square radius. With another minor action the light could be turned off.	
Truesight • Daily	
<i>Effect (Minor Action):</i> Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment or total concealment. If you’ve reached at least one milestone today, this lasts until the end of your next turn instead.	

ROLEPLAYING THE HEART OF FIRE

The *Heart of Fire* is an extension of The Voice of the Mountain, a small piece of it that can go beyond the walls of the volcano. But once the orb is taken far from the isle of Pyrias, The Voice loses control and becomes detached from it. The orb then begins to have a mind of its own, wishing for nothing less than burning everything in sight.

The Voice doesn't crave destruction, but once it becomes detached from the orb the remaining elemental power can't think of anything else. Every chance it gets, the orb will try to edge on the wielder and get them to show what it means to control such immense elemental power.

If the *Heart of Fire* is neglected or not used to its fullest capacity, the entity inside it begins to get quite annoyed. Eventually there may come a time when the entity detaches itself from the orb and seeks another host, leaving behind nothing more than a glass paperweight devoid of elemental energy.

CONCORDANCE

Starting Score	8
Gaining a level	+1d10
Owner rolls a critical hit with a fire-based attack using the orb (maximum 1/encounter)	+1
Owner defeats an elemental creature without the "fire" keyword (maximum 1/day)	+2
Owner defeats an elemental creature with the "fire" keyword (maximum 1/encounter)	+1
Owner flees from an elemental creature (maximum 1/day)	-3
Owner fails to destroy an elemental creature (maximum 1/encounter)	-1
Owner rolls a critical miss (natural 1) with a fire-based attack using the orb (maximum 1/encounter)	-1
Owner uses an attack with the "cold" keyword (maximum 1/encounter)	-1

TRANSCENDENT (21 OR HIGHER)

The orb is extremely satisfied with its owner's control over elemental energies, and allows the wielder to call forth a column of fire to incinerate a large area.

☼ Flame Strike (fire) • Encounter

Attack (Standard Action): Area Burst 2 within 20 (all creatures in burst); Player level +3 vs Reflex
Hit: 3d8 +9 fire damage, ongoing 10 fire damage (save ends)
Miss: Half damage, no ongoing.

PLEASED (16-20)

The heart begins to function like a +4 magic orb, and the fire resistance, amount of enemy fire resistance ignored and the critical damage increase accordingly.

Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: Ongoing 15 fire damage (save ends).

Properties

- You gain resist 15 fire. If you already have fire resistance, the resistance is increased by 15.
- Any attacks made through the orb ignore the first 15 points of fire resistance.
- You can speak and understand Draconic.

Illuminate • At-Will

Effect (Minor Action): the sphere begins to shed bright light in a 10 square radius. With another minor action the light could be turned off.

SATISFIED (12-15)

The heart is content with the wielder's power over elemental fire, and grants its user the ability to blast forth a cone of burning flame on command.

◀ Fire Burst (fire) • Encounter

Attack (Standard Action): Close Burst 3 (all enemies in burst); Player level +3 vs Reflex
Hit: 2d6 +6 fire damage, ongoing 5 fire damage (save ends)
Miss: Half damage, no ongoing.

NORMAL (5-11)

The heart is indifferent about the user, hoping that it will not be disappointed once the wielder lets fire run free. The orb functions as normal.

Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: Ongoing 10 fire damage (save ends).

Properties

- You gain resist 10 fire. If you already have fire resistance, the resistance is increased by 10.
- Any attacks made through the orb ignore the first 10 points of fire resistance.
- You can speak and understand Draconic.

Illuminate • At-Will

Effect (Minor Action): the sphere begins to shed bright light in a 5 square radius. With another minor action the light could be turned off.

UNSATISFIED (1-4)

The orb is not happy with how its wielder refuses to let fire rain down on his enemies. It begins to grant penalties to its user.

Enhancement Bonus: +2 to attack rolls and damage rolls
Critical: Ongoing 5 fire damage (save ends).

Properties

- The orb offers no fire resistance and does not allow use of the *Illuminate* or *Truesight* powers.
- Attacks made through the orb no longer ignore fire resistance.
- You can speak and understand Draconic.
- When you make attack that does not have the "fire" keyword, you take a -2 penalty to the attack roll.

ANGERED (0 OR LOWER)

The orb is extremely disappointed in the user, almost to the point of anger. It nags and repeatedly mocks the wielder, occasionally blasting it in elemental fire just because it can.

Enhancement Bonus: None. The orb functions as a mundane orb implement.

