

EPIC

21-30

TOMB OF THE SAND KING'S DAUGHTER

“And they bade their slaves, ‘Build unto us tombs to rival the palaces of the gods, for there shall we live our lives and sleep our deaths in splendor.’ And the people of Maru-Qet wore their fingers down, broke their backs, burst their hearts to obey. Indeed they raised up great tombs to rival the palaces of the gods. And their masters were well pleased, for it was as gods they saw themselves.”

by Ari Marmell

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This adventure, designed for five 25th-level PCs, presents the lair of Urum-Shar, youngest daughter of an ancient brown dragon. As much a location description as an adventure, “Tomb of the Sand King’s Daughter” is intended to serve a number of purposes. It expands upon and gives context to one of the sample lairs presented in the *Draconomicon*, as well as making use of the new material from that supplement. This adventure also serves as a model for what a dungeon crawl might look like at the epic tier. And, of course, it’s meant to provide several evenings of challenging entertainment.

Possession of the *Draconomicon* can greatly enhance the usefulness and flavor of the material presented here, but it’s not essential. You can play with just the *Player’s Handbook*, *Monster Manual*, and *Dungeon Master’s Guide*.

ADVENTURE BACKGROUND

Long ago, before the rise of Nerath, or even Arkhosia, the great dynastic empire of Maru-Qet thrived. Here, in this lush and fertile region, humanoids lived in eternal subservience to their draconic overseers, a dynasty of brown dragons. For thousands of years, the empire grew, and none could stand against it.

None, that is, until the last pharaoh, the great brown dragon Nefermandias, declared war on a neighboring clan of dragons. As a result of that disastrous war, Maru-Qet is nothing now but a hot and windswept desert, blasted and ruined. Only a few struggling city-states and a handful of nomadic tribes prove that anyone once dwelt here. (For more on Maru-Qet and Nefermandias, see *Draconomicon* 240.)

Several of the brown dragons survived the fall of their domain, however. Nefermandias is said to be one of them. Another was Urum-Shar, the pharaoh’s youngest child. The children of Nefermandias were infamous—even more than their father—for lusting after the luxuries their authority gave them. Urum-Shar was no exception. Even as compared to other chromatic dragons of note, she was avaricious beyond the nightmares of mortal beings. It is said that her tomb is a repository not only of riches, but also of ancient secrets and powerful magic unknown to modern times.

CONSTRUCTION OF THE TOMB

Tradition far older than Nefermandias dictated that the ruling dragons of Maru-Qet dwell in their own tombs. Although the originators of that tradition might have intended it as a humbling reminder of mortality, by the time of the empire’s fall, it was considered a means to ensure that each dragon shared the same comforts in death that it had grown accustomed to in life.

Obviously, such rich lairs had to be guarded against intrusion—but by Urum-Shar’s time, the threat of theft was all but forgotten. Who would dare to raid the tomb of a living god? Urum-Shar and her siblings transformed the construction of their tombs into a contest of status. Each dragon came up with the most elaborate and creative defenses and death traps, earning great respect from the others. Efficiency was cast aside in their quest to create ever more ornate mechanisms of death.

Even today, though the ancient wyrm spends most of her time sulking quietly in the lowest levels of her tomb, dreaming of better days long lost, Urum-Shar maintains her defenses. She does so out of pride, and

as an occasional source of amusement. The rare few who dare to brave her tomb seldom emerge whole.

ADVENTURE HOOKS

Consider one of the following hooks, all of which fit in well with Urum-Shar’s persona and should be more than enough to inspire a visit to her tomb.

♦ **Urum-Shar’s Hoard:** Urum-Shar’s hoard is an excellent location to place any object the PCs must acquire to accomplish a larger task. It can also be a fine place for an epic artifact that you wish to introduce into your campaign. She might possess one of the artifacts presented in the *DMG*, or perhaps one of the dragon-themed artifacts that appears in *Draconomicon*.

♦ **Resurgence of Maru-Qet:** Although she spends most of her time in her lair, Urum-Shar does venture out to hunt. But what if she began to make forays beyond the borders of Maru-Qet? Why would she suddenly end her centuries-old isolation, and what is she planning to do now that she’s active once more? Given how she misses the perks of ruling a nation of subservient humanoids, no plan she concocts can possibly be good for those who dwell anywhere within her reach. It is possible that her ancient father, Nefermandias, the Forsaken Pharaoh (*Draconomicon* 240), has some influence on the situation.

♦ **The Lost:** It’s possible that Urum-Shar could have her minions kidnap a person important to the PCs, or a person the PCs need for some reason. The ancient dragon is interested in old lore and new designs from her tomb. Perhaps she seeks some secret to make Maru-Qet great again.

GETTING TO THE TOMB

Ancient Maru-Qet is a harsh desert. Stone ruins of the old empire emerge from the desert's sands. Most are empty shells, the bones of Maru-Qet's forgotten corpse. However, some serve as shelter to the region's nomadic tribes or as home to monstrous inhabitants. None of these occupied buildings stand within a mile of the tomb itself, however.

DIVINATION

Divination rituals work fine with reference to the tomb, but Urum-Shar doesn't want powerful foes finding their way through her tomb by using divination rituals. If the characters wait more than 10 minutes between entering any chamber and moving its lever, they trigger the room's tactical encounter even if they select the correct position for the lever. This ensures that explorers cannot simply enter a room, perform a ritual such as Hand of Fate, and safely pass through the tomb.

SCRYING

A 27th-level variant of the Forbiddance ritual protects the entirety of the tomb. No form of scrying works beyond line of sight within the tomb, unless cast in area 19.

TELEPORTATION

It's possible for the PCs to learn that Urum-Shar's lair has a permanent teleportation circle within, and maybe even the sigil sequence of that circle. If they do learn this fact, they can try to use the sigil sequence to teleport to the tomb. As they begin the teleportation ritual, a successful DC 28 Arcana check allows the ritual's performer to discern subtle energy manipulating the ritual's flow. Another successful DC 31

Arcana check reveals that this fluctuation could alter the teleportation ritual's destination.

Those who complete such a ritual end up at the foot of the surface pyramid instead of the intended teleportation circle. Urum-Shar becomes aware of the arrival of intruders instantly in this case. She's content, however, to allow the fools to try their luck with the trap gauntlet of the upper tomb.

The teleportation circle in Urum-Shar's lair allows passage only to her. Due to the Forbiddance, no teleportation effects can carry someone else into, or out of, any level of the tomb, with the exception her travel to and from area 21. Inside the tomb, short-range teleportation within line of sight functions normally, but teleportation beyond line of sight, even as simple as from one side of a wall to the other, fails.

RUNNING THE UPPER TOMB

No single map is presented of this level, because it does not retain a specific shape. Rather, each of the twelve main chambers has only one entry door, and that door can potentially exit to any one of four other rooms. (See the accompanying chart.)

LIGHT

Except where noted otherwise, the lair is dark. The room descriptions assume the PCs have ample light. Modify those descriptions when this isn't the case.

MOVING ROOMS

The entire structure is an eldritch machine. Each time the PCs open a door to a chamber, they are confronted with a blank stone wall. After a moment,

accompanied by the sound of tremendous grinding stones, the wall appears to rotate aside, revealing the room beyond. The entire area is moving into position, so that its single entrance lines up with the door the PCs have selected. After a few moments—long enough for the PCs to enter—the room rotates away from the door, leaving a blank wall with no apparent exit.

It is not possible to block or prop open the doorway. The magic that turns and raises the rooms is strong enough to move hundreds of tons of rock. Nothing the PCs can provide can stand up to that sort of power. The fact that magic provides the movement means that the mechanism isn't subject to disruption, short of destroying the entire pyramid.

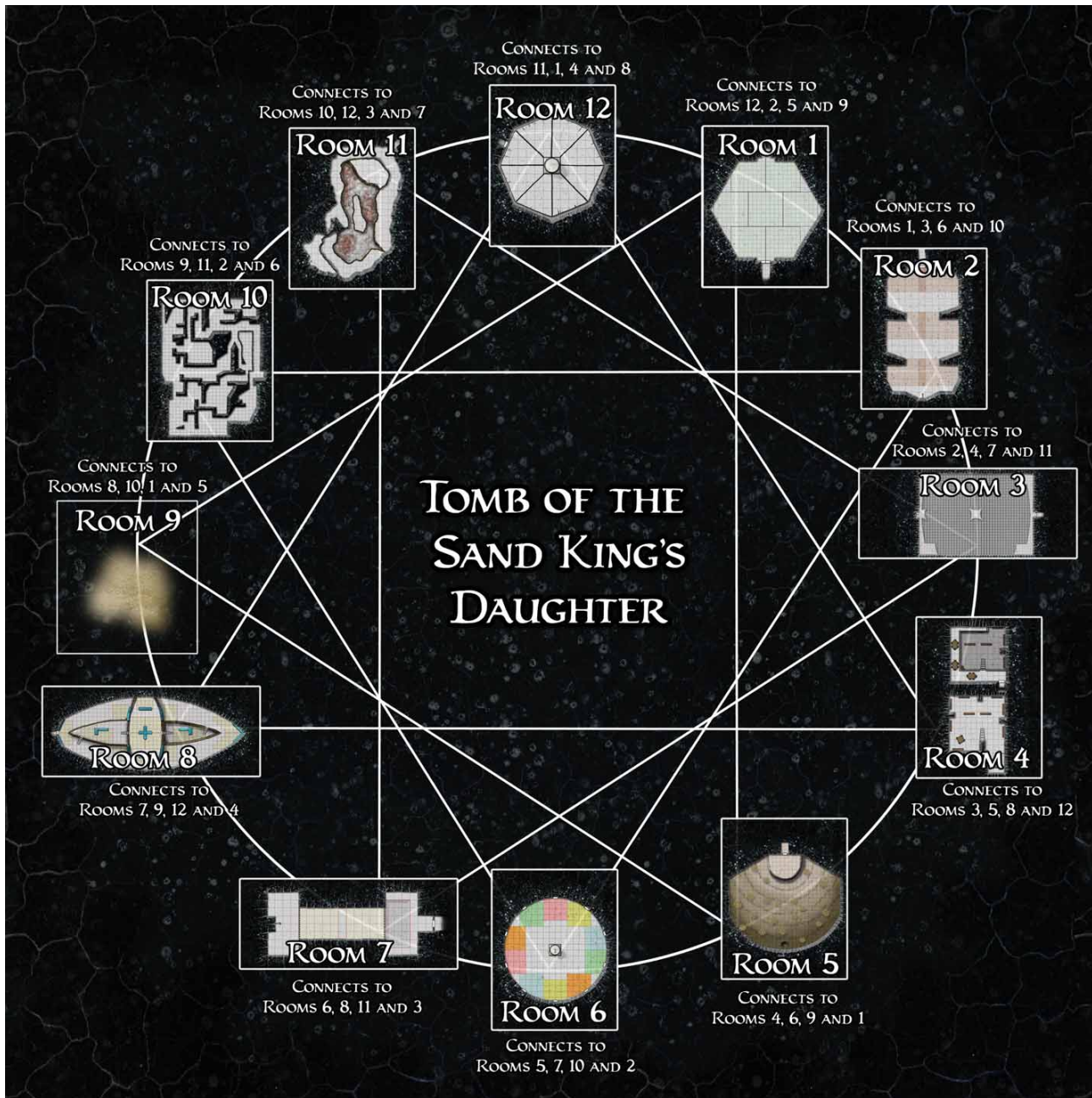
None of the doors are locked when the PCs enter a chamber. In many of the rooms, however, the doors lock themselves when the encounter triggers. Each "Features of the Area" section in the tactical encounters describes the state of the doors.

Each individual chamber within the upper level is separated from every other chamber by dozens of feet of solid rock. Thus, the Passwall ritual is not a viable means of bypassing any of the rooms.

LEVERS

Each room contains a lever, one with four possible positions. When the room is between exits, the lever sits in a neutral position between the four points. All the PCs need do is move the lever to one of the four positions. This causes the room to rotate and allow access to the hall that leads either to the room the PCs just came from, or one of three others.

Nothing on a lever indicates which position corresponds to its destinations. Finding a way through the complex is largely a matter of trial and error.



Even worse, the tomb has only one safe route through it. Urum-Shar's servants are taught this path, enabling them to go from area 1, to 2, to 3, all the way through, in order. In each room, pushing the lever to open the door to the next sequential room is perfectly safe.

Pushing the lever to any other position, and thus moving through the tomb out of order, causes the trap in the room to become active. In some rooms, moving the lever to the wrong position is enough to trigger the tactical encounter. In others, it merely readies a trap, which activates later.

RESETTING

Part of the magic of the pyramid allows Urum-Shar to reset the traps once they're triggered. This is a time-consuming process in which she engages only on occasion. As far as the PCs are concerned, each trap functions only once. If the PCs return to a room with an encounter they've dealt with, they are safe unless you decide otherwise.

RESTING

Halls between the moving chambers are empty, free of either traps or monstrous guardians. PCs can easily take an extended rest within one.

CUSTOMIZE THIS ADVENTURE

“The Tomb of the Sand King’s Daughter” is presented as a straightforward delve, so you might entice the PCs to explore it simply because it is there. By the time they’ve reached epic levels, though, characters have more pressing motives than a quest for yet more treasure and glory. Use the presented hooks as inspiration for how the tomb and its mighty inhabitant fit into your world and campaign—and with the PCs’ goals and desires. In addition, consider Urum-Shar’s treasure and servants as you place the tomb into your game. It’s even possible that the pyramid from “Ziggurat Beyond Time” (*Dungeon* 157), which is part of a lower-level epic adventure, is somehow related to the pyramids of Maru-Qet and Urum-Shar’s tomb.

TREASURE

If the PCs start at 25th level, they’re likely to reach 26th level before they enter the lower tomb. Little of the treasure is detailed, leaving lots of room for you to add treasure where you see fit—such as in area 12, where the beholder crystal can be a treasure, broken or whole. Some of the treasure should expand Urum-Shar’s hoard in area 21, which

contains parcels 1, 4, 6, and 8 from level 25. (Area 19 contains parcel 2 from level 25.) See *DMG* 129 for details on the parcels. The following parcels should be placed in the adventure, and you should change any treasure detailed in this adventure if it doesn’t match the wish lists your players provided to you.

Party Level 25: Parcels 3, 5, 9, and 10 plus 500 pp.

Party Level 26: Place four parcels of your choice.

SLAVES

A number of the dragon’s slaves dwell in hollows within the cave containing the other teleportation circle mentioned in area 21. They come when called; otherwise, they leave their mistress alone. If the PCs have come seeking a captive, he or she is held there, not in the tomb itself.

One of Urum-Shar’s slaves might be present in area 19 or 21, perhaps organizing the dragon’s treasures. He or she cowers out of sight during the battle and can inform the PCs of the location of the cave. The PCs can then rescue any captives and inform the remaining slaves that they’re free.

APPROACHING THE TOMB

When the PCs first see the tomb, read:

You can see it from miles away. A pyramid, carved from reflective black stone, rises like a mountain toward the sky. Scale is difficult to determine against the featureless sand, but it must be at least 500 feet across.

Closer inspection reveals that the black blocks—each of which is several dozen feet long, and must weigh many tons—are utterly featureless. They appear not only undecorated, but also completely untouched by the centuries of wind and sand.

The entrance to the tomb isn’t hidden, but the sheer size of the structure makes it difficult to find. It stands off-center along the south side, roughly 50 feet from the southeast corner.

When the PCs approach the door, read:

A double door, over a dozen feet from end to end, breaks the featureless black expanse of the pyramid. The portal appears to be brass, though it’s almost certainly constructed of something stronger. On the rightmost door, a detailed bas-relief of a great dragon coils around itself to stare menacingly at you. On the left, the five-headed draconic form of Tiamat twines her necks around each other, casting her gaze in all directions.

The door requires a DC 31 Athletics check to break open, or a DC 26 Thievery check to unlock.

ENTERING THE TOMB

When the PCs enter, read:

A long hall stretches out before you, its farthest reaches lost to darkness. Multiple columns support the ceiling, each carved with an image of a heavily muscled humanoid with a draconic head. The passage twists and turns, until it finally ends in a plain stone door.

The door is unlocked.

When the PCs open the door, read:

The door opens onto a blank expanse of dark stone. Before you can even begin to wonder, however, the corridor begins to vibrate, and you hear an incredibly loud grinding. After a second, you realize that the wall behind the door is moving. Soon an open doorway rotates into view.

As with all the doors on this level, it remains open for a few rounds before slowly rotating away again.

UPPER PYRAMID

The following entries detail the dozen areas that constitute the pyramid level of Urum-Shar's tomb.

1. THE SKY FALLS

The open doorway leads into a shallow niche along the wall of an enormous hexagonal chamber. Standing throughout are seven more of the dragon-headed humanoid statues. They stand with their palms flat against the ceiling, their elbows slightly bent.

