

## OPENING

Squares GHI 4-5 Observational givens: DC 15 on passive Skills

- Perception (Abzu, Guox, Yerhu): up above is not a sky or a roof, and it is moving weirdly; light flickers in the hole at D3
- Insight (Izeria): this place is intentional, there is a reason
- Arcana (Yerhu, Kikari): psionic power abounds but quickly fades
- Dungeoneering (Yerhu): the dark passage opens up beyond; holes at JK2-3 and D3 are passages
- Nature (Guox): the light-thingie is a creature, the holes are incubaria or storage, but the ecology is curiously barren, no waste or detritus

Disorientation: cannot remember your name or how you got here, -5 with all your skills.

- You remember one of the other character's name, and you can help them make an Insight check with a Will check.
- Success restores the following information: 10 that is definitely my name but I don't get my skills back; 15 name + recall my trained skills only; 20 name + all skills, 25 as 20 + everyone's name and +2 to help them
- Failure Stuns the person trying to remember, Dazed and Slowed on the other person, Slowed if they were trying to help
- You may re-try only after this encounter, during or after a short rest.

You don't recall or understand the nature of this place or what might be at stake or what to do.

- Skill Challenge, ongoing, using any combination of Arcana, Insight, Dungeoneering (but all three)
  - 4/3, difficulty 20, no penalty per roll, but failing entirely gives you -2 defenses, ongoing

## ENVIRONMENT

### Visibility

- Only the really lit areas on the map are normally lit; the rest is dim light, lightly obscured (-2). The shadowy areas at most of the holes and at the entrances and in parts of the separate chambers are heavily obscured (-5). The tunnels are pitch black.
  - The dragon is not obscured regarding melee; it is way too obvious and possibly colorful for that.
- Passive Perception of the top ledge is Difficulty 25 from the lowest level, -5 Difficulty per square of height.
- The lights may be transported and used with a Nature check, DC 15

### The cliffs and ledges

- Climbing any of the walls without holes is Difficulty 20, climbing past or at the holes is 10.
- The floor of the central chamber and the associated ramp are Difficult terrain (sticky; if you stop, Strength vs. 15 to break).
- Failed Climb or related rolls at the ledges' edges or at any spot with illustrated loose rock trigger Rockslides. (Jumping successfully avoids it, intentionally or not.)
  - Perception 15 to see it coming (avoiding surprise), but passive Nature or Dungeoneering 20 can spot the potential beforehand.
  - Initiative +3, Burst 3, +4 vs. Reflex, 2d6+2 damage, miss = ½ damage, sustained for 4 rounds, creates difficult terrain in the Burst area.
- The tunnels are 15 hexes long of Difficult terrain (-1 Speed) and Blocked as far as many actions are concerned; without light, Athletics and Dungeoneering rolls at Difficulty 15 are required to keep from falling prone, unless you cut Speed down to 1 or 2.
- Any and all questions about location or orientation require a Dungeoneering check.

### The sky/ceiling

- Maddening Mural at level 3
- Perception 15 to see it from anywhere except the top
- Arcana 15 to ascertain that it's weird and probably dangerous, 20 for a good awareness of the risk
- Triggered automatically at the top unless you specifically avoid looking
- +6 vs. Will, 1d6+5 psychic, dazed and slowed; continues to attack with +2 advantage
- Break free, with no further attack, with Intelligence, Will, or Charisma difficulty 15, or by moving off the top level (no running)
- Destroy the effect with Arcana Skill Challenge 4/3, difficulty 15, failed rolls deliver 2d6+2 psychic

### ADVERSARIES

The Young White Dragon is ready to fight and attack. It is unaware of the "top" levels until someone gets up there.

- It is stuck to the floor and will not try to get loose unless combat suggests otherwise or someone gets up to the top levels. +4 vs. 15
- Skill Challenge: Arcana + Insight, 4/3
  - Failure for each roll = grant combat advantage, overall failure = effects of Serpent's Words
  - Success = what it is: the intention to kill you; immunity to Serpent's Words, and it grants combat advantage until the end of your next turn

The Skulk Mesmerists lurk in and near the opening of the southeast chamber, and the openings of tunnels A and D, to draw people to the Cavern Chokers. They don't attack until someone is fully inside the first square of the passage

### YOURSELVES

At the highest level, seated in static meditation, frozen over; any wounds you've taken show on them (even if you're healed, they're not).

- Single Skill roll (drop any to 15 or 10 based on prior understanding) – either deliberate or triggered by touching
  - Arcana vs. 20 for the whole stakes and circumstances: Bzzk'tha is literally killing you right now, you must become yourself to escape, and the dragon must be defeated or you die
  - Insight vs. 20 for your background and situation: Bzzk'tha and the gem, what you wanted it for, the others are not your enemies
- Will vs. 20 to "get in" or "wake up" (must be intended)
  - Failure = 1d4+1 psychic damage and dazed
  - Success: you stand up in your real body with a magic Item treasure packet entry; gain benefits of Extended Rest except you have 1 hit point damage per wound

Touching one of the others: Fortitude save or 2d6 cold damage; more attempts raise DC; others are impervious to harm or contact of any kind

Hurting yourself is literal (dumb-ass)

**Young White Dragon****Level 3 Solo Brute**

Large natural magical beast (dragon)

XP 750

**Initiative** +1      **Senses** Perception +7; darkvision**HP** 200; **Bloodied** 100; see also *bloodied breath***AC** 18; **Fortitude** 20, **Reflex** 16, **Will** 17**Resist** 15 cold**Saving Throws** +5**Speed** 6 (ice walk), fly 6 (hover), overland flight 10**Action Points** 2⊕ **Bite** (standard; at-will) ◆ **Cold**

Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage (plus an extra 1d6 cold damage on a successful opportunity attack).

