

GHOSTS OF THE PAST: WINDSONG TOWER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY BRAD GARDNER

REVIEWED BY PIETER SLEIJPEN

PLAYTESTED BY JAY ANDERSON, LEONARD DESSERT, CORWIN DESSERT,
FLORIS KRAAK, ROBERT MURPHY, GUIDO VAN DE PLAS, VINCENT VAN DE
PLAS, MATT RICE, PIERRE VAN ROODEN, KYLE TURNER, JAN WESTERBEEK,
AND KARIN WESTERBEEK

Every year, coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to clean up one of the many dangerous ruins within her forest kingdom. This year she has reached out to several groups. What could have forced the eladrin to seek outside help and abandon their cautious ways? A *Living Forgotten Realms* adventure set in Myth Drannor for character levels 4 - 7.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/rpga.

DUNGEONS & DRAGONS, D&D, DM REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2009

Wizards of the Coast LLC.

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31 2012.

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4 - 7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

In the ancient past, Myth Drannor was the capital of the eladrin kingdom Cormanthyr. In 708 DR, an army of fiends attacked Cormanthyr, and Myth Drannor was razed in the subsequent war.

Over the centuries, the ruins became home to numerous evil creatures that opened dozens of portals in their search for the lost treasures of the old kingdom. In 1374 DR, Seiveril Miritar organized a campaign to drive away the evil that had claimed the ruins for over 650 years. When he died, his daughter, Ilsevele Miritar, took over his crusade. With the help of the eladrin high mages, she restored the mythal (a mythal is a powerful, magical protective ward) to its former glory and Myth Drannor once again became the capital of a powerful eladrin nation.

Although the mythal blocked all of the remaining portals, Ilsevele and her subjects disliked the idea of leaving dark and potentially hazardous regions unchecked. So, with typical eladrin patience, she began the custom of hiring one adventuring group every year to clear out a specific area of Cormanthyr.

These yearly cleanups have continued for nearly a century to the satisfaction of the eladrin. This summer, however, Ilsevele sent out a call for help to allied nations and respected adventurers across Faerûn.

This year, the eladrin needs a problem to be solved that is guaranteed to need more adventurers. When the mythal was repaired, it closed all the portals that dotted the ruins of the city. It appeared to have withstood the Spellplague, but they soon learned not everything went as expected. The high mages detected minor fluctuations in the mythal, which they traced to what appears to be a malfunctioning portal.

It was quickly decided the portal needed to be destroyed before the wrong people discovered it. It soon became clear that doing so was easier said than done. Before it could be destroyed, it needs to be fully opened and to do so the mythal needs to be suppressed. At that point all other portals open as well, potentially flooding the city with deadly threats from many different places. While adventures deal with the dark portal, others are needed to deal with the other threats.

DM'S INTRODUCTION

This adventure is designed as a dungeon delve. The information contained within is sufficient to facilitate a series of fun and challenging combat encounters. The onus is on you to add flavor and story development and provide role-playing and investigative features to the adventure as you see fit, depending on the preferences of the players. Bear in mind that the adventure consists of 4 potentially challenging combat encounters, and the players have to keep a steady pace if they hope to finish all in one 4-hour session. Finishing all 4 encounters is not required to complete the mission, since once the portal closes, the demons are locked up again.

How Long Do the PCs Have?

In Encounter 1, the PCs are informed that they only have a limited amount of time to explore Windsong Tower. Their task is to kill as many demons as possible, and exit. Normally the portal to and from Windsong Tower is suppressed by the mythal of Myth Drannor. While the mythal is suppressed the PCs can clear out as much of the tower as possible.

The mythal is down for 1 hour. In order to alert the PCs to the mythal being reactivated the eladrin provide the PCs with a stone that shift colors from indigo to red. Use the stone to encourage PCs to move along if they are spending too much time in an encounter by informing them the stone flickers and changes color - time is running out!

Color	When It Changes
Indigo	Start of the adventure
Violet	10 minutes are past.
Blue	20 minutes are past.
Green	30 minutes are past.
Yellow	40 minutes are past.
Orange	50 minutes are past.
Red	55 minutes are past.

DM Empowerment Notes

The *Living Forgotten Realms Campaign* encouraged DMs to make any adjustments or changes that enhance the fun and challenge of an adventure while maintaining the spirit of the adventure. This adventure is no different.

One possible change that DMs may want to consider is the site map for Windsong Tower, which is provided in the Appendix of this adventure. PCs may be defeated in an encounter during the course of this adventure. Rather than ending the adventure immediately, consider having the PCs captured by the monsters, imprisoned, and interrogated. You can improvise a skill challenge for the PCs to either talk their way out their imprisonment or escape. Their imprisonment might take the form of:

- Eldritch chains (whose locks can be picked)
- A magic circle surrounding the PCs (and which could be overcome by Arcana checks)
- An obscure demonic idol that babbles, emanating a zone of confusion (defeated with Endurance or Insight checks to circumvent the confusing thoughts)

A dramatic escape from the clutches of demons can be just as satisfying as defeating these evil foes in a direct combat.

Player's Introduction

Read or paraphrase the following to the players:

In answering Myth Drannor's call for adventurers, you were aware that many dozens of your fellow sellswords would also heed the call.

So it was that upon arrival at the fabled City of Song and being tested under the ruthless supervision of the eladrin Arms-Major, you were herded into small groups of similarly talented adventurers. Shortly after making the acquaintance of your newfound companions, you are introduced to an elderly eladrin, your liaison for the current mission.

ENCOUNTER 1: THE PORTAL OPENS

SETUP

Sir Quillian, elderly eladrin knight

Sir Quillian brings the PCs to Windsong Tower for a short briefing at its portal entrance. Read aloud the following:

An elderly eladrin named Sir Quillian leads you and a handful of eladrin soldiers through the streets of Myth Drannor to the base of a raised stone platform. The platform, 150 feet wide or so, is tiled. Etched in the center of the platform is a rune: a triangle of diamonds having barbed tails trailing from one point, set within two concentric circles. The platform glows with a blue-green light.