When the PCs can see the opposite wall, read:

Another niche, deeper than the one containing the door, extends into the far wall. Two levers protrude from the wall within. The one on the left sits in a neutral position between four possible positions, shaped like a perfect cross. The other is a simple "up or down" lever. The up position is labeled in Draconic.

In the wall above the right lever is a strangely shaped slot, about a foot long and ranging from two to four inches thick.

If any PC can translate Draconic, the upper position on the rightmost lever reads, "If you have grown wise, you can still turn back."

Pulling the rightmost lever to that position causes the room to rotate so that the door leads back to the entry hall. Pulling it to the down position does nothing. This lever does not arm the room's trap.

The leftmost lever leads to the following areas.

Lever Position	Destination
Up	Area 9
Down	Area 2
Right	Area 12
Left	Area 5

Once the PCs pull this lever, they hear another loud grinding, and the floor vibrates slightly. If the PCs move the lever to any position except down, they trigger the tactical encounter.

Tactical Encounter: 1. The Sky Falls (page 69).

When the PCs exit the room, read:

You see a hallway beyond the door—similar but not identical to that which brought you into this chamber. Clearly, when you pulled the lever, the room rotated into a new position, allowing access to another passage.

You can use a similar description when the PCs exit any of the chambers. After the first few instances, you can assume the players know to expect a variety of hallways.

DELVING DEEPER

When they enter the tomb, the PCs can't do much with the strangely shaped slot above the second lever. It doesn't seem to lead anywhere, or contain any mechanisms.

In fact, it's built to hold the brass plaque found in area 8, a magic key-and-lock combination. Placing the plaque in the slot causes the plaque to lock in place, and Draconic writing to appear above the rightmost lever's down position. Those who can read Draconic translate it as, "You have won your way through. Come below, and receive your reward."

When a PC pulls the lever down, read:

Rather than the usual grinding, a strange shimmer appears in the center of the floor. The stone swirls open, like water running down a drain, to reveal a deep hole. Beyond the opening is a shaft with rungs cut in the side.

If the PCs have already dealt with the trap and golems in this room, they can watch as bits of stone and rubble go tumbling down the opening. This hole leads to the tomb level of the complex—see the Lower Tomb section for the descent.

2. SLASH AND BURN

You find yourself at one end of a bizarrely shaped hall. Unnecessarily wide throughout most of its length, it narrows at three distinct points, closing in at an angle from both sides. Horizontal lines of sparkling rock break the smooth surface of the wall. They run from the center of the odd protrusions to about 15 feet south along the wall.

Another four-position lever stands against the center of the south wall. When the PCs move close enough to the far lever, they might notice something else.

Passive Perception

DC 33 You spot a faint rune etched into the southern wall, barely visible above the lever.

The lever can open the following locations.

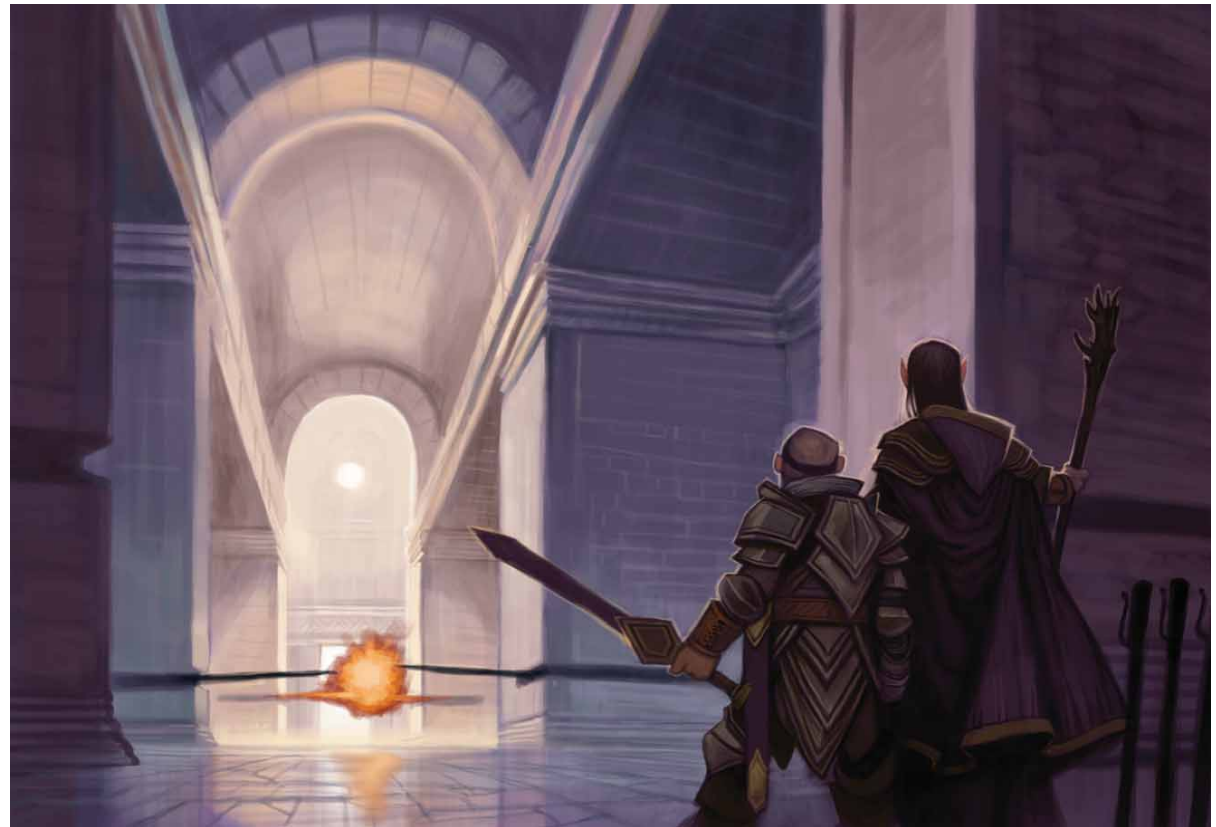
Lever Position	Destination
Up	Area 3
Down	Area 10
Right	Area 6
Left	Area 1

PCs hear the familiar grinding once they pull the lever. If the PCs move the lever to any position except up, they trigger the tactical encounter.

Tactical Encounter: 2. Slash and Burn (page 70).

3. FOREST OF IRON

The chamber before you is a rectangle, possibly 200 feet across. Only a few thin platforms—near the door, and in the center—are solid floor. The rest of the ground consists of the



tops of hundreds of metal poles. Crossing the room on the poles without falling seems possible, but not easy. Roughly 10 feet down, a grid of razor-edged metal sheets connects the iron poles to one another.

Four statues like those you saw in the first chamber stand not far from you—two in the left corner, two in the right. On the platform in the center, stand statues of similar build, but far larger. Dust hangs in the air near this larger statue.

PCs can see the two other colossuses as soon as their lights reveal the creatures. The lever, located in the niche along the far wall, leads to the following locations.

Lever Position	Destination
Up	Area 11
Down	Area 2
Right	Area 4
Left	Area 7

If the PCs pull the lever to any position except right, or if they attack the statues before moving to the lever, they trigger the tactical encounter.

Tactical Encounter: 3. Forest of Iron (page 71).

4. PAPER CUTS

You arrive on the upper level of a library. To your left, several reading tables stand on a balcony that winds its way partly around the chamber. A staircase leads to a room below, full of smaller tables and over half a dozen bookcases.

Most of the books are histories of Maru-Qet, treatises on that nation's culture, discussions of the worship of Tiamat, or genealogies of various dragon bloodlines—including that of Nefermandias. This is an excellent place to include any information the PCs might be seeking in relation to other ongoing plotlines, or to seed hooks for future adventures.

The lever—which stands in the southeast branch of the room, and is not visible from the upper level—leads to the following locations.

Lever Position	Destination
Up	Area 3
Down	Area 5
Right	Area 8
Left	Area 12

Pulling the lever causes the room to rotate with the standard grinding sound, making a few of the books vibrate on their shelves. If the PCs pull the lever to any position except down, the tactical encounter begins. The tactical encounter also begins if the PCs attempt to deface or harm the library in any way.

Tactical Encounter: 4. Paper Cuts (page 73).

5. HILL OF AGONY

The door opens up onto a flat platform 25 feet above a steep slope. Above you, an orb of light imitates the sun in a noontime sky. The floor is painted green, with tiny etchings suggesting blades of grass. Scattered across the slope are over twenty brass sculptures of dead trees. At the base of this imitation hill, a circular hole leads into the ground.

Bright light illuminates the whole chamber. The exit lever is within the hole in the floor. See the tactical encounter for details on the hole. It leads to the following locations.

Lever Position	Destination
Up	Area 6
Down	Area 9
Right	Area 4
Left	Area 1

Pulling the lever to any position except up triggers the tactical encounter immediately.

Tactical Encounter: 5. Hill of Agony (page 74).



6. GOING IN CIRCLES

This room is enormous and circular. A pedestal occupies its center, from which another level protrudes. The floor is covered with a pair of identical etchings of Tiamat's five-headed form. The two bodies face one another, their serpentine necks twining about each other into a complex knot of designs.

Oozing mounds of flesh, eyes, scales, and fangs crawl about on the floor near the central platform, each making a low growling and gurgling sound.

If the PCs attack the fleshy bits, which ignore them, the tactical encounter begins. The lever here leads to the following locations.

Lever Position	Destination
Up	Area 2
Down	Area 10
Right	Area 7
Left	Area 5

The tactical encounter begins if the PCs pull the lever to any position except right.

Tactical Encounter: 6. Going in Circles (page 76).

7. DREAD GATES

This room seems to be nothing but a wide hall connecting two rectangular chambers.

When the PCs might see the lines for the arcane gates (the dots on the map), allow the following check.

Perception

DC 35 The ceiling boasts a number of holes arrayed along a narrow slot, at the edge of the hall.

When the PCs can see the far wall, read:

In addition to the usual lever, this wall boasts a pair of stone hands, cupping a brass plaque as if in offering. The plaque bears a relief of a dragon, like the one on the pyramid's outer door.

Perception

DC 20 Looking at the plaque, it occurs to you that if it were turned on its back, with the dragon facing up, it would fit perfectly it into the slot you saw in the wall in the first chamber.

The lever, located directly below the hands with the plaque, leads to the following locations.

Lever Position	Destination
Up	Area 6
Down	Area 3
Right	Area 11
Left	Area 8

Pulling the lever to any position except left triggers the tactical encounter.

Tactical Encounter: 7. Dread Gates (page 78).

8. DIRE REFLECTIONS

Glittering light dances in this room, which is roughly oval and has multiple levels—platforms leading up to platforms, ledges to ledges. Along walls and freestanding atop the ledges, are a vast array of mirrors. The frequency of reflections makes the entire chamber feel impossibly large.

Bright light illuminates the whole room. The lever is located on the wall in the southeast, out of line of sight from the entryway. It leads to the following locations.

Lever Position	Destination
Up	Area 9
Down	Area 12
Right	Area 7
Left	Area 4

Pulling the lever to any position but up triggers the tactical encounter. Any attempt to damage the mirrors triggers the encounter.

Tactical Encounter: 8. Dire Reflections (page 80).

9. BOTTLED SANDSTORM

You stand on the edge of a massive natural cavern. Rocks on the floor are broken and jagged, and the floor appears to be tightly packed sand.

This encounter has no tactical map. Tactical location isn't important during the skill challenge.

The lever for the cavern is located on the far wall, roughly 300 feet from the doorway. It leads to the following locations.

Lever Position	Destination
Up	Area 5
Down	Area 8
Right	Area 1
Left	Area 10

Pulling the lever to any position other than left triggers the tactical encounter.

Tactical Encounter: 9. Bottled Sandstorm (page 82).

10. ALONE IN THE DARK

You see a large rectangular room beyond the door. The walls, floor, and ceiling are dirty but otherwise unmarked. The now-familiar lever stands against the far wall.

The trap here works by transporting the PCs temporarily to a place that exists in the same space as this room, but in the Shadowfell. Urum-Shar had her trap builders concentrate the shadow of the plane deeply here to form a strongly necrotic environment.

The lever leads to the following locations.

Lever Position	Destination
Up	Area 9
Down	Area 2
Right	Area 11
Left	Area 6

If the PCs pull the lever to the right, they hear the familiar grinding and can leave the room easily. If they pull the lever to any other position, they are immediately transported to Shadowfell double of this room, triggering the tactical encounter. Once they return, the room is still connected to the area that the PCs determined by pulling the lever.

Tactical Encounter: 10. Alone in the Dark (page 83).

11. FIRE AND FOG

A dry natural cavern stretches out before you. The ground rises and falls, but it's hard to see all the details. In its lowest reaches, the cavern is filled with a haze, much like that hanging in the air after a sandstorm.



Perception

DC 33: In the haze, you can make out pockets of darker particles near the floor, as though a heavier vapor lay beneath.

The lever is not visible from the door, since it lies on the western end of the cavern's lower section. It leads to the following locations.

Lever Position	Destination
Up	Area 12
Down	Area 7
Right	Area 3
Left	Area 10

Moving the lever to any position except up triggers the tactical encounter immediately, causing the living breaths to appear.

Tactical Encounter: 11. Fire and Fog (page 84).

12. CRYSTAL KILLER

This room is a perfect octagon. Faint lines on the floor divide the chamber into eight equal wedges. In the center of the room stands an empty stone pedestal. A niche on the far side of the room contains the chamber's lever.

Perception

DC 31 *You notice an odd seam around the edge of the room—the floor is circular rather than conforming to the octagonal room.*

Success on the Perception check allows the PCs to attempt the following check.

Dungeoneering

DC 30 *It seems that the floor isn't attached to the walls. It's possible this room can rotate or otherwise move away from the walls.*

The lever leads to the following locations.

Lever Position	Destination
Up	Area 4
Down	Area 1
Right	Area 11
Left	Area 8

Pulling the lever to any position other than down, or attacking the pedestal, triggers the tactical encounter.

Tactical Encounter: 12. Crystal Killer (page 86).

LOWER TOMB

The tomb proper is mapped out normally, and doesn't involve moving rooms or trapped levers—which is not to say that everything here is simple, or can be taken at face value. The following locations detail the areas on the lower level. Much of this information was first presented as a sample lair in the *Draconomicon*.

The PCs have no trouble descending the initial shaft.

When the PCs enter the hole, read:

The passage seems to fall away into infinity as you descend. The walls are of rough rock, chipped and sharp, as though someone broke away a portion of the earth through brute force.

Even stranger, however, is the sound. The great pit subtly vibrates, and the air is filled with a dull, grinding rush. It's as if a great torrent of water were flowing through pipes and passages in the surrounding earth.

When the PCs reach the end of the hole, read:

The passage opens up into a square chamber—though perhaps “cavern” might be a more apt description, given its enormous size. The strange reverberations you heard now have an obvious cause. A few yards north of you, a second hole in the ceiling releases a torrent of sand, a waterfall of grit pouring into the center of the chamber. There it sprays over the top of a massive ziggurat of black stone, a basalt monstrosity that dominates the cavern.

In areas 13 through 16, the sound of rushing sand imposes a -5 penalty to Perception checks to detect anything more than 1 square distant.

13. THE CROWN

If nothing else, this great underground ziggurat serves as evidence of Urum-Shar's twisted sense of grandeur.

When the PCs reach the top of the ziggurat, read:

To the south descends an impossibly steep staircase. On the other three sides, steep channels cut into the ziggurat direct the falling sand into veritable rivers that flow out into the cavern. The sand has accumulated alongside those channels and on the ziggurat's various ledges.