⊕ **Claw** (standard; at-will)

Reach 2; +6 vs. AC; 1d8 + 4 damage.

⊕ **Dragon's Fury** (standard; at-will)

The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

⚡ **Breath Weapon** (standard; recharge ☞☞☞) ◆ **Cold**

Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).

⚡ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Cold**

The dragon's breath weapon recharges, and the dragon uses it immediately.

⚡ **Frightful Presence** (standard; encounter) ◆ **Fear**Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).**Alignment** Evil      **Languages** Draconic**Skills** Athletics +15**Str** 18 (+5)**Dex** 10 (+1)**Wis** 12 (+2)**Con** 18 (+5)**Int** 10 (+1)**Cha** 8 (+0)**Serpentine Body:** +5 saves vs. immobilized or restrained, +5 checks for escape actions, stand up as minor action**All-Around Vision:** cannot be flanked  
**Two bites** as basic melee attack (but not Dragon's Fury)**Serpent's Words:** standard, at-will, ranged 5, +8 vs. Will, dazed (just one; does not count as bite)**Dual Brain:** save vs. dazed or stunned at the start of its turn**Dominating Glare:** standard, close blast 3, recharge 6, +3 vs. Will, dominated, psychic, only vs. dazed by Serpent's WordsInsight DC 20: who/what this is  
Dungeoneering DC 15: effective helping tactics and decapitation

<b>Skulk Mesmerist</b>		<b>Level 3 Controller</b>
Medium natural humanoid		XP 150
HP 45; Bloodied 22		Initiative +4
AC 16, Fortitude 14, Reflex 15, Will 16		Perception +3
Speed 6		Low-light vision
TRAITS		
<b>Stealthy Step</b>		
The mesmerist does not take a penalty to Stealth checks for moving more than 2 squares or for running.		
STANDARD ACTIONS		
⊕ <b>Short Sword</b> (weapon) ◆ <b>At-Will</b>		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 6 damage.		
↘ <b>Luring Charm</b> (charm, implement) ◆ <b>At-Will</b>		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: The mesmerist slides the target 4 squares, and the target is dazed until the end of the mesmerist's next turn.		
↘ <b>Mesmerize</b> (charm, implement, psychic) ◆ <b>Recharge</b> [☒][☒]		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: 2d6 + 6 psychic damage, and the target cannot see enemies other than the mesmerist (save ends).		
MINOR ACTIONS		
◆ <b>Deceptive Veil</b> (illusion) ◆ <b>At-Will</b>		
Effect: The mesmerist can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 26 Insight check can see through the illusion.		
Skills Arcana +7, Bluff +10, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 19 (+5)
Alignment chaotic evil Languages Common		
Equipment short sword, wand		

Illusory form = nonthreatening, storybook version of Bzzk'Tha

Insight vs. Bluff

Heavily obscured: -2 adjacent, -5 anywhere else

Invisible: foes grant combat advantage, can't use opportunity attacks

<b>Cavern Choker</b>		<b>Level 4 Lurker</b>
Small natural humanoid		XP 175
Initiative +9		Senses Perception +3; darkvision
HP 42; Bloodied 21		
AC 17 (see also <i>chameleon hide</i> ); Fortitude 15, Reflex 15, Will 13		
Speed 6, climb 6 (spider climb)		
⊕ <b>Tentacle Claw</b> (standard; at-will)		
Reach 2; +9 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.		
↓ <b>Choke</b> (standard; at-will)		
Grabbed target only; +9 vs. Fortitude; 1d8 + 3 damage.		
<b>Body Shield</b> (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful <i>tentacle claw</i> or <i>choke</i> attack)		
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.		
<b>Chameleon Hide</b> (minor; at-will)		
The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.		
Alignment Unaligned		Languages Common
Skills Stealth +10		
Str 17 (+5)	Dex 17 (+5)	Wis 13 (+3)
Con 12 (+3)	Int 6 (+0)	Cha 6 (+0)

Concealment, darkness: -5 to hit, even when adjacent, unless you're grabbed and adjacent

Perception (-5) vs. Stealth to spot out of combat

If you have the bug-lights, then it's all -2

Grab ends if it gets a relevant condition, if you're force-moved from it, or escape using a Move action with Acrobatics or Athletics vs. Fortitude; successful escape includes shift Helping can work

AND ... WHAT'S IT ALL ABOUT?

Bzzk'Tha is trying to kill them, having deceived them into touching the gem.

The gem is allegedly the McGuffin for whatever each of them is seeking

They are dying from it right this minute, just as Bzzk'Tha has wreaked havoc throughout this community under guise of being a kind mystic

There are, perhaps, various social and personal connections for any character, some of which may bleed through



If they awaken their true self, they can get out. If they kill the dragon, they will live.

If the dragon dies, then it's pretty easy to get out. Bzzk'Tha will be lying there with skull exploded, brains vaporized, and the gem revealed to be worthless glass.

If they get out while the dragon still lives, they must finish it here – Bzzk'Tha is essentially the same except for size, and everyone will have the same physical status.