Sir Quillian provides the following information:

- The blue-green glow is a portal that leads to Windsong Tower. No one knows exactly where Windsong Tower is currently located; it rose into the sky during the fall of Myth Drannor and sailed off to parts unknown.
- Portals do not normally operate in Myth Drannor; a mythal (a magical protective ward) blocks all portal access. The mythal is being suppressed for only a short time. If the PCs do not leave the Tower in time, they will be trapped for the rest of their lives.
- The mythal is down for 1 hour.
- The PCs are provided a small stone, currently glowing indigo. Quillian tells the PCs that the stone counts down the time until the PCs have to leave by shifting through several colors, from indigo to red. When the stone turns red, they only have a few minutes left before the mythal is restored. Once the mythal is restored, all portals cease to function. See *How Long Do the PCs Have?* in the introduction for further details.
- The PCs are not expected to clear everything out of the tower. The eladrin do not believe the PCs have enough time. Sir Quillian asks the PCs to do what they can and report back what they learn. *DMs Note:* There are more areas and monsters in this adventure than usual, and most group are not be able to get to everything. By emphasizing early on that the PCs may not get to everything hopefully avoids players being disappointed at not getting to everything.
- The entrance to Windsong Tower goes only one way. Both divinations and research into the history of the tower confirm that there is an exit portal somewhere in the tower. The PCs need to locate it in order to leave.
- Ilsevele Miritar, coronal of Myth Drannor, has offered to reward the PCs if they enter the tower and clear out as much of its evil denizens as possible. Upon completion of their task, the PCs are provided one magical weapon, armor, or implement of their choice (maximum level 5 for low level, level 7 for high level). Anything the PCs find in the Tower is theirs to keep as well. The coronal is not expecting perfection, but does expect the PCs to make a good faith attempt at clearing out the tower.
- Windsong Tower was a minor outpost for demons and daemonfey (elf-demon spawn) during the crusade (now about 100 years ago). No one knows what became of the demons when the mythal was repaired. PCs making a DC 14 History have heard that eladrin prisoners were being kept in the tower when the portal was closed. It is possible, though unlikely, that survivors may still reside in the tower.
- The symbol in the center of the platform represents the school of sorcery that once stood here. The school's membership was secret, and little is known of their purpose or accomplishments.
- The platoon of soldiers is present to ensure nothing escapes from the tower while the mythal is suppressed.

ENDING THE ENCOUNTER

Once the PCs have had their questions answered, they merely need to step into the portal to enter Windsong Tower.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 2: OVERVIEW OF WINDSONG TOWER

SETUP

Windsong Tower was once a school of sorcery whose membership was secret. During the fall of Myth Drannor, all of the members of the school were killed during the fighting. Since that time various creatures inhabited it. The last was a group of demons and deamonfey using it as a small outpost and prison. Eventually a host of eladrin set on a crusade to recover Myth Drannor. The fighting around the tower was fierce. The eladrin choose to seal the demons up rather than continue to take losses. A few demons remain, trapped since just before the Spellplague.

Roleplaying Note: If PCs interact with any of the current residents of Windsong Tower, keep in mind that the demons have been trapped here since before the Spellplague. Their speech may sound somewhat archaic and they are unfamiliar with many of the developments.

AREA 1: ENTRY ROOM

A flash of blue-green radiance fills your vision momentarily, and then fades as you find yourself in a large, stone room. Numerous skeletons of humanoid fill the room. Their clothes and equipment have long since rotted away to dust. Two hallways lead out of the room. The entranceway to each hallway is framed by a carving of writhing mass of barbed tails.

This is the entrance to Windsong Tower, and was used to welcome members and their guest. The skeletons in the room can be identified as eladrin. The bones show signs of scorch marks and most have been broken and chewed upon.

PCs examining the columns can make a DC 15 Perception check to determine these originally depicted something else, but were re-carved into the shape of barbed tails. The original carving cannot be determined. The barbed tails are meant to represent the tails of demons.

AREA 2: TRAPPED DEMON

The door bears a plaque stating “Peril within. Do not enter.” The word “not” has been scratched out.

If the PCs open the door, read the following:

This closet contains large, hairy gorilla with glowing red eyes. It stares out at you with hatred. The demon is contained within a circle adorned within arcane symbol.

A long handled broom lies just outside the circle. Words are carved along the handle.

The creature in the circle is a barlgura demon (MM 53) and can be identified with a DC 14 Arcana check. It was captured in a Magic Circle Ritual. A DC 22 Arcana identifies the circle as such, attuned to keep elementals in. The other demons in the tower find this enormously funny and refuse to release it, instead coming here occasionally to torment it. The words carved in the broom handle are written in Common and say “**Poke the Freak**”.

The barlgura begs for its freedom in Common. It promises anything. It knows nothing about the current layout of the tower. The barlgura can only be freed by breaking the circle surrounding it. Poking the barlgura with a stick does not break the circle. If freed, it immediately runs off. Add the barlgura to one of the other encounters.

Barlgura		Level 8 Brute
Large elemental beast (demon)		XP 350
Initiative +7	Senses Perception +12; low-light vision	
HP 108; Bloodied 54; see also <i>savage howl</i>		
AC 19; Fortitude 20, Reflex 17, Will 17		
Resist 10 variable (1/encounter)		
Speed 8, climb 8		
m Slam (standard; at-will)		
Reach 2, +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the barlgura is bloodied.		
m Double Attack (standard; at-will)		
The barlgura makes two slam attacks.		
Savage Howl (free, when first bloodied; encounter)		
The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura's next turn.		
Alignment Unaligned		Languages Abyssal, Common
Skills Athletics +15		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 18 (+8)	Int 6 (+2)	Cha 12 (+5)

AREA 3: BODY PARTS

See Encounter 3 for details.