Perception

DC 37 *A thin seam runs along the edge of the platform that serves as the ziggurat's highest point.*

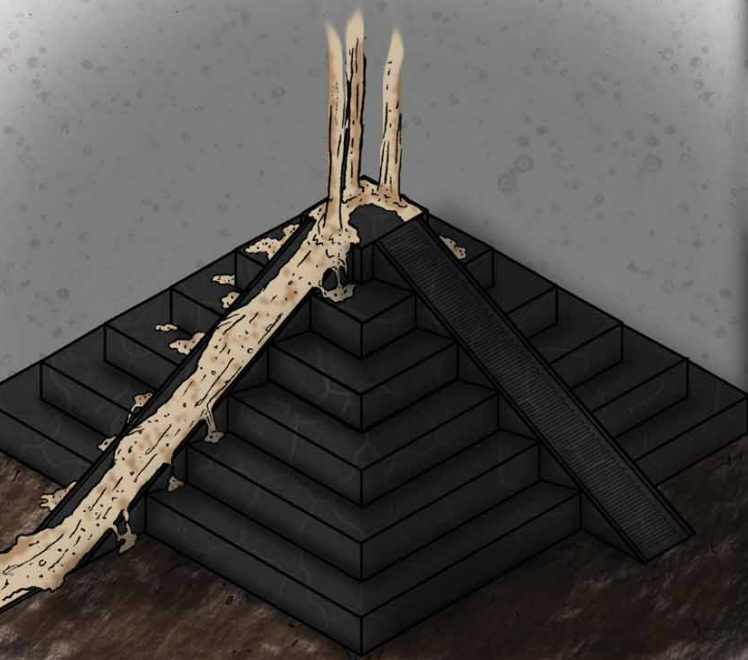
OPTIONAL ENCOUNTER

Encounter Level 25 (38,400 XP)

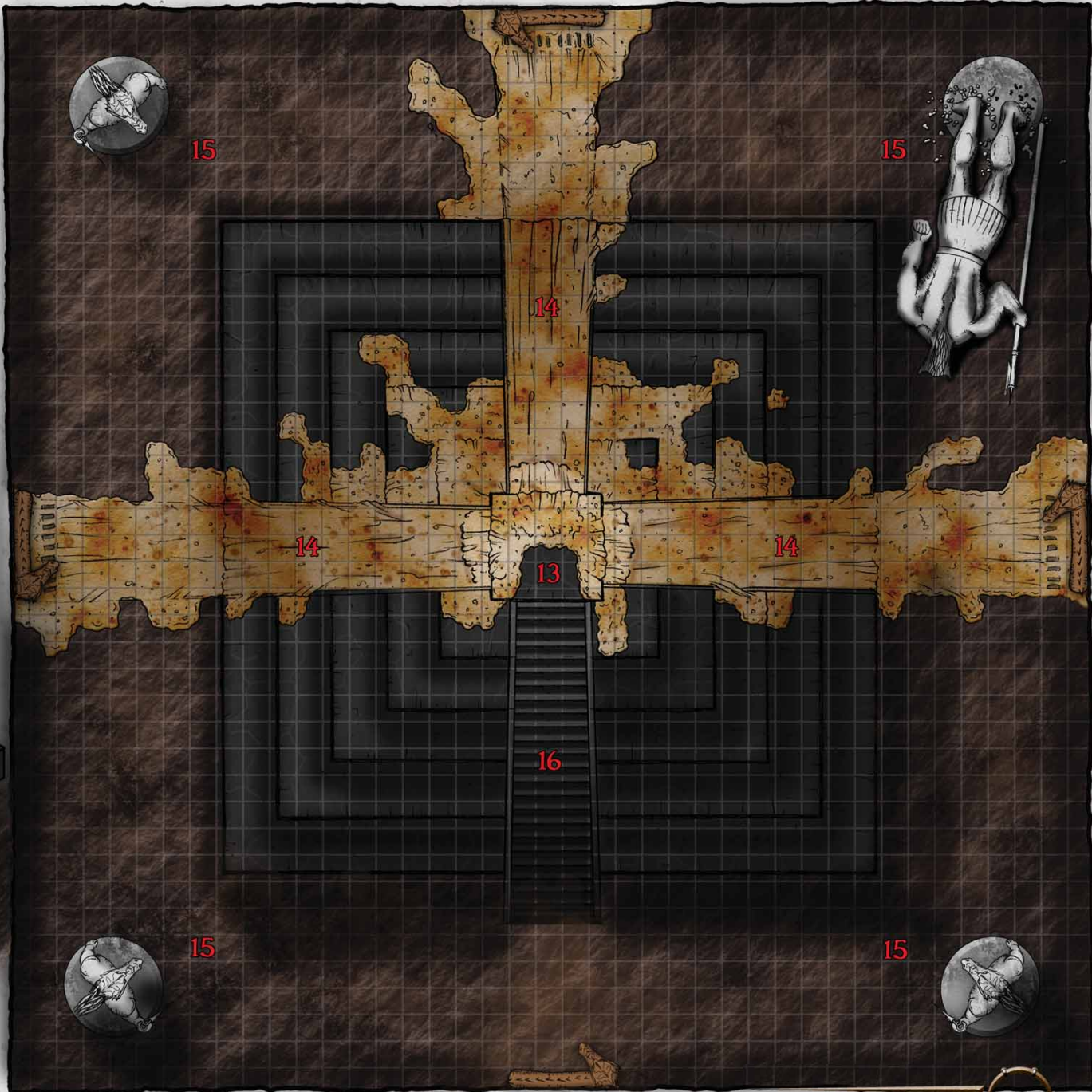
3 Maru-Qet colossuses (see area 3 for stats)

If you wish, run this encounter in the lower tomb area around the underground pyramid. Once the PCs spend a few minutes anywhere in the area, or if they damage the standing gigantic statues, those statues come to life. (The fallen statue remains inanimate.) They move to attack the intruders, making use of the sand sluices and torrents by pushing PCs into these hazards whenever possible. If the PCs move into area 17 or 19, the colossuses do not follow. They return to their positions of stony sleep until disturbed again.

TOMB OF URUM SHAR



1 square = 5 ft.



FEATURES OF THE AREA

Falling Sand: Anyone standing in the cascade is subject to the following attack every round: +29 vs. Fortitude; on a hit a character is knocked prone, as well as immobilized and unable stand up (save ends both). A prone character in the cascade is subject to suffocation (DMG 159). The area is difficult terrain.

Ledges: Each ledge of the ziggurat is 10 feet above the next (Athletics DC 20 to climb).

Sand Patches: These squares are difficult terrain.

Secret Door: The entirety of area 1 is a secret door that opens upward at an angle to prevent the falling sand from entering. This leads to another vertical passage that descends to area 19.

14. SAND SLUICE

Three conduits channel the bulk of the sand to and through grates beneath bas-reliefs on the walls.

If the PCs examine the channels, read:

Sand rushes down these spillways in raging torrents. The channels continue along the floor beyond the ziggurat, carrying the sand toward strange brass figures on the cavern's far walls.

FEATURES OF THE AREA

Falling Sand: Anyone caught in a channel is subject to the following attack every round: +29 vs. Fortitude; on a hit a character is knocked prone, as well as immobilized and unable stand up (save ends both). The character slides 4 squares down the slope toward the bas-reliefs marked "a," "b," or "d." A prone character in the cascade is subject to suffocation (DMG 159). A character who reaches a bas-relief no longer slides but takes a -2 penalty to the saving throw to end the conditions. The area is difficult terrain.

15. THE PLAINS OF STONE

The great cavern contains more than just the ziggurat.

When the PCs examine the room, read:

The floor is made of reflective black stone that is as dark as obsidian and as hard as granite. No seams are visible between the floor and the stone ziggurat.

FEATURES OF THE AREA

Bas-Reliefs: In the center of each wall stands an exquisite 20-foot bas-relief carving of a dragon (marked on the map as "a," "b," "c," and "d"). Beneath each carving sits a large bronze grate through which the flowing sand disappears. Where it goes, only Urum-Shar or the deities can say.

Sand Patches: These squares are difficult terrain.

Statues: The statues (marked on the map as "e") are of dragon-headed humanoids with halberds. They stand 60 feet tall (Athletics DC 20 to climb.) The fallen statue (marked "f") is 15 feet high.

16. DESCENT

These stairs lead not to the dragon's lair but to a gauntlet of death traps.

When the PCs look down the stairs, read:

These steep steps lead down not merely to the floor, but through it, eventually ending at a set of massive double doors.

Each stair is 1 foot deep and 1 foot high. From this side, the double doors can be opened without a check.

17. THE MURDEROUS DEPTHS

These stairs, and the chamber beyond, are nearly as deadly as Urum-Shar.

When the PCs enter, read:

The stairs descend into a seemingly infinite darkness. On either side, statues glare down at you like angry gods. Some are dragons, coiled around great stone pillars, and others resemble the dragon-headed humanoids you saw in the chamber upstairs. You can see nothing but darkness beyond the statues. The statues along the stairs sit on featureless pillars that rise from the floor to the level of the staircase, forming pedestals.

When the PCs see the area at the bottom, read:

At the base of the stairs, an array of pillars surrounds a dusty shrine. Staring from within the altar are half a dozen draconic skulls, crudely mortared into place.

Urum-Shar occasionally comes here to visit the shrine of skulls that she made from her slain enemies. Mostly, however, this chamber is meant to kill. Even her slaves do not know that her lair isn't hidden here. As far as the dragon is concerned, any who attempts to visit her without prior permission deserves death.

Refer to the tactical encounter for a map of the area and the traps. The tactical encounter begins when the PCs trigger any of the traps.

Tactical Encounter: 17. Stairway to Hell (page 87).

18. AN EMPTY DARKNESS

This area is the vast, darkened chamber beyond the stairs and shrine of area 17. It is not fully shown on the map.

When the PCs explore, read:

Old bones lie scattered about, apparently those of prior explorers. Other than these and the bases of the massive statues, the darkened chamber appears to be empty.

This chamber isn't entirely a waste of the PCs' time. Urum-Shar is meticulous about gathering all valuables from those who fall victim to her traps, but she has missed something.

Treasure: If the PCs make a DC 30 Perception check, they find that one of the broken skeletons wears +6 *delver's scale armor*.

19. INNER SANCTUM

The secret door in area 13 leads to a hole in the earth that is 20 feet wide and 60 feet deep. Unlike the entrance to the tomb level, this hole lacks a ladder.

When the PCs look through the hole, read:

Another large chamber waits below. Its floor seems to consist of tightly packed sand, though numerous rocky protrusions create a vast array of ledges around the room.

When the PCs can see the whole chamber, read:

On the south wall, a semicircular ledge—one of the few features that seems carved, rather than natural—overlooks a platform at the bottom of a short flight of stairs. The platform stands over a dark pit. At the rear of the ledge is a pair of heavy stone doors.

Urum-Shar uses the platform as an audience chamber. She sits on her ledge and glares down at visitors on the platform. Those who displease her are shoved off the edge to feed the dread wraith in area 8.

When the first PC enters the room, read:

You start briefly as a great winged beast—draconic but two legged—looms from the shadows on the ceiling. It takes you a second to realize that the hanging monstrosity is merely a sculpture, not a living being.

The sculpture, of an earthen wyvern, is one of the chamber's traps. The tactical encounter begins as soon as a PC enters the room.

Tactical Encounter: 19. Beneath the Sands (page 89).

20. THE PIT

The pit is 40 feet deep. The dread wraith in the pit is mystically bound to this location and cannot leave.

When the PCs approach the pit, read:

A strange chill taints the air of this deep, dark pit, as though something unholy died within.

The wraith attacks the instant anyone enters the pit.

Tactical Encounter: 19. Beneath the Sands (page 89).

21. A BED OF PLATINUM

Though the PCs might not realize it, this corridor stands inside the structure that supports the stairs in area 17.

When the PCs enter this chamber, read:

Coins litter the floor, and various works of art stand displayed haphazardly against the walls. On the far wall is a 10-foot-diameter circle of runes, apparently carved directly into the rock by massive claws.

A DC 20 Arcana check reveals that the circle is one end of a set of teleportation portals; this chamber is the only place in the tomb where such magic functions.

An identical circle is carved in a rock hidden in a small desert cave over a mile away. Urum-Shar uses teleportation to enter and leave her lair.

Treasure: Urum-Shar's hoard includes a +6 *staff of power*, a *dragondaunt shield* (epic tier), 23 ad, 900 pp, a ruby mined from the Elemental Chaos and carved into a perfect replica of a dragon's eye (57,000 gp), the mithral wedding band of the ancient eladrin Queen Amathiel (43,000 gp), and 50,000 gp worth of rituals (include at least one dragon-specific ritual from *Draconomicon*). Any specific item the PCs are seeking, based on an adventure hook, should also be here.

CONCLUDING THE ADVENTURE

The dragon is dead, the death traps defeated. For adventurers seeking another in a long line of challenges, that might be enough. For others, the prize they sought might have been found in the dragon's hoard, or among her slaves.

The PCs have also eliminated one of the most potent dragons in the world. Do other powers move in to claim her territory? Maru-Qet isn't prime real estate, but secrets remain to be found here. What of Nefermandias, the Forsaken Pharaoh? If he learns who slew his daughter, the PCs can expect terrible retribution.

1. THE SKY FALLS

Encounter Level 25 (39,641 XP)

SETUP

- 7 stoneform golems (G)
- 7 force cascades

Provide the read-aloud text, then place the golems (G) as shown on the map. Roll initiative and the run combat normally. As soon as a golem is dropped, it triggers one of the traps.

Once a PC pulls the lever, read:

With the sound of stone grinding on stone, the statues turn their heads to face you. Slowly but inexorably, they begin moving. Even as they walk, even as they pull back one fist to attack, the other hand remains firmly pressed against the ceiling.

Use the skills noted in the trap statistics to allow the PCs an opportunity to sense the traps before one goes off. When one does go off, use the description in its statistics.

7 Stoneform Golems (G)	Level 24 Minion	
Large natural animate (construct)	XP 1,513	
Initiative +8	Senses Perception +9; darkvision	
HP 1; a missed attack never damages a minion.		
AC 37; Fortitude 37, Reflex 28, Will 29		
Immune disease, poison, sleep		
Speed 6; can't shift.		
⊕ Slam (standard; at will)		
Reach 2; +28 vs. AC; 5 damage, and the target slides 4 squares.		
Alignment Unaligned	Languages –	
Str 27 (+18)	Dex 7 (+8)	Wis 10 (+12)
Con 27 (+18)	Int 3 (+6)	Cha 3 (+6)

7 Force Cascades

Level 22 Lurker
XP 4,150 each

The ghostly shape of an enormous part of the ceiling crashes down, leaving the actual ceiling intact. When it strikes the floor, it explodes in a cascade of light.

Perception

- ◆ DC 28: The character sees faint blue lines of energy trace through the ceiling above the golems, brightest around each one's upraised hand. Succeeding on this check allows the Arcana check.

Arcana

- ◆ DC 30: The character discerns that golems aren't supporting the ceiling with their upraised hands. Instead, they're holding back a magical force, which could be unleashed if the creature stops touching the ceiling.

Dungeoneering

- ◆ DC 20: The character knows the ceiling is stable.

Trigger

If a golem is destroyed or falls away from the ceiling for any reason, the trap attacks, limited to the area noted on the map around the fallen golem.

Attack (Zone)

Immediate Reaction Close burst 2

Targets: Creatures in the area

Attack: +25 vs. Reflex

Hit: 2d12 + 7 force damage

Miss: Half damage

Sustain Standard: The force cascade attacks each round, just after the initiative count of the PC whose action triggered the trap. It targets a square adjacent to the corner of the golem's original position, targeting a different square each round.

Countermeasures

- ◆ Arcana DC 24: After the trap triggers, a successful Arcana check stops the trap from triggering in one of the indicated areas only.
- ◆ Perception DC 24: The character who uses a minor action and succeeds on the check can see where the cascade falls next.
- ◆ *Dispel magic* against Will 35 ends the trap's effect.

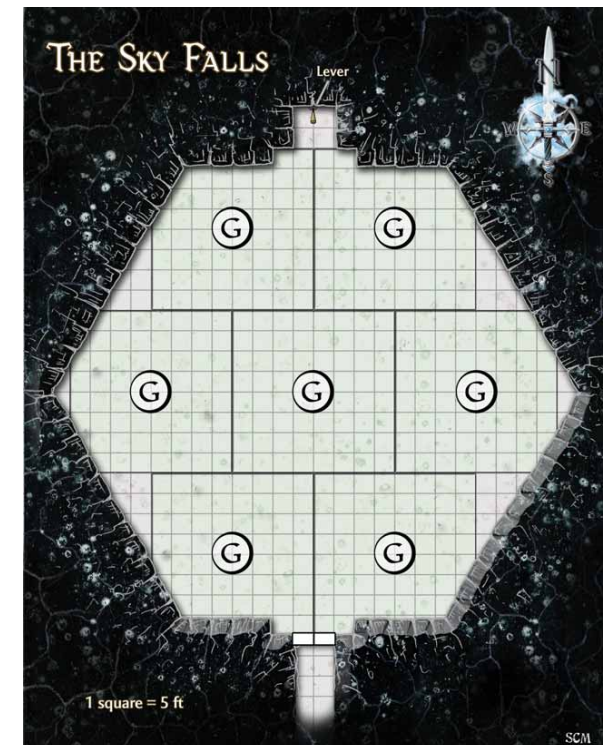
TACTICS

The golems fight in a straightforward manner. A golem never willingly leaves the area that collapses if the golem is destroyed or knocked prone, and it keeps one hand on the ceiling as long as it is able. The golems are cunning enough to bat characters back and forth among the various areas to keep the party separated.

FEATURES OF THE AREA

Ceiling: The ceiling here is 15 feet high.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).



