

DUNGEONS & DRAGONS

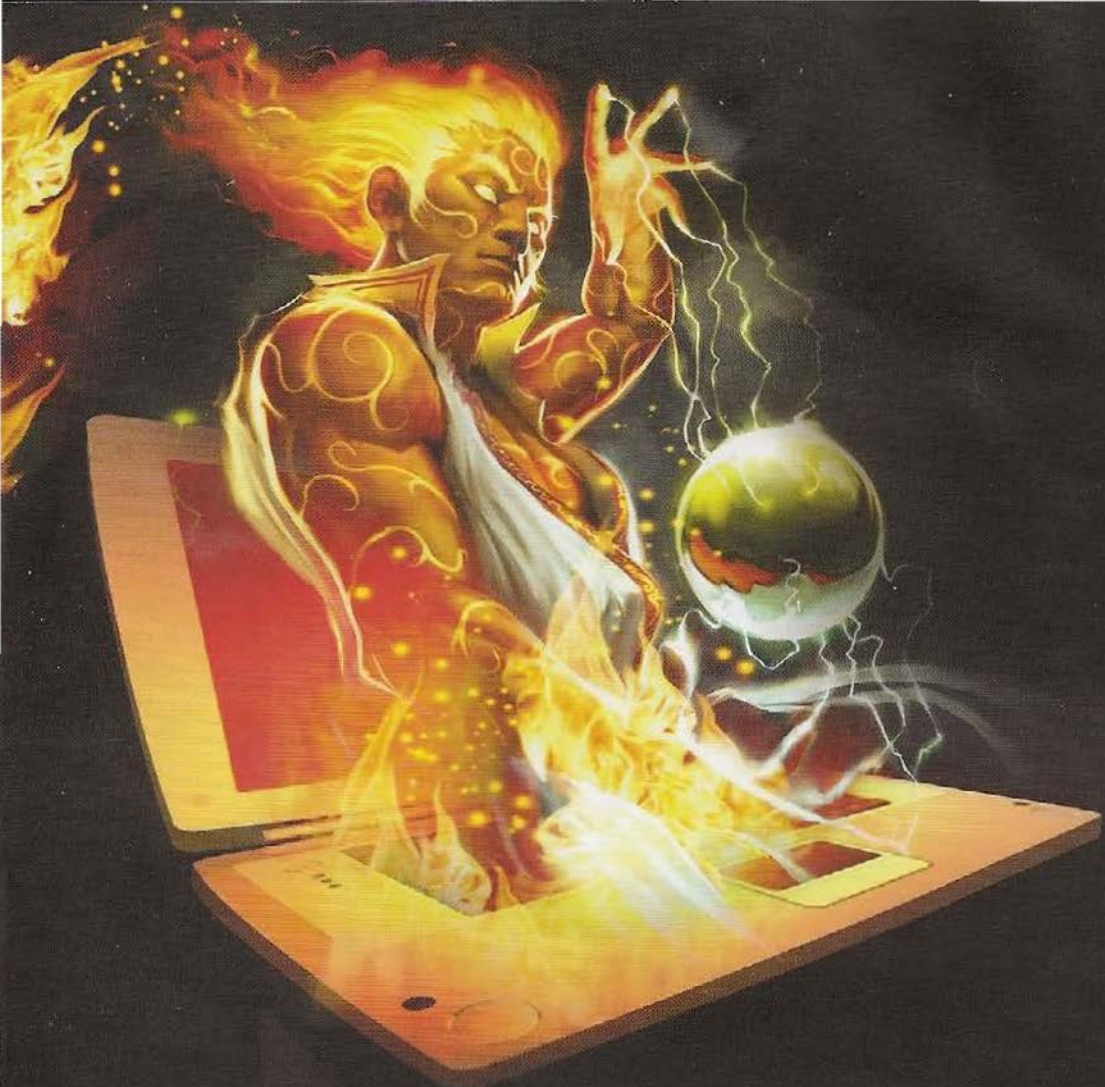
LAIR ASSAULT



FORGE OF THE DAWN TITAN

A CHALLENGE FOR CHARACTERS OF 5TH LEVEL

Greg Bilsland and Mike Mearls



ADD TO YOUR D&D[®] EXPERIENCE.

Bring more to your characters and campaigns with a constantly growing source of new and exclusive content, tools, articles, and applications. From *Dungeon*[®] and *Dragon*[®] magazines to the Character Builder and the D&D Compendium, D&D Insider[™] will help you get more out of every game.

SUBSCRIBE NOW.

DUNGEONSANDDRAGONS.COM

TM & © 2011 Wizards of the Coast LLC.

D&D
INSIDER[™]
LESS PREP. MORE PLAY.



Credits

Design

Greg Bilsland, Mike Mearls

Editing

Cal Moore, Chris Perkins

Managing Editor

Kim Mohan

R&D Director, D&D Games and Novels

Bill Slavicsek

D&D R&D RPG Group Manager

Mike Mearls

D&D R&D Senior Producer

Christopher Perkins

D&D R&D Producer

Greg Bilsland

D&D Senior Creative Director

Jon Schindehette

Art Director

Kate Irwin

Graphic Design

Emi Tanji

Cover Illustration

Ben Wootten

Cartography

Jason Engle

Publishing Production Specialist

Angelika Lokotz

Prepress Manager

Jefferson Dunlap

Imaging Technician

Carmen Cheung

Production Manager

Donna Woodcock

Organized Play

Charles Arnett, Chris Tulach

Playtesters

Joseph Alwood, Angela Amburn, Bryan Amburn, Will Ansell, Charles Arnett, Richard Baker, Jeffrey Barnes, Chad Brown, Jennifer Clarke Wilkes, Paul Clinkingbeard, Jordan Conrad, Matthew Fuchs, Jonathan D'Silva, John Grant, Gregory Hartman, Dan Helmick, Mark Knobbe, John Kozar, Tony Lawrence, Kevin Lawson, Chris Lindsay, Shawn Merwin, Tanis O'Connor, Eva Orta, John-Alan Pascoe, Brian Perrin, Rob Schuster, Matt Sernett, Sam Simpson, Bill Slavicsek, Pieter Sleijpen, Rodney Thompson, Chris Tulach, Renout van Rijn, Yourik de Voogd, Steve Winter, Nicholas Wolfanger



www.wizards.com

DungeonsandDragons.com

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Wizards Play Network and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and in other countries. All Wizards' characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

©2011 Wizards of the Coast LLC.

Printed in the U.S.A.

300-B9104-001-EN

DUNGEONS & DRAGONS

LAIR ASSAULT:

FORGE OF THE DAWN TITAN

Outside the city of Neverwinter, fiendish cultists conspire to unlock the power of a fiery primordial. Gods help the city if they succeed!

Welcome to the DUNGEONS & DRAGONS LAIR ASSAULT program! You hold in your hands a booklet that contains an ultra-challenging encounter designed to be played in a single game session. Odds are the player characters will be annihilated, but that's part of the fun!