AREA 4: ABODE OF THE TYRANT

A sharp, acidic smell assaults your nose as you enter this room. A long table containing beakers and other alchemical contraptions and supplies rests in the back of the room. In the center of the room is a spherical monstrosity with writhing eyestalks and a large, central eye. It slowly turns to face you.

If one or more PCs have a passive Insight of 20, read the following:

As you peer closer, the spherical creature flickers and fades, clearly an illusion.

This room was once an alchemical laboratory for the wizards of Windsong Tower. One of the wizards was practicing illusionary magic when the tower was invaded, and his creation remains. The illusion is of a beholder eye of flame and can be identified with a DC 15 Dungeoneering check. The beholder was created with a Hallucinatory Creature ritual. The ritual can be identified with a DC 26 Arcana check. The illusion stays in the center of the room, only turning to face whoever is in the room and to glare menacingly. PCs wishing to attack the illusion should roll initiative and attack it on their turn; the beholder reacts to their attacks as appropriate (grimacing in pain, etc.) but does not attack the PCs.

AREA 5: THE ABATTOIR

The door bears a single word: "Storage." The writing is crude and painted with a dark red substance.

PCs identify the paint a dried blood. If the PCs open the door, read the following:

This large chamber contains a forest of chains and hooks hanging from the ceiling. Attached to each hook is a humanoid skeleton.

This room was once used as a small lecture hall for teaching sorcery. After the demons took over, they bolted numerous chains and hooks to the ceiling and hung the recently slain eladrin for later consumption. The eventually ate their way through the bodies and abandoned the room, leaving the skeletal remains behind.

AREA 6: THE ETERNAL FEAST

See Encounter 4 for details.

AREA 7: DEMONIC BARD

See Encounter 5 for details.

AREA 8: EXIT CLOSET

The door bears a plaque stating "Bind or dismiss all spells before leaving. No spellhurling in the streets, please"

If the PCs open the door, read the following:

This small room is dominated by a glowing, swirling disc of blue light. Several old, tattered cloaks hang on a nearby wall peg as well.

The cloaks are mundane and worthless. PCs easily identify the swirling disc as a portal. PCs touching or entering the disc are transported out of Windsong

Tower and back to Myth Drannor, where they started this adventure.

AREA 9: DAEMONFEY

See Encounter 6 for details.

AREA 10: STAR CHAMBER

In front of you is what appears to be an empty void with motes of twinkling lights sprinkled throughout. Hanging in the center of the void stands a plain stone column with an ornate sphere resting on top.

If one or more PCs have a passive Insight of 20 or more, read the following:

As you peer closer, the empty void fades. You can see solid walls and floors in this empty stone chamber.

This room is covered by a permanent illusion of stars twinkling and drifting in a dark void. Most PCs recognize the twinkling lights as stars in the sky, shown from the perspective of Toril.

The ornate sphere can be identified as an astrolabe. If manipulated, the starscape shifts around the PCs. The astrolabe is manipulating the image to show the stars as they exist in the past or future (depending how the astrolabe is set).

If the PCs manipulate the astrolabe, the PCs see a comet streak out of the void heading straight towards them. It grows to fill the entire room, and then winks out. A DC 12 History or DC 12 Nature check reveals that the comet is expected to hit Faerun (the portion of Toril that the PCs adventure in) sometime next year. Its exact landing location is unclear.

The astrolabe can be taken from the room (see Treasure).

TREASURE

If the astrolabe is taken from **Area 10**, it is worth 10/15 gp per PC.

ENCOUNTER 3: BODY PARTS

ENCOUNTER LEVEL 6/8 (1200/1800 XP)

SETUP

This encounter includes the following creatures:

1 demon brain (exalted brain in a jar) (B)

1 blackfire flameskull (F)

3 crawling claw swarm (C)

If the PCs are trying to be quiet while approaching this area, have them make a DC 16/17 Stealth check. If the PCs fail the check or if they are not being stealthy, the demon brain heard the PCs approach and ordered the blackfire flameskull and crawling claws to hide. PCs must then make a DC 15/16 Perception check to spot the crawling claws and a DC 20/21 Perception check to spot the blackfire flameskull.

As the adventurers reach the door to this area, read:

A large set of iron doors stands before you. Etched in the door are the words: "Library. Noise suppression in effect."

When the adventurers open the door, read:

An odd mixture of musty tomes and rotting flesh assaults your nose as you open the door to this large room. Bookshelves filled with tomes line the walls of this room, but in the center of the room is a large, gently swirling mass of floating skulls, brains, hands, and eyes. A glowing brain, sheathed in reddish mystical glow, turns to face you.

If the PCs spot the crawling claws, read the following:

Inside the swirling mass of body parts are some piles of severed hands that twitch ominously.

If the PCs spot blackfire flameskull, read the following:

Also in the mass of body parts is a rune marked skull that glows dimly.

The glowing brain sheathed in a reddish mystical glow is Ramanx the Demon Brain. Ramanx was once a balor, and led the demons in to Windsong Tower in the hopes of launching an attack on the elves. When the mythal sealed the tower shut, the demons became enraged and turned on Ramanx, destroying his body. His essence persevered and by sheer force of will managed to reanimate his brain.

Ramanx is initially curious about the PCs and quizzes them about who they are and the state of the

outside world. Ramanx is willing to trade the PCs for information. For every successful DC 16 Arcana, DC 16 Bluff, DC 14 Dungeoneering, or DC 12 History check Ramanx answers one question in return. Each time a skill is used, raise the DC by 2 (maximum +10). After two failures with any skill except Bluff or after a single failure of the Bluff skill, Ramanx tires of the PCs and attacks. Ramanx is willing to share general information about any of the other Areas of the tower, provided he is given information about the outside world in return. Ramanx knows all of the demons in the tower and where their lairs are located.

FEATURES OF THE AREA

Illumination: There is no illumination in the room.

Bookcases: Numerous bookcases line the walls of this chamber. Each bookcase is 2 squares wide. They are not attached to the wall and can be knocked over. A creature adjacent to a bookcase can use the following terrain power.