2. SLASH AND BURN

Encounter Level 25 (41,600 XP)

SETUP

- 6 radiant blades (S)
- 1 shooting star (see below)

No obvious setup needs to take place for this encounter. Once the PCs trigger the radiant blades traps (S), provide the read-aloud text and roll initiative for the shooting star. It shoots from the rune on the southern wall on its initiative count during round 2.

6 Radiant Blades (S) **Level 23 Lurker Trap**
XP 5,100 each

A blade of light sweeps straight out and then around, only to disappear back into the wall.

One trap consists of a blade with a reach of 3 squares that sweeps through an area adjacent to it.

Perception

No check is required to see lines of crystal powder on the wall, which are telltale signs of the trap.

Arcana

- ◆ DC 29: The character recognizes the line and what it means.

Trigger

When a PC enters any one of the six covered areas, all six traps attack as an immediate reaction. They then enter the initiative order directly after the creature that triggered it, attacking each round.

Attack (Radiant)

Immediate Reaction Close area marked on map
Special Those in areas where two blades overlap are subject to attack by both.

Targets: Each creature in area.

Attack: +27 vs. Reflex

Hit: 2d8 + 9 radiant damage, and the target slides 5 squares toward the south.

Countermeasure

- ◆ Arcana or Thievery DC 30: Standard action. An adjacent character can disarm the trap by ruining the crystal line.

Shooting Star Trap **Level 27 Warder**
XP 11,000 each

From a small rune, a burning boulder shoots across the room to slam into the door.

The trap is a single rune opposite a door in the room.

Perception

- ◆ DC 33: The character notices the rune.

Arcana

- ◆ DC 33: The character recognizes what the rune means.

Trigger

When a predetermined condition is met, the trap rolls initiative. It triggers on the following round.

Initiative +6

Attack (Fire)

Standard Action **Area** A path 3 squares wide down the center of the chamber

Targets: Each creature in area

Attack: +32 vs. Fortitude

Hit: 2d12 + 8 fire damage, and the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Effect: The trap leaves a red-hot boulder blocking the door.

Countermeasures

- ◆ Arcana DC 29: Standard action. An adjacent character can delay the trap for one round by interfering with the rune.
- ◆ Arcana DC 33: Standard action. An adjacent character can disarm the trap by ruining the rune.
- ◆ Athletics DC 28: Move action. An adjacent character can move the boulder 1 square, taking 2d12 fire damage. If the character uses a tool to move the boulder (DM discretion), the DC increases to 32, but the boulder deals no damage to that character.

When a PC triggers the radiant blade trap, read:

From the thin, sparkling lines in the walls, massive arcs of red light sweep forth. The arcs just barely scissor past each other, and then both swing toward the south, only to vanish once more into the wall.

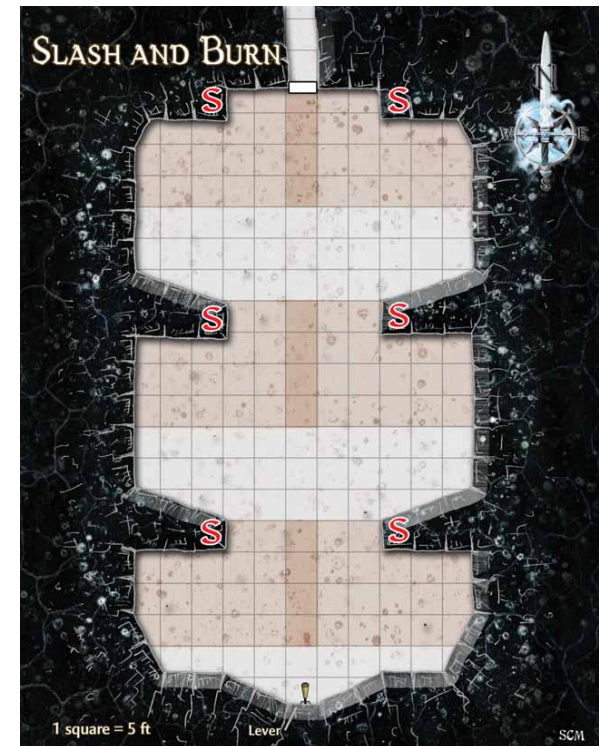
When the shooting star fires, read:

A blazing ball spins from the south wall, just above the lever. It careens down the center of the hall, smashing aside all in its path, until it slams against the door at the far end. Instantly, the flames die, leaving a glowing-hot boulder blocking the exit.

FEATURES OF THE AREA

Ceiling: The ceiling here is 10 feet high.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock). The door cannot be opened while the boulder from the shooting star trap is in the way.



3. FOREST OF IRON

Encounter Level 26 (46,000 XP)

SETUP

- 3 Maru-Qet colossuses (C)
- 4 stoneform golems (G)

Provide the read-aloud text, place the colossuses (C) and golems (G) on the map, and roll initiative. The difficulty of the terrain grants 1,548 extra XP for this encounter.

When the constructs activate, read:

The great statues step from their spots with the dull grinding of stone and begin striding across the room. Though the iron poles tremble beneath the weight, the poles do not give.

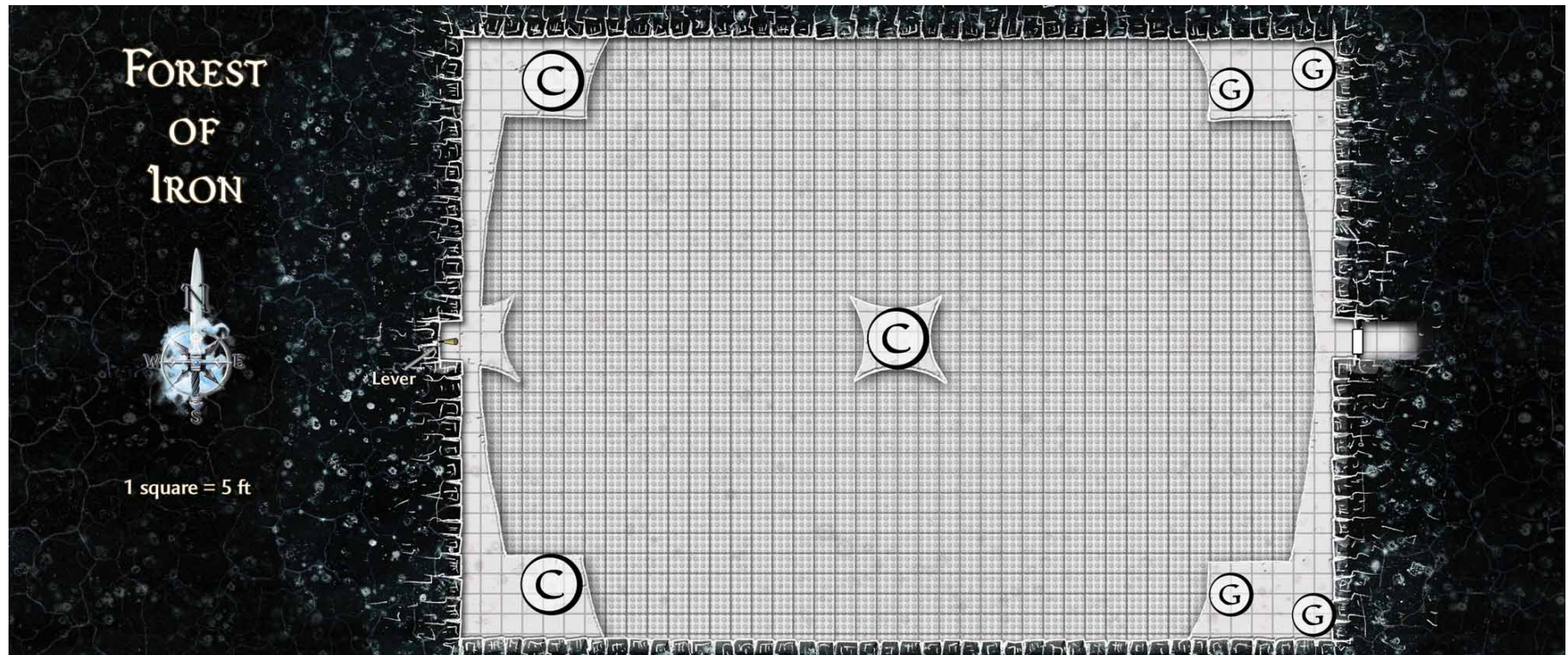
7 Stoneform Golems (G)		Level 24 Minion
Large natural animate (construct)		XP 1,513
Initiative +8	Senses Perception +9; darkvision	
HP 1; a missed attack never damages a minion.		
AC 37; Fortitude 37, Reflex 28, Will 29		
Immune disease, poison, sleep		
Speed 6; can't shift.		
⊕ Slam (standard; at will)		
Reach 2; +28 vs. AC; 5 damage, and the target slides 4 squares.		
Alignment Unaligned	Languages –	
Str 27 (+18)	Dex 7 (+8)	Wis 10 (+12)
Con 27 (+18)	Int 3 (+6)	Cha 3 (+6)

TACTICS

Initially, the creatures move so they can block access to the door. The stoneform golems move at half speed so they won't fall.

Anytime a golem hits a target, the golem slams that target toward the golem's nearest ally, as long as that's not closer to the door. Similarly, a colossus uses its attacks to knock creatures back away from the door.

A colossus focuses almost exclusively on melee attacks. It resorts to ranged attacks only if it can't move to within reach of a foe and make a melee attack on a given turn. It saves its action point to use *flaying whirlwind* and a slam on one turn when it has multiple PCs within reach.



3 Maru-Qet Colossuses (C) Level 24 Elite Brute
 Huge natural animate (construct) XP 12,800 each

Initiative +19 **Senses** Perception +20; darkvision
Flaywind Aura aura 3; an enemy that starts its turn in the aura takes 15 damage and -2 to Fortitude until the start of its next turn.

HP 558; **Bloodied** 279

AC 38; **Fortitude** 41, **Reflex** 36, **Will** 38

Immune disease, poison, sleep; **Resist** 25 fire, 25 cold

Saving Throws +2

Speed 8

Action Point 1

⊕ **Slam** (standard; at will)

Reach 3; +27 vs. AC; 3d10 + 10 damage, and the colossus makes a secondary attack against the same target.

Secondary Attack: The colossus wraps up the target in its massive hand; +25 vs. Fortitude; the target is restrained (save ends).

‡ **Defensive Strike** (immediate reaction, when an enemy moves adjacent to the Maru-Qet colossus; recharge Ⓜ Ⓜ)

+27 vs. AC; 3d10 + 10 damage. If the attack hits, the colossus makes a secondary attack against the same target.

Secondary Attack: +25 vs. Fortitude; the target is pushed 5 squares, knocked prone, and dazed until the end of the Maru-Qet colossus's next turn.

↘ **Flaywind Bolt** (standard; at will)

Ranged 15; +25 vs. Reflex; 3d8 + 7 damage, and the target is pushed 3 squares and blinded (save ends).

↻ **Flaying Whirlwind** (standard; encounter)

Close burst 3; +24 vs. Fortitude; 3d8 + 7 damage, and the target slides 3 squares and is knocked prone.

Alignment Unaligned

Languages –

Str 30 (+22)

Dex 25 (+19)

Wis 27 (+20)

Con 25 (+19)

Int 3 (+9)

Cha 3 (+9)

FEATURES OF THE AREA

Ceiling: The ceiling here is 25 feet high.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Iron Poles: Most of the “floor” in this chamber consists of the tops of dozens upon dozens of iron poles. The poles are difficult terrain to the PCs and the golems, but not to the colossuses. Large or smaller creatures might fall between the poles.

A character can attempt to move at normal speed by succeeding on a DC 26 Acrobatics check to balance. Similarly, a character who is knocked prone or subjected to forced movement must succeed on a DC 21 Acrobatics check. Unlike with the normal balance check above, any failure on this latter check results in a fall.

A character who falls between the poles drops 20 feet to land atop a sharp metal grid, taking 4d10 damage. Climbing back up to the top of the poles requires a DC 21 Athletics check, since a character can brace against two poles to climb. A character can walk across the top of the sharpened metal floor between the poles (difficult terrain), but doing so deals 1d4 damage per square.



4. PAPER CUTS

Encounter Level 25 (36,300 XP)

SETUP

- 3 book storms (B)
- 3 symbols of insanity

Provide the read-aloud text and place the book swarms on the map. Do not place the symbols until they appear later in the encounter.

When the books come to life, read:

Dozens of tomes and scrolls fly from the shelves. They swirl together into a whirlwind of parchment and leather, which immediately begins storming toward you.

When a book swarm is destroyed, a component tome falls open atop the remains, revealing a symbol of insanity. Choose one of the four swarm squares as the location of the trap.

3 Book Storms (B)	Level 24 Soldier	
Large natural animate (swarm)	XP 6,050 each	
Initiative +24	Senses Perception +20; blindsight 20	
Swarm Attack aura 1; the book storm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 225; Bloodied 112		
AC 40; Fortitude 35, Reflex 38, Will 36		
Immune disease, poison, sleep; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks, 15 fire		
Speed 2 (clumsy), fly 12 (hover)		
⊕ Slicing Pages (standard; at will)		
Reach 0; +26 vs. Fortitude; 2d8 + 9 damage, ongoing 5 damage, and the target is slowed until the end of the book storm's next turn.		
Alignment Unaligned	Languages –	
Str 10 (+12)	Dex 30 (+22)	Wis 27 (+20)
Con 25 (+19)	Int 2 (+8)	Cha 3 (+8)

3 Symbols of Insanity **Level 24 Warder**
Trap XP 6,050 each

This glyph squirms when looked upon, painning an observer's mind even from a distance.

Perception
No check is required to see the symbol.

Religion
♦ DC 29: The character recognizes the nature of the symbol.

Trigger
When a creature approaches within 3 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without triggering further attacks.

Attack (Charm, Psychic)
Opportunity Action Close burst 3
Attack: +27 vs. Will
Hit: 1d10 + 4 psychic damage, and the target takes ongoing 10 psychic damage and is dominated (save ends). The affected creature is driven to attack its allies.

Countermeasures
♦ Arcana or Thievery DC 27: Standard action. An adjacent character can delay the trap by interfering with the symbol.
♦ Arcana or Thievery DC 30: Standard action. An adjacent character can disable the trap by destroying the symbol.

TACTICS

The book swarms fly toward the nearest PCs and harass those characters throughout the library. If another character significant damage, they might change targets; otherwise, they are single-minded in their pursuit. The book swarms can trigger the traps.

Features of the Area

Balcony: The second floor balcony is 10 feet above the first floor.

Bookcases: These tall shelves (Athletics DC 10 to climb) act as blocking terrain for determining cover. A bookcase can be tipped over with a DC 20 Athletics check, leading to a Strength vs. Reflex attack against anything in the four squares where the bookcase falls.

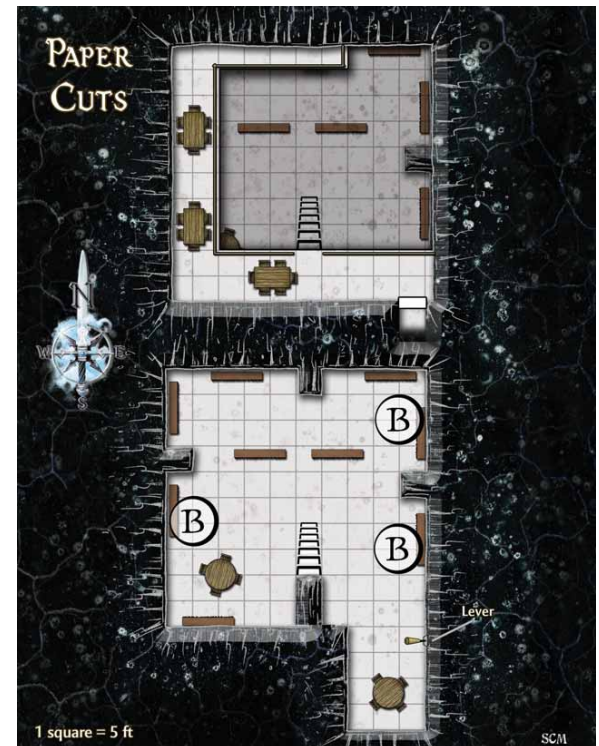
On a hit, the target is immobilized (save ends) and knocked prone. The area becomes difficult terrain.

Ceiling: The ceiling is 10 feet above the balcony.
Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Fallen Books: The squares of destroyed book storm, including the square holding the symbol of insanity, are difficult terrain.

Stairs: The stairs are difficult terrain.

Tables and Chairs: A table can be tipped over to provide a low obstacle. A character can step up onto a table or chair by spending 1 extra square of movement.