In this adventure, the heroes assault a temple complex dedicated to the fire primordial Maegera and come face to face with their own mortality. Only the most clever and canny adventuring party has any hope of survival.

As the DM, not only is it your job to challenge the player characters, but also to kill them outright—all in good fun, of course. (Make sure your players know that!) Don't play favorites or fudge die rolls, however. The encounter is difficult enough that you can let the dice fall where they may.

Character Creation

Players should create characters of 5th level, using any official 4th edition DUNGEONS & DRAGONS sources (print products available in stores or anything currently available in the D&D Character Builder, including material such as themes and backgrounds). Players can also use D&D Fortune Cards™ during the challenge.

A character has three magic items, one of 4th level or lower, one of 5th level or lower, and one of 6th level or lower. The items can be of any rarity. The player also has 840 gp to spend on other items, only two of which can be consumables. The consumables must be of the character's level or lower.

Going into this challenge, players should understand that the encounter is intentionally challenging, and characters and parties optimized for success are the most likely to succeed. Some players might know details about the challenge from previous sessions, which they are free to share with other players.

BACKGROUND

This section provides you with background information if you want to use this encounter as part of an adventure, or want to add extra story to the challenge.

The once-bustling metropolis of Neverwinter lies mostly in ruins after a century of turmoil. Nearly thirty years ago, a cataclysm created by a waking primordial struck the city, bringing fires, earthquakes, and evil portents. But even that event could not kill the city completely. Now, widespread repair efforts have given Neverwinter new life under the stewardship of the Lord Protector, Dagult Neverember, Open Lord of Waterdeep.

Years before the cataclysm, cultists of Asmodeus calling themselves the Ashmadai (“Messengers of the Raging Fiend”) began working in the region as agents of the Thayan lich, Szass Tam. The exact nature of the bargain between Szass Tam and the cult—or perhaps between Szass Tam and Asmodeus himself—remains unclear, but Szass Tam has a powerful magic scepter in his possession that the Ashmadai cultists consider a holy relic.

The Ashmadai have been split into two factions. One group, led by the dwarf Favria, is slavishly loyal to Asmodeus. The other group, led by a tiefling named Mordai Vell, is manipulative and seeks to wield power, rather than pay homage to it. The first group—older and less intellectual—uses the scepter to serve Thayan interests. The second group is less dedicated to Thay and has orchestrated the Ashmadai’s rise to power in the city through shady deals and manipulation.

Recently, Mordai Vell and his followers have been pushing the cult into the open, marking buildings whose occupants have suffered the wrath of the cult with the sign of Asmodeus. A few weeks ago, Mordai Vell discovered the catacombs of the Waterclock Guild hidden beneath a large mausoleum in Neverwinter’s graveyard. The Waterclock Guild was an organization of artisans famous for building beautiful and intricate waterclocks without the benefit of magic. It also had a hand in designing the mechanisms that the dwarves of Gauntlgrym used to bind the primordial Maegera. Using the records he discovered in the Waterclock Crypts, Mordai Vell has found a path under Mount Hotenow that bypasses Gauntlgrym, giving him access to the primordial and its power.

In this challenge, the characters confront Mordai Vell and his followers. Mordai Vell resents the Ashmadai’s forced relationship with the Thayans, and he plots his own rise to power. He plans to fuse the power of the Nine Hells with the might of the primordial Maegera to create a new scepter in the image of the original but with greater power. If he succeeds, Neverwinter is doomed.

Lord Neverember’s allies are busy dealing with threats within the city. For this reason, he has beseeched the adventurers to eliminate Mordai Vell (offering a sizable reward if they are successful). Neverember put his best wizards to work scrying the cultist, and he was able to provide the party with a map of the complex where Mordai Vell was viewed. The characters now journey through tunnels in Mount Hotenow, speeding toward the Forge of the Dawn Titan, where the tiefling works to complete the scepter.

BEFORE THE ENCOUNTER

Before the encounter, choose the creatures that you want to include in the lair assault from each of the following level groups:

Level 4 creatures: 2 hellfire warlocks or 2 seared devils

Level 5 creatures: 2 blazing skeletons or 2 fire bats

Level 6 creatures: 2 fire temple champions or 2 servants of the fire lord

Level 7 creatures: 8 fire temple elects or 2 hell hounds

Level 10 creatures: 1 fire elemental

If you're playing with four players, remove the pair of level five creatures. If you're playing with six players, add a pair of level five creatures.

Placing Creatures and Terrain Features

Use the Lair Assault play aid to record your placement of the creatures you chose and the terrain features for your reference. Place those creatures and terrain features on the poster map when the characters see them. If you don't have time to select creature locations, use the sample arrangement at the back of this booklet.

When choosing creature locations for placement, don't place more than three creatures in a room (not including Mordai Vell, who is located in the Forge). Place minions in groups of four; each minion group counts as one creature. Creatures cannot begin the encounter in the Start Area.

In this challenge, the terrain features are three types of statues. When choosing statue locations for placement, place a statue in a corner of a room, adjacent to two walls and not adjacent to any doors. Place the following statues:

- ◆ 4 mundane statues (M)
- ◆ 5 fire-spitting statues (S)
- ◆ 1 bejeweled statue (J)

Nightmare Mode

Some players might want to add an extra difficulty to the challenge. If all players agree, you can run the "nightmare mode" by adding an extra monster of each level. If you do so, do not place more than four creatures in a room.

Statue Traits

The statues are blocking terrain, and they become difficult terrain if destroyed. All the statues except for the bejeweled statue are identical, and it requires a DC 22 Perception check to distinguish the fire-spitting statues from the mundane ones. The fire-spitting statues shoot magic fire from their mouths (see page 11). The bejeweled statue has a red gem for one eye. Removing the gem requires a minor action. A character carrying the gem gains resist 5 fire and a +5 bonus to saving throws against ongoing fire damage. This resistance is not halved as it is for other types of fire resistance in the dungeon (see next page).

STARTING THE ENCOUNTER

Allow the players to introduce their characters before beginning the challenge. The characters begin the encounter having journeyed through Mount Hotenow to reach the Forge of the Dawn Titan, where the Asmodeus cultist Mordai Vell is forging a powerful artifact using the power of a bound primordial.

What the Players Know

The players might know some of the details of the dungeon prior to the encounter. However, they should not know the specifics of where certain features or creatures will be located. Place the map of the dungeon (the version that appears prior to round four), revealing only the creatures in the Entry Chamber initially.

When the players are ready to start, read:

You race through the tunnels beneath Mount Hotenow, map in hand. The Asmodeus cultist, Mordai Vell, is only minutes away from completing the creation of an artifact that will give him the power to subject Neverwinter to his will.

You turn a corner and abruptly come to a series of tunnels unlike the rest. The walls are no longer rough hewn stone but instead finely carved and etched with images of fire. Sconces hold everburning torches. The wide room before you contains four shallow pools of clear liquid, which hold a number of finger-length yellow fish. To your left is a set of double doors. Two more sets of doors are across the room from you.