Bookcase	Single Use Terrain
Standard Action	Area Terrain
Check: Athletics check (DC 15) to topple a bookcase	
Success: The bookcase falls in one direction, which is chosen by the attacking creature. Each square within 2 squares of the bookcase in that direction becomes difficult terrain, and each creature in that space is knocked prone.	
Target: Each creature in the affected space	
Attack: +9 vs. Fortitude	
Hit: 1d10 + 3 damage.	

Doors: There are several solid wood doors in this area. Each door starts the encounter unlocked, but they can be closed and locked as a move action by a creature standing adjacent to the door. The demon brain can close and lock doors or open and unlock a door with 10 squares mentally using a move action. A door (AC/Reflex: 5, Fortitude: 10, HP: 60, Break DC 18) that is locked requires a DC 23 Thievery check to unlock. The keys to the door were destroyed years ago.

Quiet: This area was originally an area of study, and a ritual was cast to mute loud sounds. Perception checks for noise or sound have a -4 penalty. Any power or ritual with the thunder keyword that is used within this room does -2 damage per die (minimum 1 per die). The creature using the thunder power takes 2 points of damage per die.

Swirling Body Parts: A swirling array of severed hands, human skulls, and brains floats in this area. The swirling body parts provide concealment. In addition, Medium size or larger creatures that start their turn in the swirling body parts must make a DC 15 Acrobatics

check; failure means the target slides one square in a random direction.

TACTICS

If attacked, the demon brain starts with *mind stab* if he can get two or more PCs in the blast, after which he uses *supreme domination*. Dominated PCs are ordered to attack their fellow PCs. Every round the demon brain also uses *fearful recoil*, positioning himself to encourage the PCs to leave the room.

The crawling claws are under the control of the demon brain and hold their action until the demon brain goes. The claws then move forward to attack the nearest PC, shifting to avoid area attacks when possible.

The blackfire flameskull positions itself behind the crawling claws and starts combat with its *fireball*, hoping to catch as many PCs together as possible. The blackfire flameskull then switches to its *blackfire ray* targeting PCs who use ranged attack powers.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one crawling claw swarm

Six PCs: Add one blackfire flameskull

ENDING THE ENCOUNTER

Once the encounter is complete, PCs can move on to other areas of the tower.

EXPERIENCE POINTS

The characters receive 240/360 experience points each for successfully completing the combat. Award half experience points if they failed.

TREASURE

Most of the books on the bookcase are decayed and moldy. PCs searching through the books find a couple books that can be salvaged and sold for a total of 50/85 gp per PC. Tucked inside a fake book is an *amulet of protection* +2.

ENCOUNTER 3: BODY PARTS STATISTICS (LOW LEVEL)

Exalted Brain in a Jar (Level 7)	Level 7 Controller
Medium natural animate	XP 300
Initiative +4 Senses Perception +6; dark vision	
HP 83; Bloodied 41	
AC 21; Fortitude 17, Reflex 13, Will 19	
Speed 6; fly 8 (hover)	
M Teleportation Field (immediate reaction; when an enemy hits the demon brain with a melee attack; at-will) ♦ Teleportation	
Targets the triggering creature; +11 vs. Will; the target is teleported up to 8 squares.	
R Fearful Recoil (minor; at-will)	
Ranged 8; +9 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted brain. The target avoids hazardous terrain and difficult terrain if possible.	
R Supreme Domination (standard; recharge 5 6) ♦ Charm	
Ranged 10; +10 vs. Will; the target is dominated (save ends).	
R Mind Stab (standard; at-will) ♦ Psychic	
Close burst 5; +11 vs. Will; 1d10 + 5 psychic damage, and the target takes a -2 penalty to will (save ends).	
Alignment Evil	Languages Common, telepathy 10
Skills Arcana +13, Bluff +12, Diplomacy +12, Intimidate +12	
Str 12 (+4)	Dex 12 (+4) Wis 16 (+6)
Con 19 (+7)	Int 21 (+8) Cha 18 (+7)

Crawling Claw Swarm	Level 5 Solider
Medium natural animate (swarm, undead)	XP 200
Initiative +7 Senses Perception +5; tremorsense 10	
Swarm Attack aura 1; the crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against any enemy that starts its turn within the aura.	
HP 61; Bloodied 30	
AC 21; Fortitude 17, Reflex 18, Will 15	
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks.	
Speed 8; climb 4	
m Swarm of Claws (standard; at-will)	
+10 vs. Reflex; 1d8 + 5 damage and the target is immobilized until the start of its next turn.	
Alignment Unaligned	Languages –
Str 15 (+4)	Dex 16 (+5) Wis 10 (+2)
Con 13 (+3)	Int 3 (–2) Cha 6 (+0)

Blackfire Flameskull (Level 7)	Level 7 Artillery
Tiny natural animate (undead)	XP 300
Initiative +5 Senses Perception +9	
HP 64; Bloodied 32	
Regeneration 5	
AC 20; Fortitude 17, Reflex 22, Will 20	
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +9 vs. AC; 1d4 damage plus 1d8 fire damage.	
R Blackfire Ray (standard; at-will) ♦ Fire	
Ranged 10; +11 vs. Reflex; 2d6 + 5 fire damage, plus the target is blinded (save ends).	
R Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +11 vs. Reflex; 3d6 + 5 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration	
As the wizard power mage hand.	
Illumination	
The 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 Abyssal, Common
Skills Stealth +10	
Str 5 (+0)	Dex 16 (+6) Wis 14 (+5)
Con 16 (+6)	Int 22 (+9) Cha 20 (+8)

ENCOUNTER 3: BODY PARTS STATISTICS (HIGH LEVEL)