5. HILL OF AGONY

Encounter Level 25 (40,000 XP)

SETUP

- 1 advanced rancid tide (R)
- 3 death forest traps
- 1 vileshadow mist trap

A great draconic zombie—the rancid tide (R)—appears as if from nowhere, as soon as the lever is used incorrectly. Don't place it until it appears. Similarly, the poison gas rises from the earth like a morning mist. Although it's not a combatant or trap per se, roll initiative for the gas as well, so you know at what point it increases its depth (see Features of the Area). The difficulty of the terrain and monsters here grants 1,800 extra XP for this encounter.

When a PC pulls the lever incorrectly, read:

The hole in which you stand suddenly seems to waver before your eyes, and a heavy feeling of apathy and nausea washes over you. The hole fills with dark mist.

The mist also dims light. See its statistics.

Vileshadow Mist Level 24 Obstacle Trap XP 6,050

The area begins to fill with shadowy mist, which dims the light as it induces nausea and growing despair.

The mist starts in a 2-square cube, and it expands 3 squares in every direction each turn until it fills the designated area.

Perception

No check is required to notice the mist.

Arcana

◆ DC 29: The character recognizes the nature of the mist.

Trigger

When a creature starts its turn in or enters a square that contains the trap's effect, the trap attacks.

Attack (Necrotic, Poison, Zone)

Opportunity Action **Melee**

Target: Triggering creature

Attack: +28 vs. Fortitude

Hit: 2d8 + 8 necrotic and poison damage, and the target is slowed (save ends).

Miss: Half damage, and the target is not slowed.

Effect: The gas lightly obscures its area. It makes bright light dim, and it makes dim light dark.

Countermeasures

- ◆ Endurance DC 26: A character can hold his or her breath well enough to avoid the effect of the gas for 1 round.
- ◆ *Dispel magic* against Will 37 forces the trap to start over from its original starting point.

If the PCs can see the hilltop, read:

The air before the door shimmers briefly. A draconic horror of rotting flesh and viscous, oozing fluids materializes there.

Advanced Rancid Tide Level 25 Elite Artillery Gargantuan natural animate (dragon, undead) XP 14,000

Initiative +14 **Senses** Perception +13; darkvision

HP 366; **Bloodied** 183; see also *rancid flood*

AC 39; **Fortitude** 40, **Reflex** 36, **Will** 37

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 25 critical hits; radiant (a rancid tide that takes radiant damage is dazed [save ends])

Saving Throws +2

Speed 8

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 4; +31 vs. AC; 2d6 + 10 damage.

⊕ **Black Bile Spittle** (standard; at-will) ◆ **Necrotic**

Ranged 15; +30 vs. Reflex; 2d8 + 10 necrotic damage, and the target is weakened until the end of the rancid tide's next turn.

⊕ **Unholy Tears** (standard; at-will) ◆ **Necrotic**

Ranged 12; +31 vs. AC; 2d8 + 10 necrotic damage, and the target takes a -4 penalty to AC and Reflex defense (save ends).

⌘ **Torrent of Terror** (standard; at-will) ◆ **Necrotic**

The rancid tide makes a *black bile spittle* and an *unholy tears* attack, each against a different target.

⬅ **Rancid Flood** (free, when first bloodied; encounter)

◆ **Necrotic**

Close burst 5; +30 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is pushed 3 squares.

Alignment Unaligned

Languages —

Str 31 (+22)

Dex 14 (+14)

Wis 16 (+15)

Con 27 (+20)

Int 1 (+7)

Cha 8 (+11)

Use this to improvise if the characters don't see the draconic zombie until later.

When the PCs can see the trees, read:

The brass trees thrash their branches about.

3 Death Forests **Level 24 Obstacle**
Trap XP 6,050 each

Tree sculptures in the area whip out with their longest branches to entangle those who pass.

The trap consist of six to eight trees spaced 3 to 4 squares apart, so that their reach is continuous or overlaps with occasional gaps.

Perception

◆ DC 27: The character notices a few runes faintly etched in the brass.

Arcana

◆ DC 35: The character recognizes that the runes could provide animation, but they aren't sufficient to make the trees mobile.

Trigger

When a creature moves or starts its turn within 2 squares of a tree, that tree attacks.

Attack

Opportunity Action **Melee reach 2**

Target: Triggering creature

Attack: +28 vs. AC

Hit: 1d10 + 5 damage, and the target is grabbed.

Countermeasures

- ◆ A character can attack a tree (AC 36; Defenses 36; hp 30). When reduced to 0 hit points, the tree collapses, creating difficult terrain in its square and all adjacent squares.
- ◆ Arcana or Thievery DC 25: Standard action. An adjacent character can delay a tree by interfering with the runes.
- ◆ Arcana or Thievery DC 28: Standard action. An adjacent character can disable the trap by destroying the runes.

TACTICS

The rancid tide zombie never leaves its perch atop the hill. Shooting downhill, it focuses its attacks on mobile PCs to slay them before they can reach the top or avoid the mist. It makes a *torrent of terror* attack each round, even if doing so provokes opportunity attacks.

FEATURES OF THE AREA

Brass Trees: The sculpted trees act as blocking terrain for determining cover.

Ceiling: The ceiling here is 20 feet above the platform near the door.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Hole: This is 10 feet deep (Athletics DC 15 to climb).

Ledge: This rough shelf, between the platform and the start of the slope, is 25 feet high (Athletics DC 20 check to climb).

Steep Slope: From the base to the platform at the top, the hillside is difficult terrain.



6. GOING IN CIRCLES

Encounter Level 25 (38,750 XP)

SETUP

- 1 squamous spewer (S)
- 1 Tiamat doors trap

Once the encounter begins, provide the read-aloud text and place the squamous spewer (S) as shown, and have the PCs roll initiative. Do not roll initiative for the trap, as it triggers only under specific circumstances.

When a PC triggers the encounter read:

The walls ripple, as though viewed through a heat mirage. Ten doors open in the wall, each exiting into a hallway. They suddenly slam, as the images of Tiamat uncoil their necks. Those necks instead lead to the doors, where chromatic dragon heads stare back at you.

The bits of flesh fly together with a roar. From them forms a single, enormous heap of flesh, bone, horns, scales, eyes, and fangs. The hideous thing growls, squeals, roars, and mutters.

To determine which door is the real one, roll 1d10 when the PCs trigger the encounter, rerolling a result of 1.

Tiamat Doors Trap

Level 26 Elite Blaster
XP 18,000

Each door is shaped to resemble a chromatic dragon head.

This trap consists of ten doors, one of which is the real exit (randomly determined). Each of the doors generates blast of energy comparable to a dragon's breath weapon.

Perception

No check is required to spot the doors, or the fact that each boasts an image of one of Tiamat's heads.

Arcana

◆ DC 32: The character recognizes the trap for what it is.

Trigger

When a creature starts its turn within 3 squares of a door, opens a door, or attacks a door, all the doors attack.

Attack (Acid, Cold, Fire, Lightning, Poison)

Opportunity Action Close blast 4 (marked on map)

Target: All creatures in the area

Attack: +28 vs. Reflex

Hit: 2d6 + 6 damage, and ongoing 10 damage (save ends).

Miss: Half damage

Special: The damage type depends on the door.

Doors 1 and 8: Fire

Doors 2 and 6: Lightning

Doors 3 and 7: Cold

Doors 4 and 10: Poison

Doors 5 and 9: Acid

Countermeasures

- ◆ Arcana or Thievery DC 27: Standard action. An adjacent character can prevent a door from triggering when it is opened. The other doors still trigger when the disabled door is opened.
- ◆ Arcana or Thievery DC 30: Standard action. An adjacent character can prevent a door from triggering the others when opened. The disabled door itself is still triggered when opened.
- ◆ A character can attack a door (AC 38; Defenses 38; hp 70). When reduced to 0 hit points, the door turns to dust, leaving behind a blank wall (or the exit) and ceasing its attacks.
- ◆ Disabling half the doors in any way disables the entire trap.

TACTICS

The squamous spewer fights boldly until bloodied. It opens with *storm of agony*, then spends an action point to use its *breath weapon*. With *frightful cacophony* and *far stare*, it pushes the PCs into the area of the doors. Until its powers recharge, it gnashes away with *triple bite*, saving its second action point for another *storm of agony* and *breath weapon* pairing, perhaps right after *bloodied breath* goes off. If it needs to pursue PCs into a door's area of attack, the squamous spewer activates its *variable resist* to avoid damage from that door. It avoids the area of the poison doors after it is bloodied.

Squamous Spewer **Level 22 Solo Soldier**
 Huge aberrant magical beast (dragon) XP 20,750

Initiative +19 **Senses** Perception +14; all-around vision, darkvision

Frightful Cacophony (Fear) aura 5; any enemy within the aura that is taking ongoing psychic damage is pushed 3 squares.

HP 1,055; **Bloodied** 527; see also *bloodied breath*

AC 41; **Fortitude** 39, **Reflex** 36, **Will** 33

Resist 15 variable (2/encounter; MM 282)

Saving Throws +5

Speed 8, burrow 4

Action Points 2

⊕ **Bite** (standard; at-will) ◆ **Psychic**
 Reach 3; +29 vs. AC; 2d10 + 7 psychic damage, and ongoing 5 psychic damage (save ends).

⊖ **Spew Fangs** (standard; at-will)
 Ranged 10; +28 vs. AC; 2d10 + 10 damage.

↓ **Triple Attack** (standard; at-will)
 The spewer makes three bite attacks.

↗ **Far Stare** (immediate reaction, when an enemy attacks the spewer; at-will) ◆ **Psychic**
 The spewer locks eyes with the triggering enemy; ranged 5; +27 vs. Will; 3d10 + 9 psychic damage, and the target is pushed 1 square and knocked prone. This attack does not provoke opportunity attacks.

↖ **Breath Weapon** (standard; recharge ☼ ☼) ◆ **Psychic**
 Close blast 5; +27 vs. Reflex; 3d12 + 6 psychic damage, and ongoing 5 psychic damage (save ends). *Miss*: Half damage, and no ongoing damage.

↖ **Storm of Agony** (standard; recharge ☼ ☼) ◆ **Psychic**
 Close burst 10; +27 vs. Will; 3d10 + 8 psychic damage, and the target is stunned and takes ongoing 10 psychic damage (save ends both).

↖ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Psychic**
 The spewer's *breath weapon* recharges, and the spewer uses it immediately.

Alignment Evil **Languages** Draconic, Far Speech

Skills Intimidate +18

Str 29 (+20) **Dex** 23 (+17) **Wis** 17 (+14)

Con 27 (+19) **Int** 17 (+14) **Cha** 14 (+13)

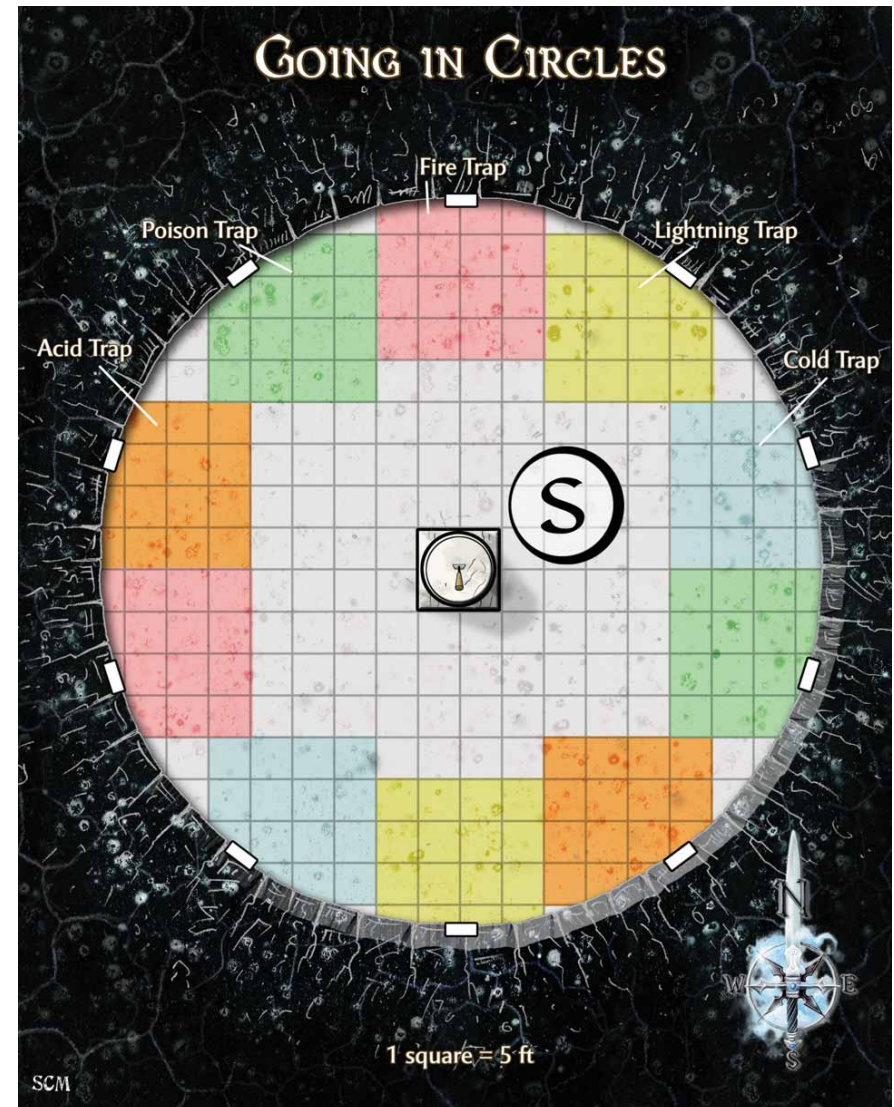
FEATURES OF THE AREA

Ceiling: The ceiling here is 20 feet high.

Doors: None of the doors are locked, but the false ones open onto a blank wall.

CONCLUSION

The PCs can escape this chamber any time they find the proper door, whether or not they've destroyed the squamous spewer.



7. DREAD GATES

Encounter Level 25 (36,000 XP)

SETUP

- 1 slashing portcullis
- 1 dread pit

Once the PCs trigger this encounter, provide the read-aloud text and roll initiative for the slashing portcullis. The traps come into existence when the PCs trigger the encounter, and then the floor over the pit phases out of existence and is replaced with an illusion. The pit makes it difficult to reach the door, since the portcullis does not allow for a running start.

When the PCs trigger the encounter, read:

With a humming vibration, two glowing lattices form from the ceiling downward, like a portcullis. With blinding speed, the hallway between the two larger chambers has been fully cut off.

When the trap reaches its first initiative, read:

With a speed greater even than when they first fell, the portcullises pivot upward, toward the ceiling, slashing at all in their path, before dropping once more to the earth. The entire attack takes less than a second.

When a PC falls into the pit trap, read:

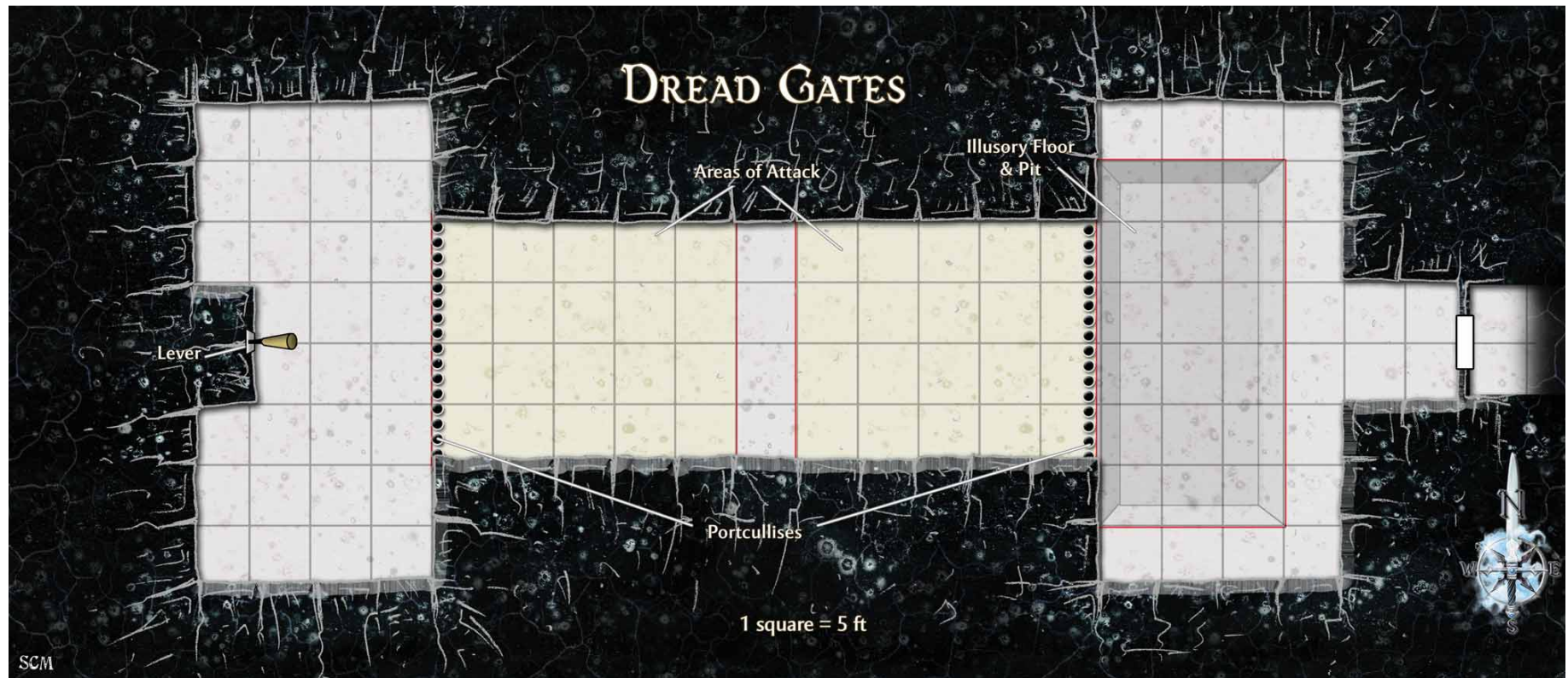
The floor beneath you ceases to exist, and you find yourself plummeting into utter darkness.