Chanting reverberates through the walls. The chanting stops, and a male voice speaks. "So, the Lord Protector sent some fools to stop me. No matter—you'll never reach me in time." The voice pauses and then cries out, "My lord Asmodeus! Great Maegera! I beseech you to help me destroy these interlopers." The chanting resumes, and you feel a wave of magic wash over the area. The room seems to grow hotter.

Have the players place their miniatures or tokens in the Start Area and roll initiative. You should roll initiative for any creatures or traps in the Entry Chamber.

In addition, explain the following circumstances of the challenge:

- ◆ The characters have four minutes (20 rounds) to defeat Mordai Vell before he succeeds in crafting the scepter, causing them to lose the challenge.
- ◆ Mordai Vell is located in the Forge.
- ◆ There are no short rests during the challenge, and the heroes have no time to perform rituals before the challenge.
- ◆ Describe the general and challenge awards, but not the secret awards. Reveal only the fulfilled secret awards after the encounter.
- ◆ Due to Maegera's primordial magic, a characters' fire resistance is halved while in the dungeon (this does not affect resistance to all damage, such as a goliath's stone's endurance power).

RUNNING THE ENCOUNTER

This section presents some guidelines for running the encounter.

One Initiative List: The easiest way to run D&D LAIR ASSAULT is to have a single initiative list that you use throughout the encounter. When the characters first encounter a creature or trap, roll initiative for it, unless that type of creature or trap is already on the initiative list. For example, if there is a hell hound in the Entry Chamber, and the characters then find a hell hound in the Forge, that new hell hound acts on the same initiative as the first one (even if it was killed).

Sophisticated Tactics: Even creatures with low Intelligence behave tactically. In its slumbering state, Maegera still exercises power over the statues and denizens of the dungeon. Statues and monsters attack as long as they are able to.

Readying Actions: A creature that has seen the characters might ready actions or delay to act in concert with other monsters. For example, if a character opens a door, spots a blazing skeleton, and then shuts the door, that skeleton might ready an action to attack the next character to open the door.

Unopened Doors: Monsters do not open doors characters haven't opened. They are not aware of what is going on in other rooms until doors to their rooms are opened. After that, a creature capable of opening a door can open it.

Dungeon Features

The following features and effects are consistent throughout the dungeon.

Illumination: All rooms are filled with bright light from everburning torches.

Ceiling: The ceiling is 10 feet above the floor.

Doors: The doors in the dungeon are iron and have no cracks or keyholes. With the exception of the sealed doors (see the Collapsing Room), a door can be opened with a minor action. However, until the end of the fourth round, a door closes at the end of the turn in which it was opened. A character adjacent to a door can use a standard action to wedge open a door so it does not close.

Teleporting: The fires of Maegera have spilled into the planar firmament. When any creature teleports while in the dungeon, that creature and each creature within 3 squares of its square of departure take 10 fire damage. The players do not know about this effect prior to teleporting, though the monsters do.

Walls: Climbing the walls requires a DC 15 Athletics check.

Round Four

At the end of the fourth round, a wave of fire rips through the complex. Read: *You hear a distant rumble amid the sound of maniacal laughter. "Suffer the wrath of my master!" shouts Mordai Vell. Suddenly, flames tear through the room, blasting the doors and walls, and igniting you on fire.*

Mark the location of each creature and statue on the play aid map, and then flip over the poster map and place those creatures and statues in the matching locations. The dungeon changes in the following ways.

Damage: Creatures take 10 fire damage and ongoing 5 fire damage (save ends). The fire temple elects aren't subject to this effect unless in combat.

Doors: All doors cease to close automatically (see Dungeon Features).

Entrance Collapses: The entrance to the dungeon collapses, trapping the characters inside the dungeon. It will take an hour to dig out.

Lava: Several rifts open up in squares across the dungeon, revealing pools of lava that bubble up. Whenever a creature enters a lava square (including when the rifts first appear) or ends its turn there, it takes 20 fire damage.

Ledges and Platforms: In the Chamber of Platforms, parts of the corner ledges and certain platforms (as well as the chains attaching them to the ceiling) fall into the mud, disappearing. Any creature on a falling ledge or platform can make a saving throw to jump to the nearest unoccupied square not in the mud. On a failure, the creature falls 20 feet (taking falling damage). That creature also takes 10 fire damage from the boiling mud.

Oil Ignites: The oil in the Entry Chamber ignites. Any creature in the oil when it ignites takes 10 fire damage. Any creature ending its turn in the flames takes 10 fire damage. The flames from the oil grant partial concealment to creatures in those squares or against ranged attacks passing through them.

Portcullis: The bars of the portcullis warp, making it more difficult to open. The Athletics DC to open the portcullis increases from 15 to 22.

Runes: The runes in the Corridor of Runes brighten. Any creature in or entering a rune square in the chamber gains vulnerable 10 fire instead of vulnerable 5 fire.

Weak Floor: The cracked floor squares in the Collapsing Room fall. Any creature in one of those squares falls 10 feet into lava, taking 20 fire damage. In addition, any creature ending its turn in a lava square takes 20 fire damage.

Entry Chamber

This wide room contains four shallow pools, which are home to a number of tiny fish. There is a set of double doors to your left, and two more sets of doors across the room.

This room has the following features.

Pools of Oil: Each pool is only a few inches deep and contains clear oil, which at first glance appears to be water. A character observing the oil must succeed on a DC 22 Perception check to realize it is not water. A character entering the oil automatically realizes it is not water. A DC 15 Nature check is required to identify the oil as flammable.

If one of the pools is included in the area of a close or area attack that deals fire damage, it ignites (see Round Four, Oil Ignites above).

Fish: Two sardine-sized yellow fish inhabit each of the pools (eight fish total). A character in a pool can catch a fish as a minor action. A character that succeeds on a DC 22 Nature check can identify the effect of eating a fish. Swallowing a fish is a minor action. A consumed fish lets a character ignore the next 10 points of fire damage he or she takes. If a character does not consume a caught fish before the end of his or her turn, it ignites and burns to dust.

Chamber of Platforms

This room contains a series of stone platforms hanging from the ceiling by chains. Boiling mud lies twenty feet beneath the platforms, the surface of which is repeatedly punctuated by powerful geysers. A triangular stone ledge is set in two of the room's corners, and another ledge is across the chamber, with a set of double doors behind it.

This room has the following features.

Platforms: The platforms are suspended from the ceiling and are 20 feet above the mud. They do not swing or rock when characters move across them.

Ledge: All the ledges in this room are 20 feet above the surface of the boiling mud. Climbing the ledges or walls requires a DC 15 Athletics check.

Boiling Mud: A creature that falls into the boiling mud takes 10 fire damage in addition to any falling damage. Any creature ending its turn in a boiling mud square takes 10 fire damage. Boiling mud squares are difficult terrain.