Exalted Brain in a Jar (Level 10)	Level 10 Controller
Medium natural animate	XP 500
Initiative +6 Senses Perception +8; dark vision	
HP 107; Bloodied 53	
AC 24; Fortitude 20, Reflex 15, Will 22	
Speed 6; fly 8 (hover)	
M Teleportation Field (immediate reaction; when an enemy hits the demon brain with a melee attack; at-will) ♦ Teleportation	
Targets the triggering creature; +14 vs. Will; the target is teleported up to 8 squares.	
R Fearful Recoil (minor; at-will)	
Ranged 8; +12 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted brain. The target avoids hazardous terrain and difficult terrain if possible.	
R Supreme Domination (standard; recharge 5 6) ♦ Charm	
Ranged 10; +13 vs. Will; the target is dominated (save ends).	
R Mind Stab (standard; at-will) ♦ Psychic	
Close burst 5; +14 vs. Will; 1d10 + 6 psychic damage, and the target takes a -2 penalty to will (save ends).	
Alignment Evil	Languages Common, telepathy 10
Skills Arcana +15, Bluff +14, Diplomacy +14, Intimidate +14	
Str 12 (+6)	Dex 12 (+6) Wis 16 (+8)
Con 19 (+9)	Int 21 (+10) Cha 18 (+9)

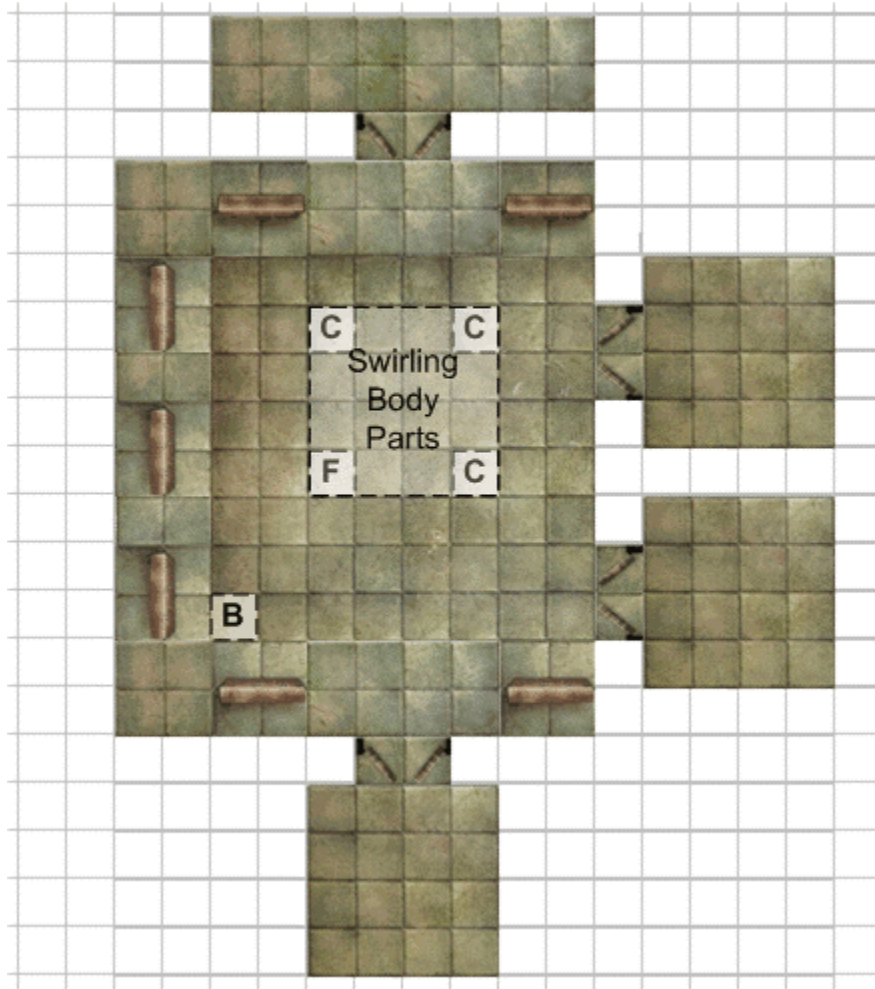
Crawling Claw Swarm (Level 7)	Level 7 Soldier
Medium natural animate (swarm, undead)	XP 300
Initiative +8 Senses Perception +6; tremorsense 10	
Swarm Attack aura 1; the crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against any enemy that starts its turn within the aura.	
HP 77; Bloodied 38	
AC 23; Fortitude 19, Reflex 20, Will 18	
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks.	
Speed 8; climb 4	
m Swarm of Claws (standard; at-will)	
+12 vs. Reflex; 1d8 + 6 damage and the target is immobilized until the start of its next turn.	
Alignment Unaligned	Languages –
Str 15 (+5)	Dex 16 (+6) Wis 10 (+3)
Con 13 (+4)	Int 3 (–1) Cha 6 (+1)

Blackfire Flameskull (Level 9)	Level 9 Artillery
Tiny natural animate (undead)	XP 400
Initiative +6 Senses Perception +10	
HP 76; Bloodied 38	
Regeneration 5	
AC 22; Fortitude 19, Reflex 24, Will 22	
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant	
Speed fly 10 (hover)	
m Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +11 vs. AC; 1d4 damage plus 1d8 fire damage.	
R Blackfire Ray (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 2d6 + 6 fire damage, plus the target is blinded (save ends).	
R Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +13 vs. Reflex; 3d6 + 6 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect.	
Mage Hand (minor; at-will) ♦ Conjuration	
As the wizard power mage hand.	
Illumination	
The 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 Abyssal, Common
Skills Stealth +11	
Str 5 (+1)	Dex 16 (+7) Wis 14 (+6)
Con 16 (+7)	Int 22 (+10) Cha 20 (+9)

ENCOUNTER 3: BODY PARTS MAP

TILE SETS NEEDED

Hall of the Giant Kings x2



ENCOUNTER 4: THE ETERNAL FEAST

ENCOUNTER LEVEL 6/8 (1200/1800 XP)

SETUP

This encounter includes the following creatures:

bloodseep demon (C)

2 gnaw demon (G)

2 evistro (carnage demon) (E)

feast table

As the adventurers enter the area, read:

As you open the door, the savory aroma of juicy meats and fresh baked bread caresses your nose. Through the doors lies a gaily decorated banquet hall, well lit by a gorgeous chandelier. The source of the aromas is large table overflowing with sumptuous food. A small group of demons huddles around the table, ravenously eating, their bestial bodies covered in food stains. Other, barely conscious demons also lie about the room, one of which burps rudely. An amorphous mass traverses the table, refilling the demons plates faster than they can eat.