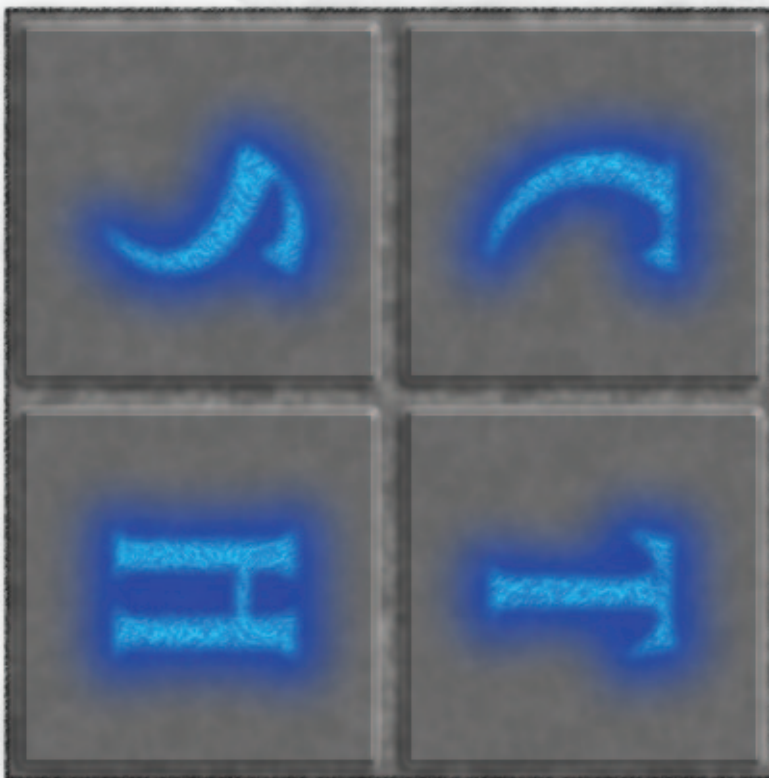
Properties

- The orb offers no fire resistance and does not allow use of the *Illuminate* or *Truesight* powers.
- You gain vulnerable 5 fire.
- Attacks made through the orb no longer ignore fire resistance.
- You can speak and understand Draconic.
- When you make attack that does not have the "fire" keyword, you take a -5 penalty to the attack roll.
- Once per day at any time, the orb can burst in to a ball of elemental fire. Roll 1d20 + your level vs. Reflex; on a hit, you take ongoing 15 fire damage (save ends).

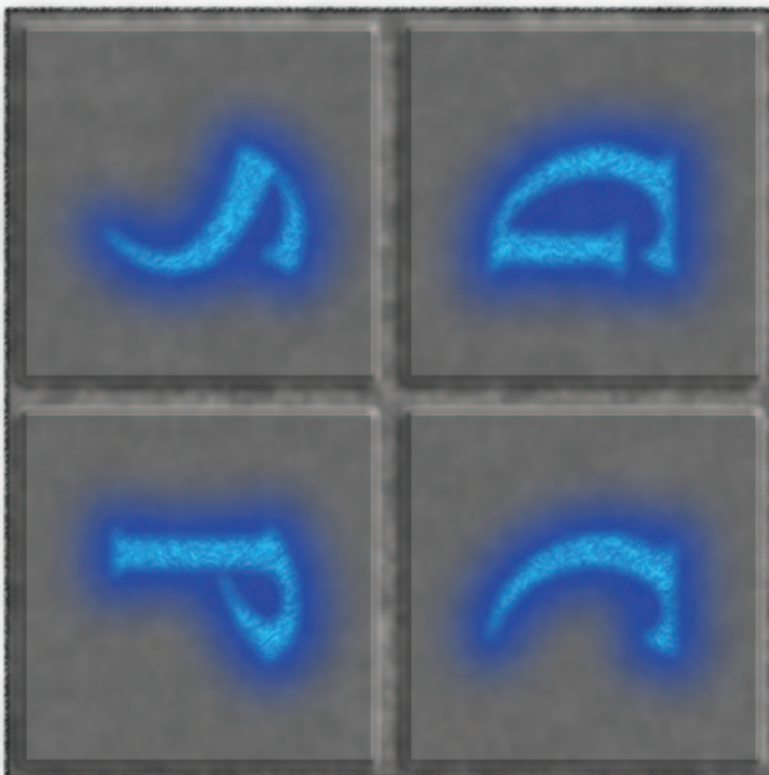
MOVING ON

When the entity within the orb becomes angered or dissatisfied with its wielder, it simply departs and leaves behind a lifeless hunk of glass and metal. Over time, this entity will work its way back to the isle of Pyrias and rejoin with The Voice of the Mountain,

Player Handouts



South
→



THE HISTORY OF THE PYRIAS AND THE NATION OF CERRA

CY -1,200 (approx.): The nation of Cerra is established.

CY -800 (approx.): The island of Pyrias begins to rise out of the ocean approximately 90 miles off the southern coast of the nation of Cerra. The island continues to increase in size over the next hundred years.

CY -650 (approx.): First explorers land on Pyrias, establish settlement near where Serpent's Cove stands today.

CY -532: Massive volcanic eruption blasts open volcano's caldera. Pyroclastic flow flattens entire island and the southern coast of Cerra, killing hundreds. Island is evacuated and left deserted for over two hundred years.

CY -262: Raylen Darathar is born.