Geysers: Jets of hot water constantly shoot up from the mud. Any creature that starts its turn in a mud square has a chance of being ejected into the air. Roll a d20 (or have a player roll for his or her character). On a 10 or higher, the creature is ejected into the air, landing prone in the nearest non-mud square of its choice.

Robe Chamber

A featureless ten-foot-wide corridor leads away to the right and left.

This room has the following features.

Closets: Each unlocked stone door (minor action to open) reveals a small closet, which contains a robe. Donning a robe requires a standard action. A character wearing a robe discovers that it grants its wearer resist 5 fire and a +5 bonus to saving throws against ongoing fire damage. This resistance is not halved as are other types of fire resistance in the dungeon (see page 5).

Portcullis: Opening the portcullis requires a move action and a successful DC 15 Athletics check, or DC 22 after the fourth round. The portcullis provides partial cover against melee and ranged attacks through it.

Collapsing Room

This rectangular room has a set of double doors at its far end. Orange light flickers from hairline fractures running throughout most of the room's floor.

This room has the following features.

Cracked Floor: Light from below flickers through the cracks in the floor. The cracked floor squares are safe during the first four rounds, and then collapse.

Sealed Doors: The doors leading from this chamber to the Forge are false. They cannot be opened normally. A character who tries to open them or who succeeds on a DC 15 Perception check can distinguish that the doors are false. Breaking through these doors requires a DC 26 Strength check.

Corridor of Runes

Large stone tiles embedded with runes cover the floor of this narrow corridor. Double doors are set into the left wall at the far end of the corridor.

This room has the following features.

Runes: A creature that enters a rune square loses any fire resistance and gains vulnerable 5 fire. These effects last until the end of the encounter. (A character carrying the gem from the bejeweled statue or wearing the robes from the Robe Chamber ignores this effect while holding the gem or wearing the robes.) A character can identify the effect of the runes, but doing so requires a standard action and a successful DC 22 Arcana check.

The Forge

There are two exits from this chamber: a portcullis on one side of the room and a set of double doors on the other. A large, stone demon idol holding an iron bowl of burning oil stands on a pedestal in the center of a pool of lava. A narrow channel in the stone floor allows the lava to flow to a glowing anvil, apparently fueling it with magical energy.

This room has the following features.

Anvil: The anvil glows hot from Mordai Vell's work. A creature that ends its turn adjacent to the anvil takes 5 fire damage. The anvil is also blocking terrain.

Columns: The short columns adjacent to the anvil are difficult terrain.

Idol: The idol rises to the ceiling (10 feet) and has two glowing red gems for eyes. It holds a large, iron bowl filled with burning oil. When an unconscious character starts his or her turn in the Forge, one of the statue's eyes grows brighter. During that character's turn, the character stands up and is dominated until the end of his or her turn. The character remains unconscious and takes a full complement of actions during his or her turn, chosen by you. In addition, the dominated character can use encounter powers and daily powers instead of only at-will powers. (To let the player participate, let him or her control the character with the agreement that he or she does what's in the party's worst interest.)

At the end of the character's turn, the effect ends, the brightened gem eye darkens, and the character falls prone. After this effect happens twice (once for each gem), the idol's magic vanishes and the flame in its bowl is extinguished.

A character can climb the idol with a successful DC 15 Athletics check. Removing one of the gems requires a standard action and a successful DC 22 Thievery check. A jewel removed from the statue loses its magic and can no longer affect characters. Each gem is worth 5,000 gp.

Lava Pool: A pool of lava surrounds the demon idol, with a narrow channel leading to the anvil. Whenever a creature enters a lava square or ends its turn there, it takes 20 fire damage. The channel doesn't count as lava squares.

Portcullis: Opening the portcullis requires a move action and a successful DC 15 Athletics check, or DC 22 after the fourth round. The portcullis provides partial cover against melee and ranged attacks through it.

MONSTERS AND TRAPS

Hellfire Warlock (W)

Medium natural humanoid, human

Level 4 Artillery

XP 175

HP 48; Bloodied 24

Initiative +5

AC 18, Fortitude 17, Reflex 15, Will 16

Perception +3

Speed 6

Resist 10 fire



TRAITS

Hellfire Affinity

The warlock has a +2 bonus to all defenses against creatures taking ongoing fire damage.

STANDARD ACTIONS

⚔ Dagger (fire, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d4 + 5 damage, and ongoing 5 fire damage (save ends).

☹ Hellfire (fire, implement) ♦ At-Will

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

Hit: 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).

⚡ Concussive Inferno (fire, force, implement) ♦ Encounter

Attack: Close burst 2 (enemies in the burst); +7 vs. Fortitude

Hit: 2d6 + 2 fire and force damage, and the target is pushed up to 2 squares and knocked prone.

Miss: Half damage, and the warlock pushes the target up to 2 squares.

MOVE ACTIONS

🚶 Ride the Fire (teleportation) ♦ Recharge ☹ ☹

Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire damage.

Str 15 (+4)

Dex 16 (+5)

Wis 12 (+3)

Con 18 (+6)

Int 17 (+5)

Cha 18 (+6)

Alignment evil

Languages Common

Seared Devil (D)

Medium immortal humanoid (devil)

Level 4 Soldier

XP 175

HP 58; Bloodied 29

Initiative +6

AC 20, Fortitude 17, Reflex 15, Will 15

Perception +4

Speed 5

Resist 10 fire



STANDARD ACTIONS

⚔ Ashen Slam ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 5 damage, and the target is marked until the end of the devil's next turn.

TRIGGERED ACTIONS

☹ Choking Ashes (fire) ♦ At-Will

Trigger: A creature marked by the devil uses an attack power that doesn't include it as a target.

Effect (Immediate Reaction): The triggering creature takes 5 fire damage and is slowed until the end of its next turn.

Str 13 (+3)

Dex 14 (+4)

Wis 14 (+4)

Con 18 (+6)

Int 11 (+2)

Cha 9 (+1)

Alignment evil

Languages Supernal

Fire-Spitting Statues (S)**Level 5 Trap**

Object

XP 200

Detect Perception DC 22 to determine whether statue is trapped or mundane

HP 50

Initiative +6

AC 17; Fortitude 17, Reflex 3, Will –

Immune disease, necrotic, poison, psychic, forced movement, all conditions, ongoing damage; Resist 10 fire

STANDARD ACTIONS☉ **Fiery Bolt (fire) ♦ At-Will**

Attack: Ranged 10 (one creature); +8 vs. Reflex

Hit: 2d6 + 3 fire damage, and the statue pushes the target 1 square.

COUNTERMEASURES**Disable:** Thievery DC 22. Standard Action. Success: The statue no longer functions.**Fire Bat (B)****Level 5 Skirmisher**

Medium elemental beast (fire)

XP 200

HP 60; Bloodied 30

Initiative +8

AC 19, Fortitude 17, Reflex 20, Will 14

Perception +8

Speed 2 (clumsy), fly 8

Resist 10 fire

**STANDARD ACTIONS**⊕ **Fiery Touch (fire) ♦ At-Will**

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

Hit: 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).