When the demons invaded Windsong Tower, many of the resident wizards were caught off guard and summarily slaughtered. One wizard however managed to improvise a trap for some of the hungry demons. Using a ritual, he created a feast table that never ran out of food. However, any demon who eats even one bite from it must continue to eat until the table is empty. Since the table never becomes empty, the demons are bound to the room for all eternity.

The demons are engrossed with eating the food on the table and do not immediately notice the PCs. As soon as they notice the PCs (see Tactics for details), they attack.

The gnaw demon and evistro demons have a unique response to characters with the following story awards:

- **WEEK03 An Enchanted Meal:** The aftereffects of this meal still linger within the character. The demons think the PC tastes absolutely delicious and their attacks do an extra 2 points of damage to PCs with this story award.
- **CORE09 Aboleth Taint:** These demons know that the taste of aberrant flesh is awful. They instinctively shy away, taking a -1 penalty to attack rolls against PCs with this story award.

The bloodseep demon does not receive any modifiers based on story awards.

Monster Descriptions:

Bloodseep Demon: Foul smelling blood weeps and oozes from this demon's translucent, cracking body.

Evistro: The blood red skin of this demon writhes as it flexes its powerful muscles. Its massive jaws sport sharp teeth that grind together with bone-rendering force.

Gnaw Demon: A small, squat demon with stubby wings gnashes his sharp teeth and looks at you with hungry anticipation.

FEATURES OF THE AREA

Illumination: The chandelier, hanging over the feast table, provides bright illumination out to 10 squares.

Chandelier: A large chandelier hangs over the feast table. Creatures can swing on it, avoiding creatures or difficult terrain as if they were flying, with a successful DC 15 Acrobatics check. Creatures swinging on the chandelier as part of a charge do an extra 2 points of damage on a successful hit. The chandelier can also be cut down (AC/Reflex: 5, Fortitude: 10, HP: 20). If cut down, the chandelier falls and attacks the creatures beneath it.

Falling Chandelier	Single Use Terrain
Immediate Reaction	Area Terrain
Success: The chandelier falls. Each square within 2 squares of the chandelier in that direction becomes difficult terrain, and each creature in that space is knocked prone.	
Target: Close burst 2	
Attack: +9 vs. Reflex	
Hit: 2d6 + 2 damage, and the target is immobilized (save ends).	
Effect: The chandelier stops producing light.	

Feast Table: The feast table can be tipped over with a DC 15 Athletics check. The table provides total cover when tipped over. A demon who goes 10 rounds or more without eating a bite of food from the table takes ongoing 5 damage. Eating a bite of food from the table is a standard action and ends the ongoing damage immediately. The magic of the table is designed to only affect demons. If a PC takes a bite of food from the table they are not trapped because they are not demons. The PC gains 1 healing surge. If they take a 2nd bite, they instead lose 2 healing surges. Further bites have no effect. Finally, the magic of the feast table lures creatures closer; see the feast table obstacle in the statistics section.

Feasters: Several feasters are located throughout the room in a semi-comatose state. If a character starts their turn in a square adjacent to a feaster takes a -1 penalty to speed and ongoing 2 damage as the feaster latches onto the character's leg, thinking it is food. Wherever the character goes, the feaster attempts to

cling to the character and follow him. An affected character can escape the feaster, leaving the feaster where it is and removing the speed penalty by succeeding on a DC 10 Strength check as a standard action. Otherwise the speed penalty and damage lasts until the end of the encounter or until the feaster is slain (treat as a minion with defenses of 12).

Fireplace: A bright, cheery fire burn in the back of the room. Any creature that enters the fire or starts its turn in the fire takes 1d10 + 4 fire damage.

Rug: An ornate rug, depicting sorcerers in various introspective poses, can be found in the hallway.

Small Table and Chairs: A set of small tables and chairs are in the room. The chairs are difficult terrain. The table, if tipped over, provides cover. The tables and chairs are quite old however, and crumble to dust if damaged.

TACTICS

At the start of the encounter, all of the demons are engrossed in their eternal meal. If the demons notice the PCs, they pretend to keep eating and ready attacks, hoping to lure the PCs into the room since many of the demons do not have a fast movement. They use their ready action if a PC attacks, and ready the following standard action:

- Bloodseep demon: readies a *poison portal strike*.
- Evistro and gnaw demon: readies a charge attack with either the claw or bite.

If the PCs do not initiate combat, the demons attack after waiting several rounds.

The evistros, seeing fresh prey, charge in and attack with the *claws*. The evistros try to stay together to maximize their *carnage* bonus and set the resist 10 (variable) to the first type of energy damage they are hit with; the resistance last for the rest of the encounter.

The gnaw demon also move in to attack with their *bite*. They keep a close eye on the status of the PCs and as soon as one becomes bloodied, they all use the *hungry teleport* to swarm and attack the bloodied PC. The gnaw demon set the resist 10 (variable) to the first type of energy damage they are hit with; the resistance last for the rest of the encounter.

The bloodseep demon first attacks the nearest PC with its *poison portal strike*, teleporting just behind the other demons on a successful hit. It continues attacking with its claw attack (teleporting as needed). As soon as one of the demons becomes bloodied, the bloodseep demon uses its *poison blast* to attack as many PCs as possible and heal the bloodied demon as well.

Note that all of the demons must eat from the feast table once every 10 rounds. Eating from the table is a standard action. See the Feast Table feature for details.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one gnaw demon

Six PCs: Add one evistro

ENDING THE ENCOUNTER

Once the demon feasters are defeated, the PCs can move on to another area of the tower.

