

FIREHEART

Wyrmkind once again fill the skies with shadow and terror. The beasts are ravenous after centuries of hibernation and sate their hunger on villages throughout the realm. Whispered rumors tell of an ancient relic hidden deep within the Chillbone Mountains—Fireheart. The petrified heart of the Dracolich Zeraxoberyl allows its master to control Wyrmkind. After many moons you have finally located a secret chamber at the core of a volcano and the power to save the realm is within your grasp...

MAIN CHAMBER

A smoldering lake of lava sits at the bottom of the volcano's core. Several rooms float along the molten surface and a large clock hand sits at the center of the chamber. With a screech, the clock hand grinds into motion. You watch in awe as a destructive wave of lava races around the room causing explosive gouts of lava rain down fiery doom.

Randomly determine which room the clock hand is pointing toward. Every 10 minutes, the hand moves clockwise stopping at the door of the next room. The movement creates a wave of lava that travels around the chamber, setting off several *Molten Rock Explosions*, attacking any character that does not have full cover. A character who does not have some form of heat protection while in the main chamber suffers ongoing damage from the **Scalding Heat**.

PLATFORM (1)

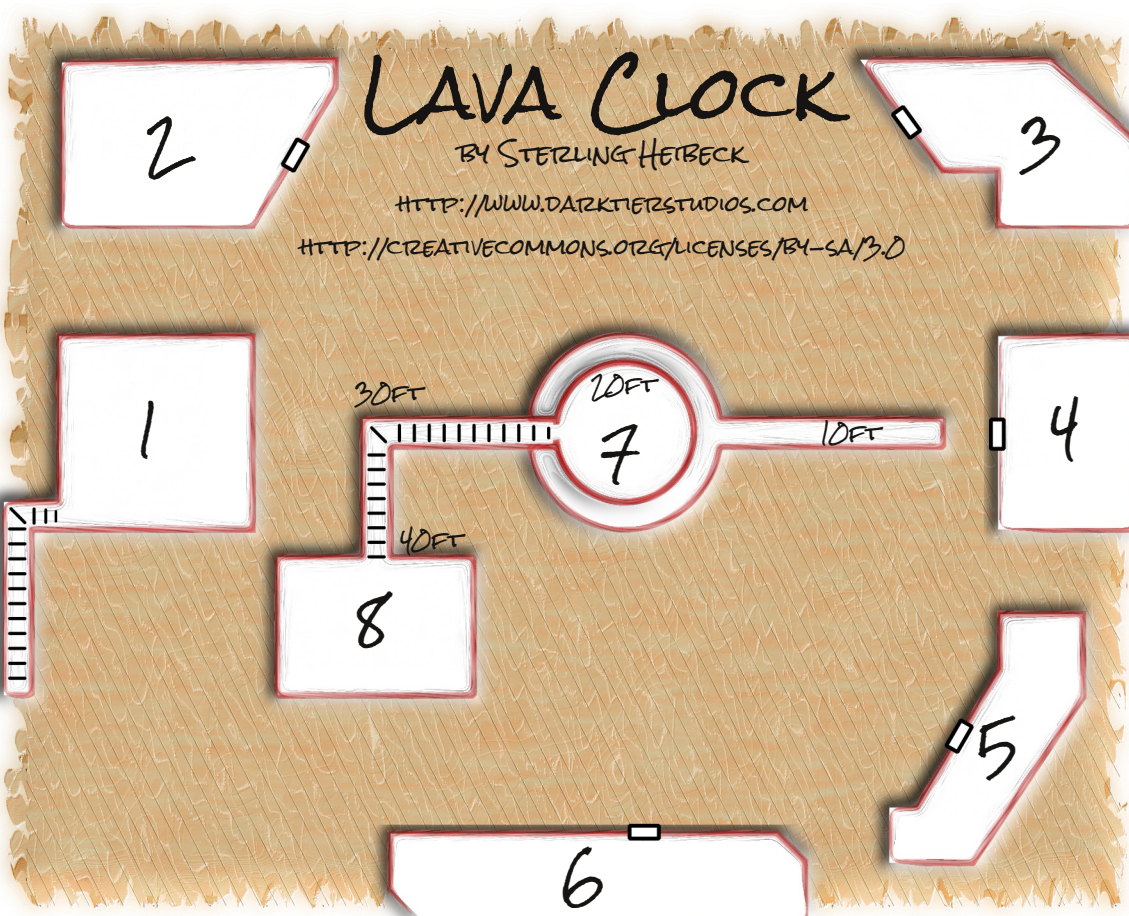
A long staircase descends onto a floating platform that shifts under your feet as you step upon it. Circling above, masked by shimmering heat and smoke, you make out the shapes of 5 Firebats as they descend upon you and attack.