FEATURES OF THE AREA

The following features can affect play in this area.

Ceiling: The ceiling here is 15 feet high.

Door: This door is unlocked.



Slashing Portcullis	Level 26 Elite Obstacle
Trap	XP 18,000

Two heavy gates not only block progress but also regularly pivot up toward the ceiling, slashing at those nearby with their bladed bars.

The trap is usually a hall with two gates.

Perception

- ◆ DC 27: The character notices sparkling lines and runes in the ceiling where the gates form.

Arcana

- ◆ DC 32: The character discerns what the lines and runes mean.

Trigger

Once the lever has been pulled, anyone entering (or already standing in) the attack area of the easternmost gate causes the portcullises to fall as an immediate reaction. They then roll initiative to determine when they attack. (Roll once for both gates, since this is a single trap with two components.)

Initiative +23

Attack (Force)

Standard Action **Close blast 5**

Target: Creatures in area

Attack: +31 vs. AC

Hit: 2d8 + 6 force damage, and ongoing 10 damage (save ends), and the target is pushed 2 squares and knocked prone.

Countermeasure

- ◆ A character can ready a move action to move under the portcullis as it slashes upward. This requires a successful DC 27 Acrobatics check. Failure means the character did not pass underneath before the bars swung down, and that character is attacked. Failure by 5 or more means the character is hit automatically by the attack (no roll required).
- ◆ Arcana or Thievery DC 27: Standard action. An adjacent character can slow a gate's fall, granting a +4 on Acrobatics checks to move under the gate.
- ◆ Athletics DC 25: A character can climb the wall to move adjacent to the line in the ceiling.
- ◆ Arcana or Thievery DC 32: 1 minute. A character adjacent to the line in the ceiling can disable a gate.
- ◆ Athletics DC 32: Move action. A character can push the portcullis up, move 1 square into its space, and hold it until it attacks. The character takes 3d10 + 6 force damage when initiating this action (success or failure), and is subject to the trap's attack.

Dread Pit	Level 26 Elite Lurker
Trap	XP 18,000

A deep pit, channeling black necrotic energy, is covered by a substantive illusion of a normal floor.

The trap can cover up to 20 contiguous squares. It is 30 feet deep.

Perception

- ◆ DC 32: The character notices the illusory floor.

Trigger

The trap attacks when a character enters one of the squares containing the pit.

Attack (Necrotic)

Immediate Reaction **Melee**

Target: The creature that triggered the trap.

Attack: +30 vs. Reflex

Hit: The target falls into pit, takes 3d10 damage, is knocked prone from the fall, and loses a healing surge.

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The pit is still hidden, but other characters have now seen that one specific square is unsafe. Inside the pit, any bright light creates only 1 square of dim light. Dim light doesn't function, nor does darkvision. A creature that starts its turn in the pit takes 15 necrotic damage.

Countermeasures

- ◆ Athletics DC 30: A character can jump over the pit.
- ◆ Athletics DC 30: A character can climb out of the pit.

8. DIRE REFLECTIONS

Encounter Level 25 (36,150 XP)

SETUP

- 3 great flameskulls (F)
- 1 mirrors of dark visions trap

No threats are visible until the PCs trigger this encounter. As soon as the tactical encounter begins, place the great flameskulls (F) on the map.

When a PC triggers the encounter, read:

The images in the mirror take on a menacing tone. You see your allies' reflections turn to look at you with evil grins and murder in their eyes, their weapons upraised to strike. Hideous forms start to creep into the scenes.

When a flameskull first flies into view, read:

A flying skull appears, cackling madly and surrounded in yellow-green flames.

3 Great Flameskulls	Level 24 Artillery
Small natural animate (undead)	XP 6,050 each
Initiative +19	Senses Perception +22; truesight 6
HP 174; Bloodied 87	
Regeneration 10	
AC 37; Fortitude 34, Reflex 39, Will 37	
Immune disease, poison; Resist 20 fire, 10 necrotic;	
Vulnerable 5 radiant	
Speed fly 10 (hover)	
⊕ Fiery Bite (standard; at-will) ♦ Fire	
+26 vs. AC; 1d4 damage plus 2d6 fire damage.	
✂ Flame Ray (standard; at-will) ♦ Fire	
Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull's next turn.	
✂ Firestorm (standard; encounter) ♦ Fire	
Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull's next turn. The great flameskull can exclude allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration	
As the wizard power <i>mage hand</i> (<i>Player's Handbook</i> 158).	
Illumination	
The great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.	
Alignment Unaligned	Languages Common, one other
Skills Stealth +24	
Str 10 (+12)	Dex 25 (+19) Wis 21 (+17)
Con 24 (+19)	Int 30 (+22) Cha 28 (+21)

Mirrors of Dark Visions Trap	Level 26 Elite Blaster
	XP 18,000

Glittering mirrors reflect the horrors lurking deep in every hero's psyche.

The mirrors are positioned to reflect most parts of the room, since their attack relies on line of sight to targets. Freestanding mirrors act like walls for determining line of sight, line of effect, and cover.

Perception

No roll is required to detect the mirrors.

Arcana

- ♦ DC 28: The character recognizes the mirror as a trap, but not what kind of trap.
- ♦ DC 32: The character recognizes the mirrors for what they are.

Trigger

When characters take a predetermined action, the mirrors roll initiative twice. They attack one randomly determined PC on each of their initiative counts.

Initiative +22

Attack (Fear, Psychic)

Standard Action

Ranged sight

Special: This attack doesn't provoke opportunity attacks.

Target: One creature

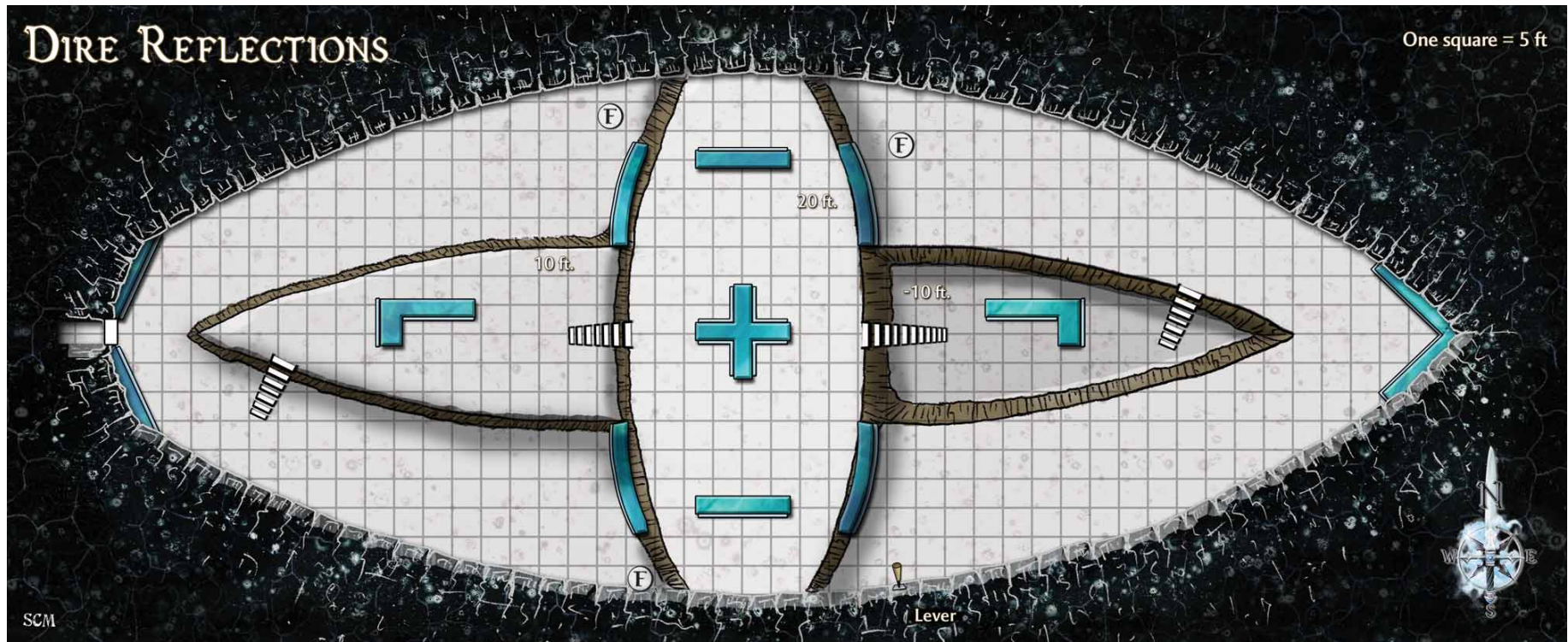
Attack: +30 vs. Will

Hit: 2d10 + 4 psychic damage, and the target uses its next turn's actions to move away from the mirror. It uses the most direct route, provoking opportunity attacks and employing whatever movement modes are necessary to escape.

Miss: The target is dazed until the end of its next turn.

Countermeasure

- ♦ A character can attack a mirror (AC 38, Defenses 38; hp 30; regeneration 10).



TACTICS

The mirrors trigger on their initiative each round. The flameskulls focus their attacks on characters who avoid the mirrors' blast zones, or who seem capable of defending against the trap's effect. The flameskulls cooperate, preferring to focus their attacks on a specific character rather than each choosing a separate target. They prioritize wizards and archers over melee combatants.

FEATURES OF THE AREA

Ceiling: The ceiling here is 15 feet above the highest ledge.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Ledges: Climbing from one level to another without the stairs requires a successful DC 20 Athletics check.

Stairs: The stairs are difficult terrain.

9. BOTTLED SANDSTORM

Encounter Level 25 (35,000 XP)

SETUP

As soon as the PCs trigger this encounter, torrents of sand begin to spray from the walls and ceiling at multiple points. Even as large as the cavern is, it becomes apparent that it can fill in a short amount of time, crushing or suffocating anyone within. Use the read-aloud text and then describe the skill challenge.

When the encounter begins, read:

You hear the grind of the massive chamber rotating, but another noise quickly drowns out the familiar. From multiple holes on the ceiling and in the walls come torrents of sand. They swiftly begin whipping about the chamber like a supernaturally fierce sandstorm, then pile up on the hard earth floor. You can see that it already covers the entire cavern to a depth of several inches.

OTHER FACTORS

Epic-tier characters have more than skills at their disposal, and a great many powers and spells can improve their odds of success. A few obvious possibilities are presented here, but players are creative. Just as with skill uses, if they come up with inventive ways to use powers, let them do so.

◆ Powers that provide a PC the ability to fly, climb, or otherwise rise above the sands grant a +4 bonus to Dungeoneering and Perception checks.

◆ Powers that allow a character to teleport up to 10 squares, or to phase through solid objects, grant a +4 bonus to Athletics and Acrobatics checks. In addition, that particular character takes no damage for the next single failure.

◆ Powers that create barriers, such as *wall of ice*, offer the PCs the ability to move without the sand pressing against them. These grant the PCs one free success.

BURIED ALIVE

As a last ditch escape, give anyone on the ground a DC 30 Dungeoneering or Perception check. Success allows that PC to find a hollow that isn't entirely filling with sand. Finally, just before he or she is fully buried, a PC who has a teleportation power available might be able to use it to teleport above the level of the sand (4 squares). In these cases, the characters can wait out the danger. The sand slowly drains out of the cavern over the course of 15 minutes. Those who are buried in the sand have a much harder time of it.

Location: The cavern is roughly 60 squares across. Assume that each success the party earned moved them 5 squares nearer the door. This is the base starting point for characters who are buried alive.

Suffocation: Characters buried alive must hold their breath or begin suffocating. See Starvation, Thirst, and Suffocation, DMG 159.

Escape: A buried PC can move 2 squares in a round—digging through the sand—with a successful DC 33 Athletics check. On a failure, the PC does not move. Failure by 5 or more reduces the time that the PC can hold his or her breath by 1 round.

If the PC finally reaches the far wall, a successful DC 33 Perception check means that character has reached the door. On a failure, the PC is instead 1d4 squares away, and on a failure by 5 or more the PC is 1d4 + 4 squares away. Fortunately, the feel of the curve of the wall tells the PC which way to move to reach the door.

Alternatively, a buried PC can climb up and out of the sand, rather than moving forward. This is a harder check—Athletics DC 38—but requires fewer squares of movement (4 squares).

Bottled Sandstorm Skill Challenge

Level 25
XP 35,000

You have mere minutes—if even that long—before suffocation and entombment become very real possibilities.

The PCs must reach the door and escape before being completely buried in sand, struggling through a blinding sandstorm and ever growing layers of grit. Each round of the skill challenge represents a round of real time.

Complexity

5 (requires 12 successes before 3 failures).

Primary Skills

Acrobatics, Athletics, Dungeoneering,

Other Skills

Endurance, Perception.

Victory

The PCs reach the door and can move through it.

Defeat

Each failure on this challenge deals 3d10 damage to each PC. Defeat on the entire challenge leaves one or more PCs buried in sand—see Buried Alive.

Acrobatics (DC 27)

(1 success or failure, maximum 2 successes)

The PC is able to maneuver through the shifting sand quickly and then help others forward.

Athletics (DC 26)

(1 success or failure, maximum 6 successes)

The PC is able to force through the thickening sand, blazing a trail that the others can follow.

Dungeoneering (DC 26)

(1 success or failure, maximum 5 successes).

Using knowledge of the cavern's layout, the PC can estimate where the ground is higher, or where the torrents of sand likely haven't risen as high. Using this information, passage is easier.

Endurance (DC 23)

(0 successes or failures)

After making any other skill check (regardless of success or failure), a character must succeed on this check or take 3d10 damage.

Perception (DC 3)

1 (0 successes or failures)

The PC spots an area where the way is clearer, granting +2 on one other skill check this round.

10. ALONE IN THE DARK

Encounter Level 25 (36,300)

SETUP

6 darkland voidsoul specters (V)

The instant the PCs pull the lever, they find themselves in this shadowy maze, their lights reduced to half the normal radius. Place one PC at each of the points labeled "a" through "f," in order. Remind the PCs that none of them know where the others are, or even that the others are present. The voidsoul specters (V) appear immediately and begin stalking the PCs.



When the encounter triggers, read:

A tingling sensation washes over you, and the lights go out. It suddenly becomes very cold.

If the PCs have light, read:

Your light is dimmer than it should be. Around you are walls of black stone. Running along the walls are runes etched into the stone. The cold here is biting, like deep winter.

When a specter appears, read:

A phantasmal figure appears. Its head is a blackened skull, its body writhing black mists. It glares at you with empty sockets, and you feel the air around you grow hideously cold.

6 Darkland Voidsoul Specters (V) Level 24 Lurker

Medium shadow humanoid (undead) XP 6,050 each

Initiative +25 Senses Perception +15; darkvision

Spectral Cold (Cold) aura 1; an enemy that starts its turn in the aura takes 10 cold damage and takes a -2 penalty to all defenses until the start of its next turn.

HP 119; Bloodied 59

AC 36; Fortitude 34, Reflex 38, Will 36

Immune disease, poison; Resist 30 necrotic, insubstantial;

Vulnerable 10 radiant

Speed fly 8 (hover); phasing

⊕ **Spectral Touch** (standard; at-will) ♦ **Necrotic**
+28 vs. Reflex; 2d12 + 6 necrotic damage.