EXPERIENCE POINTS

The characters receive 240/360 experience points for successfully completing the combat. Award half experience points if they failed.

TREASURE

A rack of meat was strung up on the feast table with a *barbed baldric*. A *storm shield* (level 8) decorates the fireplace. The large rug is worth 200 gp total if taken (40 gp per PC). It is quite large and heavy however (80 pounds). PCs must use at least one hand to carry the carpet with them, unless the carpet is a heavy load for the PC (anything over Strength x 10 in total weight) in which case both hands must be used.

ENCOUNTER 4: THE ETERNAL FEAST STATISTICS (LOW LEVEL)

Bloodseep Demon (Level 5)		Level 5 Skirmisher (Leader)
Medium elemental humanoid (demon)		XP 200
Initiative +8	Senses Perception +7; darkvision	
Weeping Poison (Healing, Poison) aura 2; each enemy that starts its turn within the aura takes 5 poison damage. While the bloodseep demon is bloodied, any demon that starts its turn within the aura regains 5 hit points		
HP 63; Bloodied 31		
AC 19; Fortitude 20, Reflex 22, Will 21		
Resist 10 variable (1/encounter)		
Speed 7, teleport 3		
m Claw (standard; at-will) ♦ Poison		
+10 vs. AC; 2d4 + 4 damage, and ongoing 5 poison damage (save ends).		
M Poison Portal Strike (standard; recharge 4 5 6) ♦ Teleport		
The bloodseep demon teleports 5 squares and makes a claw attack. If the attack hits, the bloodseep demon teleports 5 squares		
C Poison Blast (minor; encounter) ♦ Healing, Poison		
Close blast 5; targets enemies; +8 vs. Fortitude; 1d4 + 4 poison damage. <i>Effect</i> each demon in the poison blast regains 1d4 + 4 damage.		
Alignment Chaotic Evil		Languages Abyssal, Common
Str 15 (+4)	Dex 19 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 11 (+2)	Cha 17 (+5)

Gnaw Demon		Level 5 Skirmisher
Small elemental humanoid (demon)		XP 200
Initiative +2	Senses Perception +3; darkvision	
Ankle Biter aura 1; each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn.		
HP 66; Bloodied 33		
AC 19; Fortitude 19, Reflex 14, Will 16		
Resist 10 variable (1/encounter)		
Speed 3, fly 5 (clumsy)		
m Bite (standard; at-will)		
+10 vs. AC; 1d8 + 6 damage.		
Abyssal Hunger		
A gnaw demon's melee attacks deal 1d8 extra damage against a bloodied target.		
Hungry Teleport (move; at-will) ♦ Teleport		
The gnaw demon teleports 10 squares into a square adjacent to a bloodied opponent.		
Pain-induced Teleport (free, when first bloodied; encounter)		
♦ Teleport		
The gnaw demon teleports 10 squares.		
Alignment Chaotic Evil	Languages Abyssal, Common	
Skills Stealth +5		
Str 15 (+4)	Dex 7 (+0)	Wis 12 (+3)
Con 17 (+6)	Int 9 (+1)	Cha 9 (+1)

Evistro (Carnage Demon) (Level 5)		Level 5 Brute
Medium elemental magical beast (demon)		XP 200
Initiative +3	Senses Perception +3	
HP 80; Bloodied 40		
AC 15; Fortitude 17, Reflex 13, Will 13		
Resist 10 variable (1/encounter)		
Speed 6		
m Claws (standard; at-will)		
+8 vs. AC; 1d12 + 4 damage.		
M Destructive Bite (minor; at-will)		
Bloodied target only; +7 vs. AC; 1d6 + 4 damage.		
Carnage		
The carnage demon gains +1 bonus to melee attacks if it has 1 or more allies adjacent to its target (+3 if one of these allies is another carnage demon). The bonus stacks with combat advantage.		
Alignment Chaotic Evil		Languages Abyssal
Str 21 (+7)	Dex 12 (+3)	Wis 12 (+3)
Con 20 (+7)	Int 5 (-1)	Cha 7 (+0)

Feast Table		Level 5 Obstacle
Hazard		XP 200
Hazard: A sumptuous feast table lures people towards it.		
Perception		
No check is required to see the feast table.		
Initiative +3		
Trigger		
When an ally speaks the command word, the feast table rolls initiative. The feast table exudes a tantalizing aroma that lures creatures closer to it.		
Attack		
Standard Action Melee		
Targets: All enemies or objects within reach		
Attack: Close burst 20; +7 vs. Will		
Hit: Target is pulled 5 squares.		
Countermeasures		
♦ A character can attack the feast table (AC 13, Fortitude, Reflex 13, and 60 hp). Sundering the table in two stops the feast table from luring people close.		

ENCOUNTER 4: THE ETERNAL FEAST STATISTICS (HIGH LEVEL)

Bloodseep Demon		Level 7 Skirmisher (Leader)
Medium elemental humanoid (demon)		XP 300
Initiative +9	Senses Perception +8; darkvision	
Weeping Poison (Healing, Poison) aura 2; each enemy that starts its turn within the aura takes 5 poison damage. While the bloodseep demon is bloodied, any demon that starts its turn within the aura regains 5 hit points.		
HP 79; Bloodied 39		
AC 21; Fortitude 22, Reflex 24, Will 23		
Resist 10 variable (1/encounter)		
Speed 7, teleport 3		
m Claw (standard; at-will) ♦ Poison		
+12 vs. AC; 2d4 + 5 damage, and ongoing 5 poison damage (save ends).		
M Posion Portal Strike (standard; recharge 4 5 6) ♦ Teleport		
The bloodseep demon teleports 5 squares and makes a claw attack. If the attack hits, the bloodseep demon teleports 5 squares		
C Poison Blast (minor; encounter) ♦ Healing, Poison		
Close blast 5; targets enemies; +10 vs. Fortitude; 1d4 + 5 poison damage. <i>Effect:</i> each demon in the poison blast regains 1d4 + 5 damage.		
Alignment Chaotic Evil		Languages Abyssal, Common
Str 15 (+5)	Dex 19 (+7)	Wis 11 (+3)
Con 15 (+5)	Int 11 (+3)	Cha 17 (+6)