⊖ **Fiery Swoop (fire) ♦ At-Will**Effect: The fire bat shifts up to 4 squares and can move through enemies' squares during the shift. Each time it enters an enemies' space for the first time during the shift, it can use *fiery touch* against that enemy.

Str 6 (+0)

Dex 19 (+6)

Wis 12 (+3)

Con 12 (+3)

Int 2 (-2)

Cha 7 (+0)

Alignment unaligned

Languages –

Blazing Skeleton (Z)**Level 5 Artillery**

Medium natural animate (undead)

XP 200

HP 53; Bloodied 26

Initiative +6

AC 19, Fortitude 15, Reflex 18, Will 16

Perception +4

Speed 6

Darkvision

Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant

**TRAITS**☼ **Fiery Aura (fire) ♦ Aura 1**

Any creature that ends its turn in the aura takes 5 fire damage.

STANDARD ACTIONS⚔ **Blazing Longsword (fire) ♦ At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends).

☉ **Flame Orb (fire) ♦ At-Will**

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

Hit: 2d4 + 4 damage, and ongoing 5 fire damage (save ends).

Str 13 (+3)

Dex 18 (+6)

Wis 15 (+4)

Con 17 (+5)

Int 4 (-1)

Cha 6 (+0)

Alignment unaligned

Languages –

Fire Temple Champion (C)

Medium natural humanoid, dragonborn

Level 6 Soldier

XP 250

HP 72; Bloodied 36**Initiative +5****AC 22, Fortitude 20, Reflex 15, Will 19****Perception +4****Speed 5****Resist 10 fire****STANDARD ACTIONS**⊕ **Fullblade (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +11 vs. AC*Hit:* 1d12 + 6 damage, and the target is marked until the end of the champion's next turn.**MINOR ACTIONS**← **Dragon Breath (fire) ♦ Encounter***Attack:* Close blast 3 (creatures in the blast); +9 vs. Reflex*Hit:* 2d6 + 5 fire damage, and the target is marked (save ends).**TRIGGERED ACTIONS**† **Fiery Assault (fire, weapon) ♦ At-Will***Trigger:* An enemy marked by the champion moves on its turn.*Attack (Opportunity Action):* Melee 1 (triggering enemy); +11 vs. AC*Hit:* 1d12 + 6 damage, and ongoing 5 fire damage (save ends).**Str 21 (+8)****Dex 11 (+3)****Wis 12 (+4)****Con 16 (+6)****Int 10 (+3)****Cha 18 (+7)****Alignment** chaotic evil**Languages** Common, Draconic**Equipment** plate armor, fullblade**Servant of the Fire Lord (L) Level 6 Skirmisher (Leader)**

Medium natural humanoid, half-elf

XP 250

HP 73; Bloodied 36**Initiative +8****AC 20, Fortitude 18, Reflex 18, Will 17****Perception +3****Speed 6****Low-light vision****Resist 10 fire****TRAITS****Wildfire Stride (fire)**

Whenever the servant of the Fire Lord moves at least 3 squares from where it began its turn, its melee attacks deal 5 extra fire damage until the end of its next turn.

STANDARD ACTIONS⊕ **Scimitar (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +12 vs. AC*Hit:* 1d8 + 6 damage.† **Immolating Slash (fire, weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +10 vs. Reflex*Hit:* 1d8 damage, and ongoing 5 fire damage (save ends).**MINOR ACTIONS****Gift of Fire (fire) ♦ Recharge ☼ ☼ ☼***Effect:* The servant grants each ally within 5 squares of it the gift of fire until the end of the servant's next turn. These allies' melee attacks deal 5 extra fire damage.**Skills** Diplomacy +10**Str 10 (+3)****Dex 17 (+6)****Wis 10 (+3)****Con 17 (+6)****Int 11 (+3)****Cha 15 (+5)****Alignment** chaotic evil**Languages** Common, Elven, Primordial

Fire Temple Elect (E)**Level 7 Minion Skirmisher**

Medium natural humanoid, human

XP 75

HP 1; a missed attack never damages a minion.
AC 19, Fortitude 18, Reflex 17, Will 17
Speed 7

Initiative +6
Perception +2

**STANDARD ACTIONS**

⊕ **Short Sword** (weapon) ⊕ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 7 damage.

TRIGGERED ACTIONS

↔ **Self-Immolation** (fire)

Trigger: The elect drops to 0 hit points. If fire damage reduces the elect to 0 hit points, it can move its speed before making the following attack.

Attack (Immediate Interrupt): Close burst 1 (creatures in the burst); +10 vs. Reflex

Hit: 5 fire damage.

Str 15 (+5)

Dex 13 (+4)

Wis 8 (+2)

Con 10 (+3)

Int 9 (+2)

Cha 12 (+4)

Alignment chaotic evil

Languages Common

Equipment oil-soaked robes, short sword

Hell Hound (H)**Level 7 Brute**

Medium elemental beast (fire)

XP 300

HP 96; Bloodied 48

AC 19, Fortitude 20, Reflex 19, Will 18

Speed 7

Resist 10 fire

Initiative +5

Perception +11

**TRAITS**

Fire Shield (fire) ⊕ **Aura 1**

Any creature that enters the aura or ends its turn there takes 5 fire damage.

STANDARD ACTIONS

⊕ **Bite** (fire) ⊕ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 6 fire damage.

↔ **Fiery Breath** (fire) ⊕ **Recharge** ☼ ☼ ☼

Attack: Close blast 3 (creatures in the blast); +10 vs. Reflex

Hit: 2d6 + 5 fire damage.

Str 14 (+5)

Dex 14 (+5)

Wis 17 (+6)

Con 16 (+6)

Int 2 (-1)

Cha 10 (+3)

Alignment unaligned

Languages –

Mordai Vell (V)**Level 8 Elite Controller**

Medium natural humanoid, tiefling

XP 350

HP 180; Bloodied 90**Initiative +12****AC 22, Fortitude 19, Reflex 20, Will 21****Perception +6****Speed 6**

Low-light vision

Resist 20 fire**Saving Throws +2; Action Points 1****STANDARD ACTIONS**⊕ **Scepter** (fire, force, weapon) ♦ **At-Will***Attack:* Melee 1 (one creature); +13 vs. AC*Hit:* 2d6 + 5 fire and force damage, and Mordai pushes the target up to 2 squares.✖ **Chains of Maegera** (fire, force, implement) ♦ **Recharge** [2] [2] [3]*Attack:* Area burst 1 within 10 (creatures in the burst); +11 vs. Reflex*Hit:* 2d6 + 5 fire and force damage, and the target is immobilized until the end of its next turn.**MINOR ACTIONS**✧ **Soul Burn** (charm, fire, psychic) ♦ **At Will** (1/round)*Attack:* Close burst 5 (one creature in the burst); +11 vs. Will*Hit:* 2d8 + 5 fire and psychic damage, and Mordai Vell slides the target up to 2 squares.**MINOR ACTIONS****Servant's Escape** (teleportation) ♦ **Encounter***Trigger:* Mordai Vell becomes first bloodied.*Effect (Free Action):* Mordai Vell teleports up to 6 squares and uses *soul burn*.**Str 14 (+6)****Dex 18 (+8)****Wis 14 (+6)****Con 18 (+8)****Int 19 (+8)****Cha 20 (+9)****Alignment evil****Languages Common****Equipment dagger, scepter****Fire Elemental (F)****Level 10 Skirmisher**

Medium elemental magical beast (fire)

XP 600

HP 99; Bloodied 49**Initiative +14****AC 24, Fortitude 21, Reflex 23, Will 22****Perception +6****Speed 10, fly 6 (clumsy)****Vulnerable cold** (see frozen in place)**TRAITS****Frozen in Place**

Whenever the fire elemental takes cold damage, it cannot shift until the end of its next turn.