↵ **Life Siphon** (standard; encounter) ♦ **Healing, Necrotic**
Close blast 5; +27 vs. Fortitude; 2d12 + 6 necrotic damage, and the darkland voidsoul specter regains 5 hit points for every creature damaged by the attack.

Invisibility (minor 1/round; at-will) ♦ **Illusion**

The darkland voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using *life siphon*.

Alignment Chaotic evil Languages Common

Skills Stealth +24

Str 14 (+14)

Dex 28 (+21)

Wis 6 (+10)

Con 20 (+17)

Int 10 (+12)

Cha 25 (+19)

TACTICS

Each specter turns invisible and moves adjacent to the nearest character among the PCs, whom the specters can track flawlessly in the maze. A specter is content to remain invisible and let its aura work on a lone character. It uses Stealth to remain undetected, hoping the PC mistakes the damage for the general cold of the area. (A successful DC 30 Religion check allows the PC to discern the origin of the cold.)

When two or more characters finally come together, the specters following them take turns attacking with *spectral touch*. This can create the illusion of one powerful undead entity. When bloodied, each specter uses *life siphon* while invisible. The specters focus their attacks on PCs manipulating the runes.

FEATURES OF THE AREA

Ceiling: The ceiling in both areas is 15 feet high.

Necrotic Affinity: Any attack that has the necrotic keyword gains a +1 bonus to the attack roll (included in the specter statistics), and attacks that have the radiant keyword deal half damage. Ongoing radiant damage is not affected.

Reanimation: Living humanoids killed here re-animate as darkland voidsoul specters one day after death (MM 119). The Gentle Repose ritual or destruction of the corpse prevents a creature from reanimating.

Runes: The runes on the walls are magical, and they tie the PCs here (Arcana DC 22 to discern). Those who succeed realize that they can escape by altering the runes on six wall surfaces, each at least 10 squares away from the others (Arcana or Thievery DC 28; failure costs a healing surge). If the PCs fail to alter the runes three times in a row, all successes are lost and the party must start over. If this task is complete, all PCs vanish from the maze and reappear in the worldly room.

II. FIRE AND FOG

Encounter Level 26 (46,500 XP)

SETUP

- 1 primal storm, brown dragon (P)
- 2 desert wraths (W)
- 3 chaos hazes

The creatures here include a living breath weapon and two creations that embody the fierce heat and scouring sands of a living desert. They do not appear until the encounter is triggered. Place the desert wraths (W) and the primal storm (P) as you describe the scene.

When the monsters appear, read:

Swirling sand appears in the mist, taking on a vaguely draconic shape on a ledge near the door. Behind the dragon of sand, two substantially more massive figures coalesce. Appearing as giant columns of sand, these larger ones flare with burning light like that of the desert sun.

TACTICS

The desert wraths hold back in the chaos haze, delaying for when a PC comes near. They attack before the round ends, moving to the PCs if no melee attackers close on them. A desert wrath uses *grinding wrath* every round, and unleashes *burning flaywind* when more than one PC is within the area or before it becomes bloodied. These creatures are heedless of opportunity attacks until bloodied, so they move where they will, forcing the PCs into disadvantageous positions. They try to draw the PCs into the chaos haze. One uses an action point early in the combat to use *grinding wrath* twice and *burning flaywind* on the same turn, while another uses the same tactic after it's bloodied.

The primal storm stays atop the ledge and launches *sand stream* until it can hit multiple PCs with *sand burst*. Then it uses the area attack. It saves *sand devil* for when it is assailed in melee.

FEATURES OF THE AREA

The following features can affect play in this area.

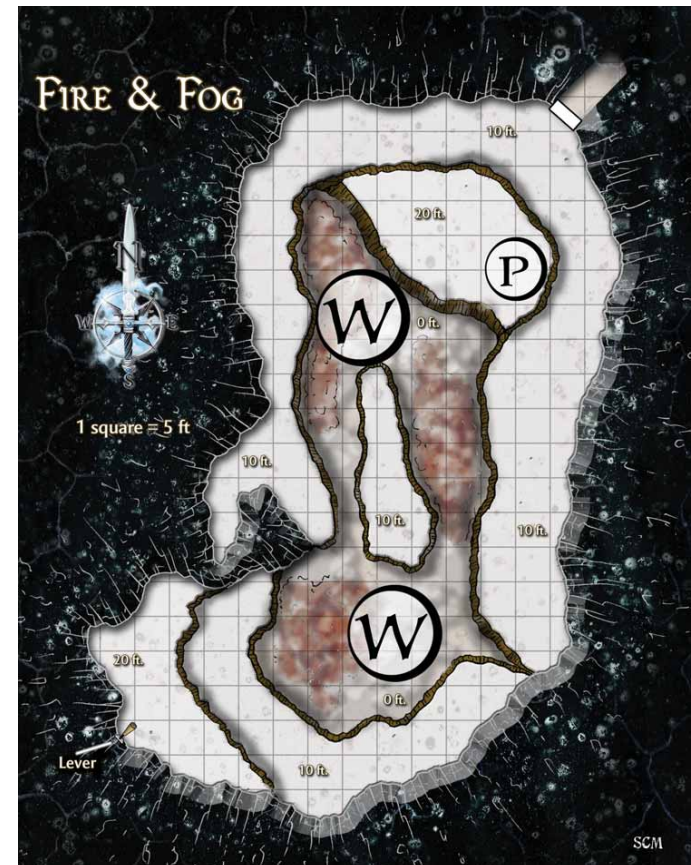
Ceiling: The ceiling here is 20 feet high.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Fog: The lower area (0 feet) is filled with fog to a height of 10 feet. The area within is lightly obscured.

Ledges: Climbing from one level to another without using the stairs requires a DC 15 Athletics check.

Slope: The rises within the cavern are moderately steep. Squares that contain a dotted line indicating height are difficult terrain.



3 Chaos Hazes **Level 23 Blaster**
 Hazard XP 5,100

A dark haze hangs about a foot off the ground. It seems to carry a slight charge. Its touch burns slightly, but with no heat.

The hazard occupies 10 contiguous squares.

Perception

◆ No roll is normally required to notice the haze, unless similar mist obscures it. Then a DC 33 Perception check is required.

Arcana

◆ DC 30: The character recognizes the haze for what it is.

Trigger

If creature within the haze uses a power than deals typed damage, the mist attacks that character.

Attack

Opportunity Action Close burst 1, centered on the triggering creature.

Target: All creatures in the area

Attack: +28 vs. Fortitude

Hit: 2d12 + 9 damage of the same type as the triggering effect.

Miss: Half damage.

Countermeasures

- ◆ A triggering character can choose to be hit and siphon off the excess energy with a successful DC 29 Arcana or Endurance check. Doing so renders the hazard inert until the end of the triggering character's next turn.
- ◆ A triggering character can choose to be hit and siphon off the excess energy with a successful DC 26 Arcana or Endurance check. Doing so renders the hazard inert until the end of the triggering character's next turn. Whether the check succeeds or not, the character is dazed (save ends).

2 Desert Wraths (W) **Level 24 Elite Brute**
 Huge natural animate (construct) XP 12,100

Initiative +19 **Senses** Perception +19; tremorsense 5

HP 560; **Bloodied** 280; see also *burning flaywind*

AC 37; **Fortitude** 40, **Reflex** 36, **Will** 37

Immune disease, poison; **Resist** 15 fire, 15 radiant

Saving Throws +2

Speed 10

Action Points 1

⊕ **Slam** (standard; at-will) ◆ **Fire, Radiant**

Reach 3; +28 vs. AC; 2d10 + 10 damage plus 1d10 fire and radiant damage.

⊥ **Grinding Wrath** (standard; at-will) ◆ **Fire, Radiant**

The desert wrath makes two slam attacks.

↩ **Burning Flaywind** (free, when the desert wrath hits a target with its slam attack; recharges when first bloodied)

◆ **Fire, Radiant**

Close burst 3; targets enemies; +24 vs. Fortitude; 2d12 + 10 damage and ongoing 10 fire and radiant damage, and the target slides 3 squares and is immobilized (save ends).

Alignment Unaligned

Languages –

Str 30 (+22)

Dex 24 (+19)

Wis 24 (+19)

Con 30 (+22)

Int 8 (+11)

Cha 8 (+11)

Primal Storm, brown dragon **Level 25 Artillery**
 Large natural animate (construct) XP 7,000

Initiative +21 **Senses** Perception +18; tremorsense 5

HP 181; **Bloodied** 90

AC 37; **Fortitude** 37, **Reflex** 39, **Will** 36

Immune disease, poison

Speed 10

⊕ **Slam** (standard; at-will)

Reach 2; +29 vs. AC; 2d10 + 4 damage.

⊕ **Sand Stream** (standard; at-will)

Ranged 15; +32 vs. AC; 2d8 + 8 damage, and the target slides 2 squares and is slowed (save ends).

✦ **Sand Burst** (standard; recharges when first bloodied)

Area burst 3 within 10; + 29 vs. Fortitude; 3d10 + 7 damage. Swirling sand remains in the area, creating a heavily obscured area until the end of the primal storm's next turn. Those who start their turn in or enter the area during this time take 10 damage.

Sand Devil (move; encounter) ◆ **Polymorph**

The primal storm transforms into sand and shifts 4 squares. It can shift through occupied spaces, but it must end its move in an unoccupied space. If it moves through a creature's space, that creature is subject to an attack: +29 vs. Reflex; 2d8 + 7 damage, and the target is blinded until the end of the primal storm's next turn. **Miss:** Half damage, and the target is not blinded.

Alignment Unaligned

Languages –

Str 18 (+16)

Dex 28 (+21)

Wis 22 (+18)

Con 25 (+19)

Int 8 (+11)

Cha 7 (+10)

12. CRYSTAL KILLER

Encounter Level 27 (55,000 XP)

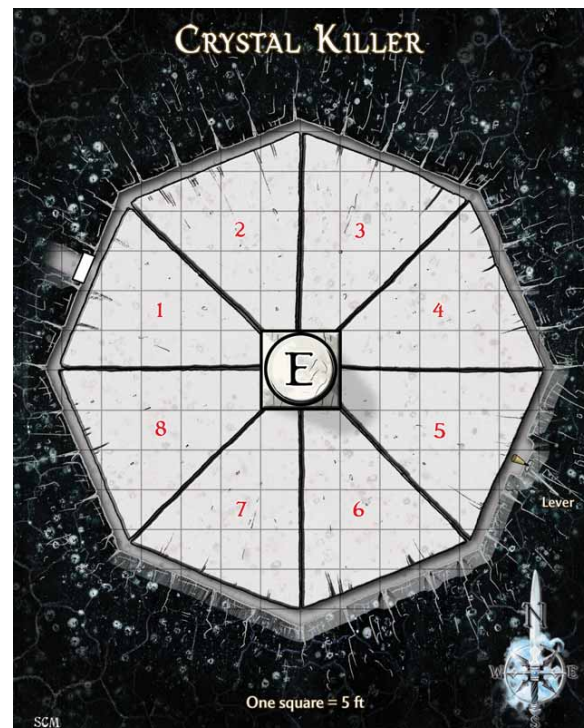
SETUP

1 Eye of Zaggoth

Place the PCs wherever they were standing when the lever was pulled, and place the gem and pedestal (G) as you read the text below. Roll initiative once for the trap, once for each attack.

When the encounter begins, read:

A gem, perfectly clear and carved to resemble a beholder with eyestalks outstretched, rises from the pedestal in the center of the room. The eyes begin to flash with an eerie light.



FEATURES OF THE AREA

Ceiling: The ceiling here is 15 feet high.

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Eye of Zaggoth Trap

Level 27 Solo Blaster
XP 55,000

This fist-sized crystal is cut to resemble a beholder.

The Eye of Zaggoth is an octagonal or circular room with one door and a pedestal in the center. It has eight segments, as the tactical map shows.

Perception

◆ DC 30: The character notices an odd seam around the room's perimeter at the base of the wall. The floor seems circular, rather than conforming to the octagonal room.

Arcana

◆ DC 33: The character recognizes the gem for what it is.

Dungeoneering

Requires success on the Perception check.

◆ DC 30: The character notices the floor isn't attached to the walls. It's possible this room can rotate or otherwise move away from the walls.

Trigger

The trap activates and rolls initiative when a specific condition is met. Attack 1 occurs on the trap's initial initiative count, attack 2 occurs on a count 5 points lower, and attack 3 occurs on a count 10 lower.

Initiative +21

Attack 1

Standard Action Close burst 5 centered on pedestal

Target: Creatures in blast

Attack: +32 vs. Will

Hit: The target is dazed until the end of its next turn.

Attack 2

Standard Action Close blast 5 originating adjacent to the pedestal

Special: Each round, roll 1d8 to determine which segment of the room the blast's origin square is in. The blast is oriented in that square to include as many PCs as possible.

Target: Creatures in blast

Attack: +32 vs. (see defense below)

Special: Roll 1d8 for the effect.

1—(**Reflex; Radiant**): 2d10 + 9 radiant damage and ongoing 10 radiant damage (save ends).

2—(**Reflex; Necrotic**): 2d12 + 9 necrotic damage, and ongoing 10 necrotic damage (save ends).

3—(**Will; Psychic**): 3d8 + 7 psychic damage, and the target falls unconscious (save ends).

4—(**Will; Charm**): 4d6 + 8 psychic damage, and the target makes a basic attack against the nearest ally, moving or charging if necessary.

5—(**Fortitude, Cold**): 3d10 + 9 cold damage, and the target is restrained (save ends)

6—(**Reflex**): The target is slowed (save ends). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is petrified (save ends).

7—(**Fortitude; Necrotic**): 3d10 + 9 necrotic damage, and if the target is bloodied it is dazed (save ends). *First Failed Saving Throw:* The target is dazed and weakened (save ends).

8—(**Will**): 3d10 + 9 damage, and ongoing 10 damage (save ends). *Aftereffect:* Ongoing 5 damage (save ends).

Attack 3

Immediate Reaction or Standard Action Close burst 5, centered on the pedestal

Trigger: A creature moves or starts its turn adjacent to the door.

Special: This attack can occur twice per round—once as an immediate interrupt and once as a standard action on this attack's turn. The floor rotates 1d8 - 1 sections each time this attack goes off. Move the door to its new section, rather than moving the room's occupants.

Target: Creatures in the room

Attack: +32 vs. Fortitude

Hit: 2d10 damage, and the target is knocked prone.

Countermeasure

◆ Perception DC 33: Minor action. The character discerns the area that the next blast targets.

◆ Thievery DC 32: Standard action. The character works to detach the eye from the pedestal. Four successful checks are required to remove the eye and disable the trap.

◆ A character can attack the eye (AC 43, Defenses 40; hp 400). When reduced to 0 hit points, the eye explodes in a close burst 5, attacking every creature in the area with Attack 2 (version 6, petrification). However, the petrified condition on this version of that attack allows no save. Destroying the eye disables the trap.

17. STAIRWAY TO HELL

Encounter Level 27 (56,000 XP)

SETUP

- 1 breathing door trap (B)
- 1 dragon blades trap (D)
- 1 sweeping halberd trap (H)
- 1 claws of sand trap (C)
- 1 jaws of death trap (J)

This encounter includes five traps. Roll initiative when the first trap has activated, adding additional traps as they activate.

When the breathing door first attacks, read:

A howling gust of burning sand rushes downward, flaying everything in its path.

When the dragon blades first attack, read:

The neck of the great dragon statue bends, aiming its fearsome head straight at you.

When the sweeping halberd first attacks, read:

The dragon-headed god rotates, bringing its great halberd down and around in a sweeping arc.

When the claws of sand first attack, read:

A great draconic claw, covered in sand and flickering fire, rises up and makes a sudden grab.

When the jaws of death first attack, read:

A stream of dark mist splits swiftly into multiple translucent serpents with gaping draconic jaws.

TACTICS

The traps activate and attack as described. The jaws of death use their slide ability to yank PCs off stairs or statues, to send them tumbling down the steps, or to move a target into range of other traps.

Breathing Door (B) Level 25 Elite Blaster Trap XP 14,000

This doorway breathes a variation of the dragon's own breath weapon.

Trap: This trapped doorway is triggered if a creature comes near, and then it breathes at regular intervals and when a creature tries to sneak past its frame.

Perception

- ◆ DC 37: The character notices the runes carefully inscribed around the doorframe.

Trigger

When a creature approaches to within 12 squares of the door, it makes its first attack as an immediate reaction. It then enters the initiative order directly after the creature that triggered it, attacking each round. In addition, it can make one extra attack each round as an immediate reaction, triggering when a creature enters a square adjacent to the door.

Attack

Immediate Reaction or Standard Action Close blast 12

Target: Each creature in blast

Attack: +30 vs. Reflex

Hit: 5d10 + 5 fire damage, and the target is blinded (save ends).