CY -258: After several decades of little to no volcanic activity, local fisherman return to the island and establish the modern day village of Serpent's Cove near the northern end of the island.

CY -217: First recorded sighting of the great dragon Vulkanon.

CY -187: First recorded attack on Serpent's Cove by Vulkanon. The attacks continue infrequently over the next few decades.

CY -165: First recorded attack on the Cerra mainland by Vulkanon.

CY -155: Vulkanon attacks cease for several decades. Volcano goes dormant.

CY -147: Mazon Darathar is born.

CY -120: After nearly 35 years of silence, Vulkanon once again reappears, attacking Serpent's Cove and the mainland of Cerra. *The Sapphire Blade* is burned to the ground in the initial attack.

CY -118: The Blackfire Order is established in Serpent's Cove in order to offer tribute to Vulkanon, in the hopes that the dragon would stop attacking and spare the village. Frequency of attacks decreases, but there is no concrete proof that the Blackfire Order's tribute is the reason; residents of Serpent's Cove remain skeptical about the Blackfire Order's relationship with the dragon.

CY -109: While on route to the capital of Cerra, the galleon *Autumn Rose* is attacked by Vulkanon while at sea and sinks. All 65 people – including several members of the royal family – are killed in the attack.

CY -108: Volcanic activity on the island increases. Vulkanon begins to make regular attacks against Serpent's Cove, the Cerran mainland and the surrounding fishing fleet.

CY -107: The nation of Cerra recruits Raylen Darathar and a group of adventurers to enter the volcano, seek out the dragon and destroy it. Raylen is the only one to return, and dies from his wounds shortly thereafter. The dragon ceases to be a threat, and volcanic activity stops; the Blackfire Order assumes the dragon is dead.

CY -98: Due to repeated clashes with the authorities, Mazon Darathar is banished from the nation of Cerra. All records of Raylen's involvement in the defeat of Vulkanon are removed from the historical archives.

CY -85: The leadership of the Blackfire Order in Serpent's Cove establish the first The Temple of Blackfire at the volcano's base on the eastern coast of the island. They begin to worship Vulkanon as a god, looking forward to the day the great dragon will rise from the dead and return to lead them.

CY -57: The new Temple of Blackfire is built on the northern side of the volcano nearest Serpent's Cove. Over the next few decades the Blackfire Order moves most of their members and religious services to this new location and decrease their presence in the original temple to the east.

CY -25: One of the interior tunnels to the original Temple of Blackfire collapses, sealing off the living quarters and killing over three dozen members. Since most of the operations have already moved to the new temple, the old temple is evacuated over the next year.

CY -1: Volcanic activity once again increases. The council of Cerra notes the similarities to events over a hundred years ago and fears that Vulkanon may have returned.

Current Year: The nation of Cerra once again recruits a group of adventurers to enter the volcano and eliminate any potential threats.

The Sapphire Blade

Food, Drink and Service Menu

Ale & Mead

Thunderclap Ale	1 cp
Kraken's Stout	2 cp
Smuggler's Gold	5 cp
Elderberry Wine	8 cp

Other beverages

Buttermilk	3 cp
Wine	1 gp
Gerrick's 10-year Whiskey	4 gp
Gerrick's 20-year Whiskey	10 gp
Gerrick's 30-year Whiskey	25 gp
Fire & Ice	3 sp
Spiced Apple Brandy	8 cp

Food

Bread (day old)	2 cp
Bread (fresh)	4 cp
Minced Meat Pie	5 cp
Steak & Potatoes	1 sp
Vegetable Stew	2 cp
Fish Stew	1 cp

Other Services

Bath, per person	2 cp
Courtesan, per hour	2 gp
Strongbox key, per night	5 sp
Laundry, per person	2 sp
Rental, Riding Horse	10 gp/day
Deposit	25 gp
Rental, Warhorse	50 gp/day
Deposit	200 gp

Accommodations

Cot, per night	5 sp
Private Room, per night	3 gp
Deluxe Suite, per night	8 gp

The Isle of Pyrias

Serpent's Cove

Temple of
Blackfire



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THE HEART OF FIRE

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A Heroic tier adventure for
four to six characters
of 10th level.

Compatible with
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The Sleeper Has Awoken

Over a century ago, the nation of Cerra was terrorized by Vulkanon, a fearsome dragon that rose out from an active volcano on a small neighboring island.

To deal with the threat, the council of Cerra hired a group of adventures led by Raylen Darathar—a powerful elemental mage—to seek out of the dragon and destroy it. Raylen emerged mortally wounded, but alive. The volcano was silent, and the attacks stopped. Cerra believed itself to be safe once again.

But decades have passed and now evil stirs again. As the volcano begins to tremble, fearful rumors spread that the great dragon has somehow returned. Sailors whisper of a dark mage that has managed to resurrect the dragon and intends to resurrect the land into submission. Cerra seeks heroes once again to save itself from fiery destruction.

By David Flor

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