STANDARD ACTIONS⊕ **Slam** (fire) ♦ **At-Will***Attack:* Melee 1 (one creature); +13 vs. Reflex*Hit:* Ongoing 10 fire damage (save ends).**MINOR ACTIONS****Flickering Flame** ♦ **At-Will***Effect:* The elemental shifts up to 2 squares.**TRIGGERED ACTIONS****Seething Fire** (fire) ♦ **At-Will***Trigger:* An attack hits the elemental.*Effect (Free Action):* Each enemy adjacent to the elemental takes 5 fire damage.**Str 10 (+5)****Dex 24 (+12)****Wis 13 (+6)****Con 11 (+5)****Int 5 (+2)****Cha 6 (+3)****Alignment unaligned****Languages understands Primordial**

AWARDS

In this Lair Assault challenge, characters can gain up to twenty awards. These awards earn the players glory. A player can earn a total of 200 glory for collecting all of the awards. Have players record their awards and glory and report them on the player tracking form. A player can earn each award only once for this challenge, regardless of the number of times he or she plays.

General Awards

Epic Win: Defeat the challenge on Nightmare mode – 20 glory.

I'll Be Back: You get a 20 or higher on a death saving throw – 10 glory.

It's Critmas: You score a critical hit – 5 glory.

Monster Slayer: Defeat every enemy creature in the dungeon – 20 glory.

Commando: You complete the challenge without using magic items or consumables – 20 glory.

One Shot: You drop a nonminion enemy from full hit points down to 0 hit points – 10 glory.

Racy Group: Your party defeats the challenge with a group in which all the characters are the same race – 10 glory.

Tough as Nails: You complete the challenge without spending a healing surge – 20 glory.

TPK: Every character in the party dies – 5 glory.

It's a Trap!: You disable a trap or hazard – 5 glory.

Challenge Awards

Dungeon Mapper: Your group opens every door in the dungeon – 10 glory.

Give My Regards: You knock an enemy off a ledge or into lava – 5 glory.

I Regret Nothing: You fall off a ledge or into lava – 5 glory.

Lava Nice Day: You die from lava – 10 glory.

Speed Demon: Complete the challenge in five rounds or fewer – 10 glory.

Treasure Hunter: You recover the gem from the bejeweled statue – 5 glory.

Vell's Foil: Your group defeats the challenge – 10 glory.

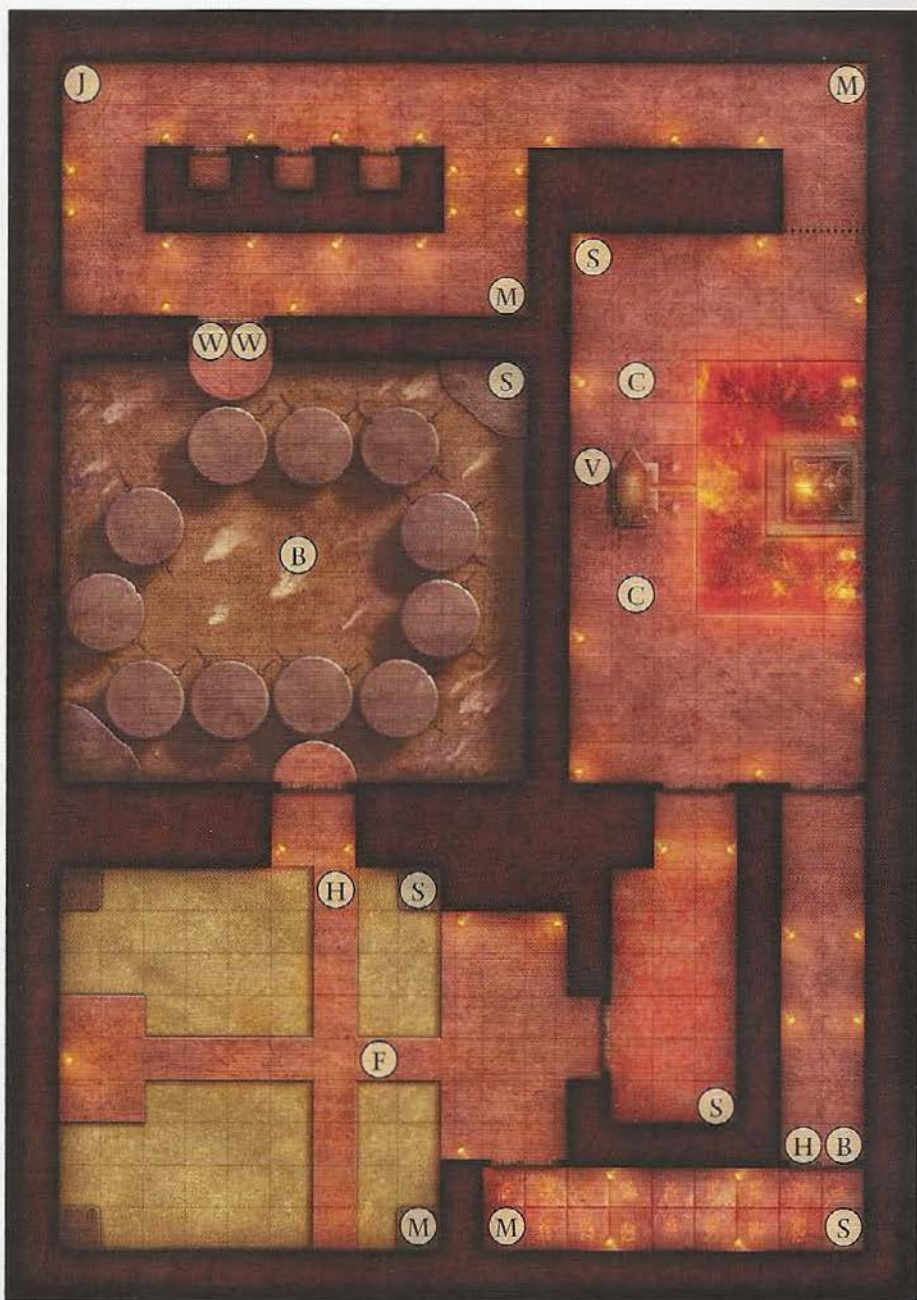
Secret Awards

This challenge has three secret awards that the players can satisfy. At the end of the challenge, reveal only the awards that were fulfilled.