Moving at greater than half speed causes the entire platform to shift and anyone standing on the platform must maintain their balance or fall prone. The platform has no walls or ceiling and its occupants are in danger of the explosive lava when the clock hand moves as well as the ongoing scalding heat damage.

FORGE (2)

This room is filled with various tools, workbenches and weapons. At its center sits a large, glowing forge. Aside from the active forge, the dusty layers in this room reveal that it has not been used in a long time.

If a character nears the forge a **Fire Elemental**



emerges and attacks. A long-forgotten coin purse filled with **Gold** is stashed inside a toolbox on one workbench. The weapons in this room are well-crafted, but nothing more than ordinary weapons.

RITUAL CHAMBER (3)

The smell of death, enhanced by the terrible heat, assaults you as you enter. In the center of this dimly lit room is a pile of decaying corpses, and a large pentagram drawn in blood encircles a stone altar.

A **Succubus** has made this room her lair, she skulks in the shadows and ambushes the party when the opportunity is best. Characters in this room suffer **Nausea** because of the horrible stench of death.

GEAR CHAMBER (4)

Entering this room, you are greeted with the sound of whirling and whirring gears. The pungent smell of grease hangs heavy in the air and the faint click-click of tiny feet can be heard throughout the room. Resting along the east wall you see a hammer laying atop a panel with several buttons and levers.

This is the control room for the lava clock and it is maintained by **5 Clockwork Giant Spiders**. Anyone

who ventures deeper into the gears causes the spiders to go into defense mode and attack the characters. One spider attempts to reach the control panel, and upon doing so, will activate an electric defense grid that electrifies the floor causing ongoing electrical damage to anyone standing on it. The hammer is a **Magical Lightning Hammer**.

TREASURY (5)

This dim chamber is filled with piles of gold, jewels and gems. Sleeping atop the largest mound of coins is a Red Dragon Wyrmling. Its nostrils exude puffs of long-tendriled smoke with each exhale and the creature almost appears to smile. Its scaly head is resting protectively on a massive red gem with a fiery center.

If any treasure leaves the room, the Wyrmling is immediately alerted and attacks, giving chase until the treasure is returned to its hoard. All the treasure in this room is completely worthless, even the massive gem, masquerading as Fireheart, is false. Only two items found among the false wealth are real items: a *Healing Potion* and a *Cursed Helm of Intellect*. Anyone who attempts to recall any knowledge or history while wearing the helm always recalls some false piece of

information, but they believe it to be true.

HALL OF HISTORY (6)

*You are immediately struck by the strange coolness of this room. The entire length of the room is filled with statues, banners and reliefs portraying the vast history of a bygone era. War, peacetime, kings, marriages and even the story of gods is told through the various art found throughout. Along the south wall, sitting on a pillar of light, floats a **Key**, and embedded in the south wall is a large **Magical Mouth** standing guard over it.*

A character who approaches the key activates the mouth which immediately recites a **Riddle**. Correctly answering the riddle causes the light to fade around the key and allows it to be taken. Anyone who tries to take the key without first solving the riddle, or anyone who attempts to solve the riddle and fails is struck by a **Magical Beam of Light** that shoots out from the pillar.

CLOCK ARM (7)

*A large gear sits in the center of the volcanic chamber and surrounding the gear is a shimmering **Magical Shield**. Standing sentinel, on a platform above the gear, is a **Giant Statue** wielding a double-bladed axe. In place of the giant's eyes are two flame-red **Fire Opals**. A stair case leads up from the platform into a chamber that rises 40 feet above the lake of lava.*

The magical shield is impenetrable unless someone holding the key from the Hall of History (6) attempts to pass through it. In this case, the shield is dispelled and the Giant statue, the clock's guardian, stirs to life and attacks. Once the shield dissipates, the clock hand moves causing **Explosive Magma** to rain down onto the platform. The hand will continue to move until the guardian is defeated.

CHAMBER OF FLAME (8)

*A **Cloud of Smoke** blurs your vision as you enter this room, you can barely see your own feet because of its thickness. A shadow darkens the already dim light as two **Iron Guardians** part the smoke with their wicked, spiked maces.*

The door to this chamber is magically locked and requires the key from the Hall of History (6) to open it. Sitting in an alcove, along the south wall, is the real **Fireheart** and it is guarded by an **Earthquake Trap**. If the trap is sprung, the seismic activity is enough to bring the volcano to life. A full eruption is immanent and the characters have only a short time to make their escape before meeting a fiery end.