Miss: Half damage, and the target is not blinded.

Countermeasures

- ◆ Creatures behind the rubble on the stairs have cover. A creature clinging to the opposite side of a statue has superior cover.
- ◆ The trap is focused on a group of runes infused with arcane and elemental energy on the keystone of the doorway's arch. A creature adjacent to the keystone can attempt to deactivate the trap with a DC 33 Thievery check or Arcana check.

Dragon Blades (D) Level 25 Blaster Trap XP 7,000

The carving of the dragon that encircles the great pillar hurls blades of pure force.

Trap: When the PCs reach the lower stairs, the statue starts hurling force blades.

Perception

- ◆ DC 25: The character notices that the eyes and mouth of the dragon sculpture are hollow.
- ◆ DC 33: The character spots the hidden compartment that hides the trap's controls among the spines on the dragon's back.

Trigger

When the PCs have moved 3 squares lower on the stairs than the trap, it rolls initiative.

Initiative +3

Attack

Standard Action Ranged 20

Primary Target: One creature in range

Attack: +30 vs. AC

Hit: 4d12 + 6 damage.

Effect: The trap attacks two other creatures in range within 6 squares of the primary target.

Countermeasures

- ◆ Creatures behind the rubble on the stairs have cover. A creature clinging to the opposite side of a statue has superior cover.
- ◆ A creature adjacent to the control mechanism can disable the trap with a DC 35 Thievery check.
- ◆ A creature adjacent to the pillar can attempt to destroy it (AC 4, Fortitude 15, hp 300).

Sweeping Halberd (H) Level 25 Elite Obstacle Trap XP 14,000

The great dragon-headed humanoid statue clutches a halberd. It seems capable of clearing a wide swath with a single swing.

Trap: When the PCs pass the statue, it swings its halberd and then continues to attack each round and when someone tries to pass by the statue.

Perception

- ◆ DC 31: The character notices that portions of the statue are hinged for movement.

◆ DC 35: The character spots the hidden control panel in the statue's abdomen.

Trigger

When the PCs have moved 1 square lower than the statue on the stairs, it attacks as an immediate reaction. It then enters the initiative order directly after the creature that triggered it, attacking each round. In addition, it can make one extra attack each round as an immediate reaction, triggered when someone attempts to move past the trigger square heading upward.

Attack

Immediate Reaction or Standard Action Melee reach 6

Target: One creature

Attack: +31 vs. AC

Hit: 5d10 + 9 damage, and the target slides 4 squares (always down the stairs).

Miss: Half damage, and no slide.

Countermeasures

◆ A creature adjacent to the statue can attempt to disable the trap (Thievery DC 30).

◆ The statue can be destroyed (AC/Reflex 10, Fortitude 37, hp 200).

Claws of Sand (C)
Trap

Level 25 Lurker
XP 7,000

Great claws of burning sand rise up from the floor to grasp at those around them.

Trap: When the PCs venture too close, claws of sand reach out to attack them.

Perception

◆ DC 28: The character notices something odd about the patterns of sand on the floor.

Trigger

When a character comes within 8 squares of the focus point marked "C" on the shrine, the trap rolls initiative.

Initiative +6

Attack

Standard Action Ranged 10

Target: One creature in range

Attack: +28 vs. Reflex

Hit: 6d8 + 9 damage an ongoing 10 damage, and the target is immobilized (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed (not immobilized) until the end of the trap's next turn.

Countermeasures

◆ A creature adjacent to the shrine can attempt to disable the trap (Thievery DC 30).

◆ A character can attack the focus point on the shrine (AC/Reflex 4, Fortitude 10, hp 135). Destroying the focus point deactivates the trap.

Jaws of Death (J)
Trap

Level 25 Elite Lurker
XP 14,000

Wispy, wraithlike serpents with draconic heads lash out, biting bodies and souls.

Trap: The trap's activation is contingent on the activation of other traps in the room. When one of those traps is triggered, this one is triggered as well.

Perception

◆ DC 28: The character notices runes carved into the skulls that make up the shrine.

Trigger

When any other trap in the room is triggered, this trap rolls initiative.

Initiative +6

Attack

Standard Action Ranged sight

Target: Two creatures in range

Attack: +29 vs. Fortitude

Hit: 4d12 + 6 necrotic damage, and the target slides 6 squares.

Miss: Half damage, and the target slides 2 squares.

Countermeasures

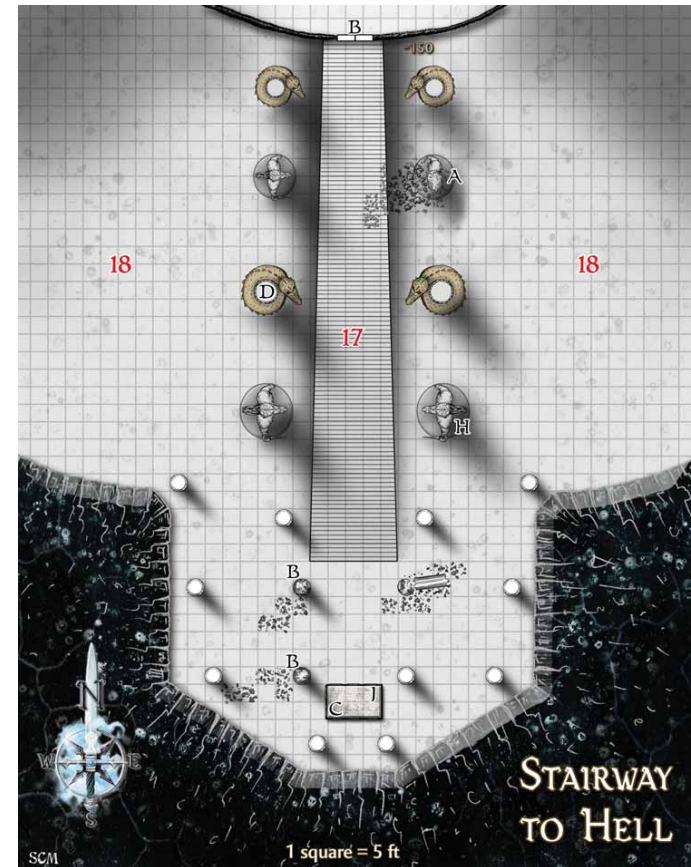
◆ A character can attack the skulls in the shrine (AC/Reflex 4, Fortitude 10, hp 165). Destroying the skulls deactivates the trap.

◆ Any radiant damage dealt to the skulls delays the trap for 1 round (in addition to dealing damage).

FEATURES OF THE AREA

Door: This heavily reinforced door is locked if the tactical encounter is triggered (DC 35 Athletics check to break down; DC 28 Thievery to unlock).

Pillars: Each 40-foot-tall pillar fills a square and provides cover. Climbing a pillar requires a DC 33 Athletics check. The pillars marked "b" are broken off at a height of roughly 20 feet.



Rubble: These squares are difficult terrain.

Shrine: A character can step up onto the shrine at the cost of 1 extra square of movement.

Steep Stairs: The stairs are difficult terrain. A character subjected to forced movement effect that moves him down the stairs must succeed on a DC 33 Acrobatics check or tumble an additional 5 squares (or to the base), taking 1d6 damage and falling prone.

Statues: Climbing a statue or clinging to one after leaping from the steps requires a DC 29 Athletics check. The statue marked "a" is broken off about 5 feet higher than the neighboring stairs.

19. BENEATH THE SANDS

Encounter Level 27 (58,000 XP)

SETUP

- 1 earthen wyvern trap (E)
- 1 jaws of death trap (J)
- Urum-Shar, ancient brown dragon (U)

Encounter Level 28 (65,000 XP), add:

- 1 dread wraith (W)

Provide the read-aloud text, then place Urum-Shar and a miniature or indicator for the earthen wyvern on the map. Do not place an indicator of the jaws of death trap until the PCs discover it. Do not place the dread wraith unless someone enters the pit.

When the earthen wyvern spits, read:

A stream of sparkling, viscous fluid erupts from the sculpted wyvern's mouth.

When the dragon appears, read:

Huge wings propel a draconic body into the air, its scales the color of ancient sand. This must be the dreaded Urum-Shar!

Perception

DC 37 Several small dragon skulls jut from the edges of the large platform that overhangs the pit.

Urum-Shar (U), Ancient brown dragon	Level 25 Solo Lurker
Gargantuan natural magical beast (dragon)	XP 35,000
Initiative +22	Senses Perception +19; darkvision, tremorsense 20
HP 1,160; Bloodied 580; see also <i>bloodied breath</i>	
AC 43; Fortitude 43, Reflex 39, Will 41	
Resist 30 fire	
Saving Throws +5	
Speed 12, burrow 10, fly 8 (hover), overland flight 16	
Action Points 2	
⊕ Bite (standard; at-will)	Reach 4; +31 vs. AC; 2d10 + 9 damage.
⊕ Claw (standard; at-will)	Reach 4; +31 vs. AC; 2d8 + 9 damage.
⊕ Double Attack (standard; at-will)	The dragon makes two claw attacks.
↘ Sand Spray (immediate reaction, when the dragon is attacked by an enemy using a ranged attack; at-will)	Ranged 20; targets the triggering enemy; +28 vs. Reflex; 2d10 + 6 damage, and the target is blinded until the end of the dragon's next turn.
↖ Breath Weapon (standard; recharge ☹ ☹)	Close blast 10; +28 vs. Fortitude; 4d10 + 7 damage. This power creates an area of swirling sand that remains in place until the end of the dragon's next turn. Any creature that starts its turn adjacent to the area or that moves through the area takes 15 damage. The area blocks line of sight for all creatures except the dragon.

TACTICS

Round 1: Urum-Shar uses her *frightful presence*. If she stuns at least half the party, she spends an action point to attack the remainder. If she does not stun half the group, she transforms into sand to attack the PCs.

Round 2+: Urum-Shar uses her abilities as appropriate for the circumstances, and she rarely remains in one place for more than 1 round. If one or two PCs are away from the others—perhaps forced to move away by the jaws of death—she focuses on them. Urum-Shar fights to the death.

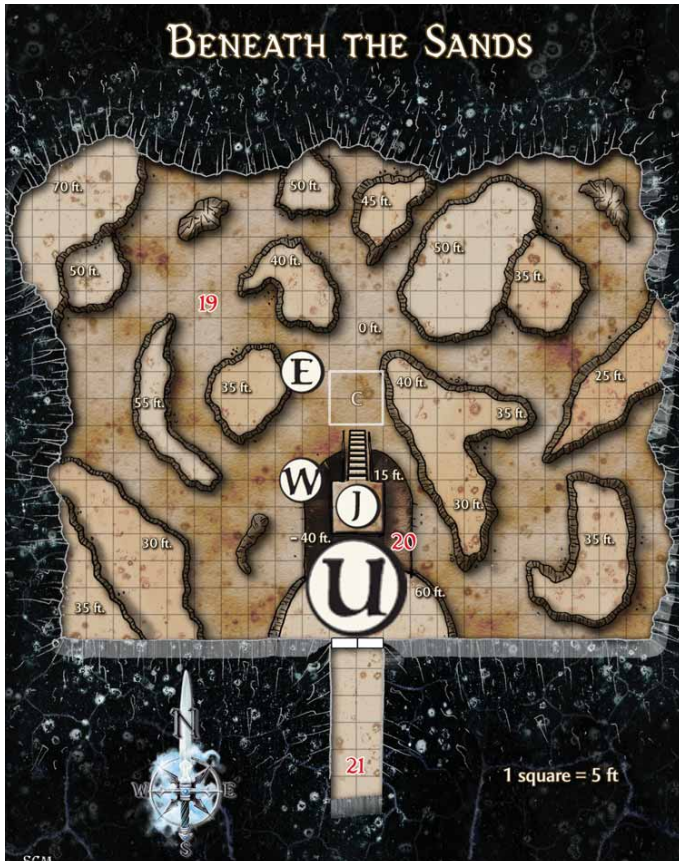
↖ Bloodied Breath (free, when first bloodied; encounter)	The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.
↖ Frightful Presence (standard; encounter) ↗ Fear	Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).
↖ Quicksand Vortex (minor; encounter)	Close burst 5; +28 vs. Fortitude; the target slides 3 squares and is slowed until the end of the dragon's next turn.
↖ Sandstorm (standard; encounter)	Close burst 20; targets enemies; +29 vs. Fortitude; 3d8 + 7 damage, and the target slides 5 squares. This power creates an area of swirling sand that remains in place until the end of the dragon's next turn. The area blocks line of sight for all creatures except the dragon.
Sand Cloud (move; recharge ☹ ☹) ↗ Polymorph	The brown dragon transforms into a cloud of sand and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the dragon enters takes 3d6 + 7 damage and is blinded (save ends). The dragon returns to its normal form at the end of this move.
Combat Advantage	The dragon deals 4d6 extra damage against any target it has combat advantage against.
Alignment Evil	Languages Common, Draconic
Skills Endurance +24, Stealth +23	
Str 29 (+21)	Dex 22 (+18) Wis 24 (+19)
Con 24 (+19)	Int 20 (+17) Cha 20 (+17)

FEATURES OF THE AREA

Doors: These heavy stone doors require a DC 35 Athletics check to batter open, or a DC 28 Thievery check to unlock.

Pit (area 20): The pit is not a trap because it is blatantly obvious, though its inhabitant is not. The pit is 40 feet deep. Climbing its walls requires DC 30 Athletics checks.

Platform: The platform that stands above the pit includes the runes that are the focus for the jaws of death trap.



Rock Walls: The PCs can climb a rock ledge or outcropping by with DC 25 Athletics checks.

Smooth Walls: The south wall of the chamber and the sides of the semicircular platform are smooth. Climbing them requires DC 30 Athletics checks.

About the Author

Ari Marmell has been shirking homework in favor of playing the D&D® game since he was nine years old. Thankfully, he now works in the industry, since shirking work for gaming tends to wreak havoc with the bills. He has written for quite a few of the industry's major companies, including White Wolf and, of course, Wizards of the Coast.

Dread Wraith (W) **Level 25 Lurker**
XP 7,000

Large shadow humanoid (undead)

Initiative +25 **Senses** Perception +18; darkvision
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.

HP 124; **Bloodied** 62; see also *death strike*
Regeneration 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)

AC 37; **Fortitude** 33, **Reflex** 37, **Will** 37
Immune disease, fear, poison; **Resist** 30 necrotic, insubstantial; **Vulnerable** 15 radiant (see also *regeneration* above)
Speed fly 10 (hover); phasing; see also *shadow glide*

⊕ **Dread Blade** (standard; at-will) ♦ **Necrotic**
Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

← **Death Shriek** (when reduced to 0 hit points) ♦ **Psychic**
Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends).
Miss: Half damage, and the target is not dazed.

Combat Advantage ♦ **Necrotic**
The dread wraith deals 3d6 extra necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)
The dread wraith shifts 6 squares.

Spawn Wraith
Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Common

Skills Stealth +26		
Str 18 (+16)	Dex 28 (+21)	Wis 12 (+13)
Con 20 (+17)	Int 14 (+14)	Cha 28 (+21)

Earthen Wyvern (E) **Level 26 Warder**
XP 9,000

Trap

Hanging from the ceiling, a stone carving of a wyvern spits a vicious stream of a harmful alchemical mixture.

Trap: This stone wyvern shoots a sticky substance at those who end their turn within 8 squares of it.

Perception
♦ DC 27: The character notices that the mouth of the wyvern is a hole that goes deep into the statue.

Trigger
When a target ends its turn within range, the wyvern spits as an immediate reaction.

Attack
Immediate Reaction **Ranged 8**
Target: The creature that triggered the trap
Attack: +31 vs. Will
Hit: 6d8 + 10 damage, and the target is immobilized (save ends).

Countermeasures
♦ A character adjacent to the stone wyvern can attempt to disarm the trap with a DC 31 Thievery check.

Jaws of Death (J) **Level 25 Elite Lurker**
XP 14,000

Trap

Wispy, wraithlike serpents with draconic heads lash out, biting bodies and souls.

Trap: The trap's activation is contingent on the activation of the earthen wyvern trap. When that trap is triggered, so is this one.

Perception
♦ DC 28: The character notices runes carved into the aide of the platform where the trap is located.

Trigger
When the trap is triggered, this trap rolls initiative.

Initiative +6

Attack
Standard Action **Ranged sight**
Target: Two creatures in range
Attack: +29 vs. Fortitude
Hit: 4d12 + 6 necrotic damage, and the target slides 6 squares.
Miss: Half damage, and the target slides 2 squares.

Countermeasures
♦ A character can attack the runes inscribed into the platform (AC/Reflex 4, Fortitude 10, hp 165). Destroying the runes deactivates the trap.
♦ Any radiant damage dealt to the runes delays the trap for 1 round (in addition to dealing damage). ☒