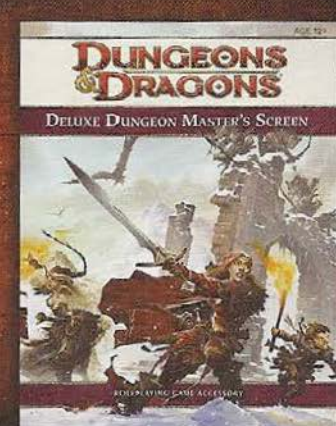
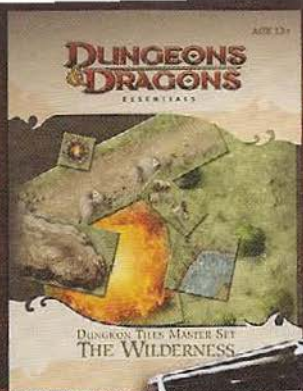
Sudden But Inevitable Betrayal (Secret 1): You drop one of your allies below 1 hit point – 10 glory.

I'm a Pretty Princess (Secret 2): You put on a set of robes from the Robe Chamber – 5 glory.

Raw and Wriggling (Secret 3): Eat one of the fish in the entry chamber – 5 glory.



- | | | |
|-----------------------------|----------------------------|----------------------|
| ◆ Mundane statues (M) | ◆ Hellfire warlock (W) | ◆ Hell hound (H) |
| ◆ Fire-spitting statues (S) | ◆ Fire bat (B) | ◆ Mordai Vell (V) |
| ◆ Bejeweled statue (J) | ◆ Fire temple champion (C) | ◆ Fire elemental (F) |



GEAR UP YOUR GROUP AND GET READY TO FIGHT.

Be sure everyone is equipped for action—and improve every encounter—with D&D® accessories. Pick 'em up at the same place you got this book.

D&D® Dungeon Tiles
Define dungeons and add details to every encounter quickly and easily, and help your game come to life.

D&D® Premium Dice
Everyone needs dice. And some need more than others. Keep 'em all in a D&D logo-embroidered dicebag.

Deluxe Dungeon Master's Screen
Conceal your secrets behind this information-filled screen featuring imagination-inspiring artwork by Wayne Reynolds.

D&D Fortune Cards™
Add more excitement to every round and give your character an interesting edge with the challenge of D&D Fortune Cards.

DUNGEONSANDDRAGONS.COM



TM & © 2011 Wizards of the Coast LLC.



DUNGEONS & DRAGONS®

LAIR ASSAULT

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! This challenge has a maximum of 200 points possible.

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!

General Awards

These awards are not specific to this challenge, and are often present in other challenges as well.

- Epic Win** — 20 glory
Defeat the challenge on Nightmare mode.
- I'll Be Back** — 10 glory
You get a 20 or higher on a death saving throw.
- It's Critmas** — 5 glory
You score a critical hit.
- Monster Slayer** — 20 glory
Defeat every enemy creature in the dungeon.
- Commando** — 20 glory
You complete the challenge without using magic items or consumables.

- One Shot** — 10 glory
You drop a nonminion enemy from full hit points down to 0 hit points.
- Racy Group** — 10 glory
Your party defeats the challenge with a group in which all the characters are the same race.
- Tough as Nails** — 20 glory
You complete the challenge without spending a healing surge.
- TPK** — 5 glory
Every character in the party dies.
- It's a Trap!** — 5 glory
You disable a trap or hazard.

TM & © 2011 Wizards of the Coast LLC
in the USA & other countries. M26B9530001

FORGE OF THE DAWN TITAN GLORY AWARDS

Login with your
Wizards Community account at
community.wizards.com
to report your accomplishments!

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! This challenge has a maximum of 200 points possible.

DUNGEONS & DRAGONS®

LAIR ASSAULT

Challenge Awards

These awards are specific to this challenge.

- Dungeon Mapper** — 10 glory
Your group opens every door in the dungeon.
- Give My Regards** — 5 glory
You knock an enemy off a ledge or into lava.
- I Regret Nothing** — 5 glory
You fall off a ledge or into lava.
- Lava Nice Day** — 10 glory
You die from lava.
- Speed Demon** — 10 glory
Complete the challenge in five rounds or fewer.
- Treasure Hunter** — 5 glory
You recover the gem from the bejeweled statue.
- Vell's Foil** — 10 glory
Your group defeats the challenge.

Secret Awards

These awards are only revealed by the Dungeon Master when you've earned them. Write down the name of the award in the space provided upon earning it.

- Secret 1** — 10 glory

- Secret 2** — 5 glory

- Secret 3** — 5 glory

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!

Login with your
Wizards Community account at
community.wizards.com
to report your accomplishments!

FORGE OF THE DAWN TITAN GLORY AWARDS

D&D LAIR ASSAULT ORGANIZER INSTRUCTIONS

FORGE OF THE DAWN TITAN: SEPTEMBER 1 - NOVEMBER 30, 2011

LET THE ASSAULT BEGIN!

Inside this kit, you'll have all the materials you need to run multiple sessions of D&D Lair Assault, a play experience that pits the most skilled players and DMs against each other in a viciously deadly challenge. What follows is a description of the kit contents included, as well as some information on running your event.

Remember: This program is designed to be a recurring play experience, wherein players will come back again and again to attempt to defeat the challenge. Most will fail the first time through, so you should ensure that you have multiple sessions of *Forge of the Dawn Titan* scheduled for repeat play-throughs!

Kit Content Description

Each kit contains enough materials for 2 Dungeon Masters (DMs). With the materials in this kit, these DMs can run as many players as required through the D&D Lair Assault challenge. Each table can consist of 1 DM and up to 6 players (4 or 5 per table is OK). Your kit contains the following materials:

- **DM challenge pack (2 copies).** Inside these shrink-wrapped packs, you'll find a challenge booklet (*Forge of the Dawn Titan*) containing the game information, a small reference map for the DM to mark monster/trap setups, a double-sided poster map for use during play, and a sheet of custom tokens for use during play. Give the DMs the challenge booklet and small reference map at least a few days prior to your first session.
- **Glory awards card (20 copies).** Players keep track of their awards earned for each play-through of the challenge on the card, and can log into their Wizards Community profile to earn badges for specific awards! If you need more cards, simply photocopy them.
- **A poster advertising the challenge and tracking points earned.** One side serves as advertising for the D&D Lair Assault program, and the other allows you to track all the players' points as they participate throughout the play period.
- **This instruction sheet and session tracking form.** Hand out the tracking sheets to the DMs so they can fill in the player information for you to report.

How to Run D&D Lair Assault

Follow these steps to ensure a great play experience!

Immediately Upon Receiving This Kit

»»» *Verify kit contents.* Make sure everything is present in your kit. Contact your WPN representative if something is missing.

»»» *Set your times for your events.* D&D Lair Assault sessions typically take about 2-3 hours, depending on how quickly the players succumb to the challenge. You might even schedule it before or after your D&D Encounters sessions on Wednesday nights.

One Week Prior to Your First Sessions

»»» *Give the challenge booklet and small reference map to your DMs.* Your DMs will need to read and prepare the adventure, so you'll want to give them at least a few days to do so. You can give them the rest of the kit contents on the day of the event.

»»» *Let your players know they MUST bring their own characters of the appropriate level (5th level for this challenge).* Character creation rules are very straightforward, and are included on the next page of this instruction sheet.

On Your D&D Lair Assault Days

»»» *Hand each of the players a glory awards card.* They can keep the same card for each play-through of the challenge, and continue to check off awards as they earn them.

»»» *Seat the DMs at their tables.* Give each one of them the poster map and token sheet.

»»» *Instruct each player to find a table and a DM.* Some players may have come as a group - make sure to respect their choice, since the challenge is super-difficult and they may want to play with a meticulously built party.

»»» *Play On!* Remember, each session of D&D Lair Assault should last for approximately 2-3 hours.

After The Event

»»» *Get the players' scores!* Talk to each DM and have the players list themselves and mark up the tracking poster with all the glory awards they've earned. Let them know that they can log in to their Wizards Community account online to unlock badges for their play.

»»» **DON'T FORGET TO REPORT!** Collect the tracking sheets at the end of the event, or keep this information on Wizards Event Reporter. If you have questions on reporting your play, please contact Wizards of the Coast for assistance. Do not let your reporting lapse!

D&D LAIR ASSAULT CHARACTER CREATION RULES

FORGE OF THE DAWN TITAN: SEPTEMBER 1 – NOVEMBER 30, 2011

5TH LEVEL CHARACTERS

Characters cannot be above or below this level. Any official D&D 4th Edition books are valid for character creation.

MAGIC ITEMS & OTHER GEAR

Characters receive the following equipment for their character. They cannot bring any other equipment.

- 1 magic item of 6th level (or lower) of the player's choice
- 1 magic item of 5th level (or lower) of the player's choice
- 1 magic item of 4th level (or lower) of the player's choice
- 840 gold pieces (gp) to spend on other equipment (mundane or magical) of the player's choice
- **Restriction:** No more than 1 rare magic item per character
- **Restriction:** No more than 2 consumable magic items (magic items that have a consumable power, such as potions or ammunition)

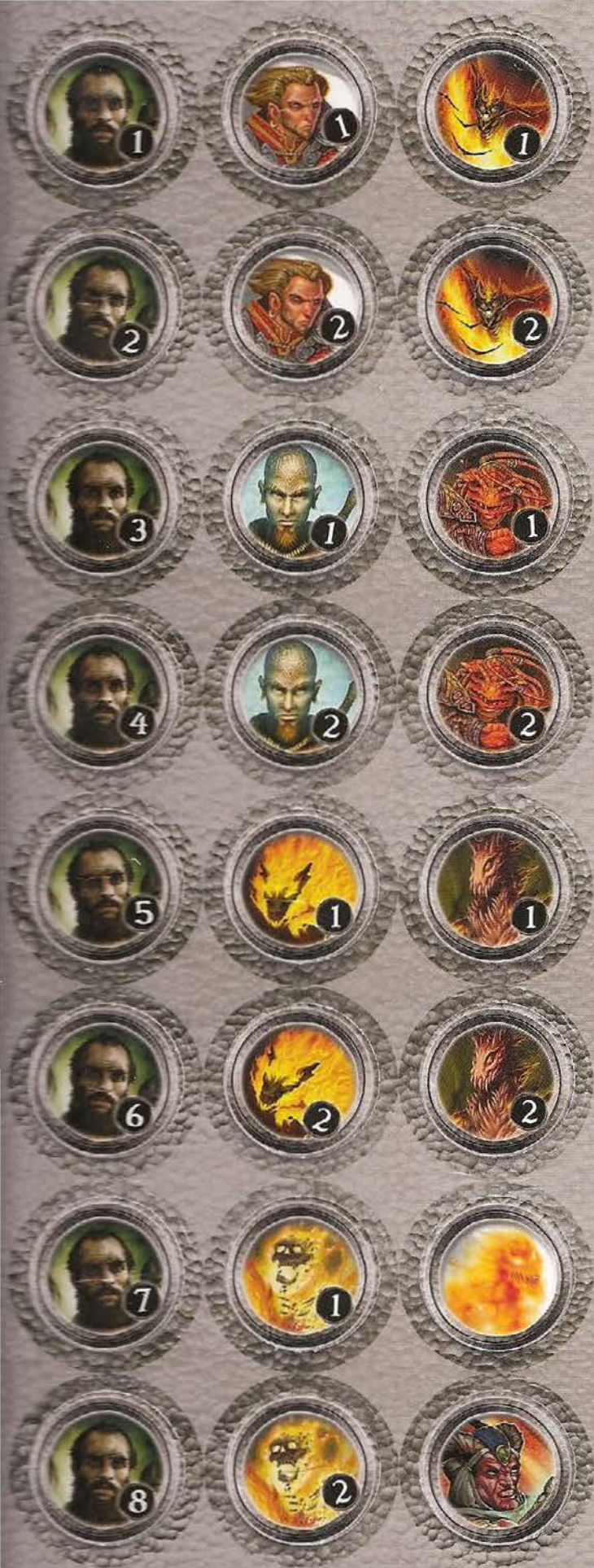
D&D FORTUNE CARDS

D&D Fortune cards are legal for play in D&D Lair Assault sessions. They must adhere to the following rules.

- **Legal Cards:** All sets released by the date of the D&D Lair Assault session are legal for use. In addition, all promo cards released by the date of play are legal for use.
- **Deck Size:** All D&D Fortune Card decks must contain 10 cards
- **Deck Composition:** All D&D Fortune Card decks must contain at least 3 attack, 3 defense, and 3 tactic cards. You may have multiples of the same card in the deck.

REPLAYING THE EVENT

You may replay the session with the same character or a different one, making whatever modifications necessary, so long as the new character remains legal.









DUNGEONS DRAGONS

LAIR ASSAULT

KILL OR BE KILLED

The players think their characters are invincible. It's time for you to show them otherwise. Gather your players—the tacticians, the rules experts, and the power gamers—and let them test their mettle in D&D® LAIR ASSAULT.

Forge of the Dawn Titan is a DUNGEONS & DRAGONS® Roleplaying Game challenge designed for the 2011 fall installment of the D&D LAIR ASSAULT official play program. It includes one full-color battle map, one sheet of tokens, a laminated play aid, and information on the D&D LAIR ASSAULT program.

NEVERWINTER™

DUNGEONSANDDRAGONS.COM