Gnaw Demon (Level 7)		Level 7 Skirmisher
Small elemental humanoid (demon)		XP 300
Initiative +3	Senses Perception +4; darkvision	
Ankle Biter aura 1; each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn.		
HP 82; Bloodied 41		
AC 21; Fortitude 21, Reflex 16, Will 18		
Resist 10 variable (1/encounter)		
Speed 3, fly 5 (clumsy)		
m Bite (standard; at-will)		
+12 vs. AC; 1d8 + 7 damage.		
Abyssal Hunger		
A gnaw demon's melee attacks deal 1d8 extra damage against a bloodied target.		
Hungry Teleport (move; at-will) ♦ Teleport		
The gnaw demon teleports 10 squares into a square adjacent to a bloodied opponent.		
Pain-induced Teleport (free, when first bloodied; encounter)		
♦ Teleport		
The gnaw demon teleports 10 squares.		
Alignment Chaotic Evil		Languages Abyssal, Common
Skills Stealth +6		
Str 15 (+5)	Dex 7 (+1)	Wis 12 (+4)
Con 17 (+7)	Int 9 (+2)	Cha 9 (+2)

Evistro (Carnage Demon) (Level 8)		Level 8 Brute
Medium elemental magical beast (demon)		XP 350
Initiative +5	Senses Perception +5	
HP 110; Bloodied 55		
AC 18; Fortitude 20, Reflex 16, Will 16		
Resist 10 variable (1/encounter)		
Speed 6		
m Claws (standard; at-will)		
+11 vs. AC; 1d12 + 5 damage.		
m Destructive Bite (minor; at-will)		
Bloodied target only; +10 vs. AC; 1d6 + 5 damage.		
Carnage		
The carnage demon gains +1 bonus to melee attacks if it has 1 or more allies adjacent to its target (+3 if one of these allies is another carnage demon). The bonus stacks with combat advantage.		
Alignment Chaotic Evil		Languages Abyssal
Str 21 (+9)	Dex 12 (+5)	Wis 12 (+5)
Con 20 (+9)	Int 5 (+1)	Cha 7 (+2)

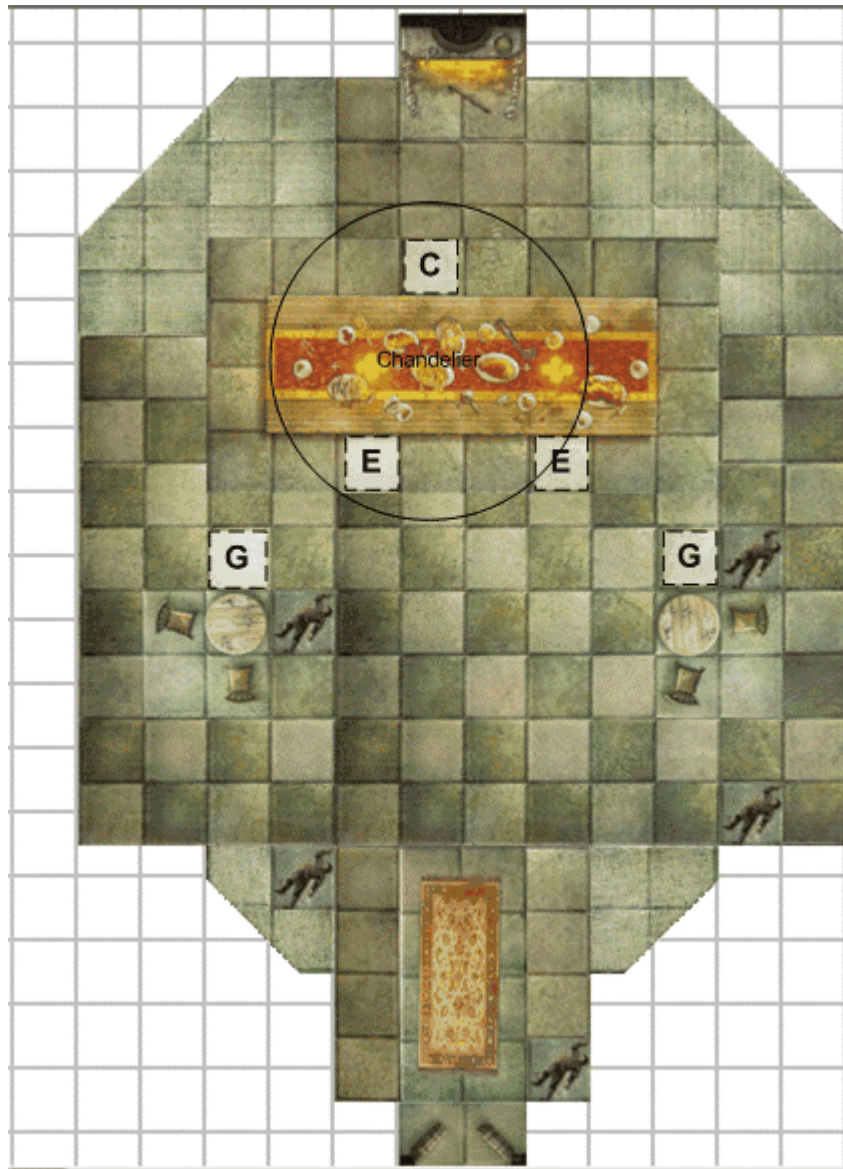
Feast Table		Level 5 Obstacle
Hazard		XP 200
Hazard: A sumptuous feast table lures people towards it.		
Perception		
No check is required to see the feast table.		
Initiative +3		
Trigger		
When an ally speaks the command word, the feast table rolls initiative. The feast table exudes a tantalizing aroma that lures creatures closer to it.		
Attack		
Standard Action Melee		
Targets: All enemies or objects within reach		
Attack: Close burst 20; +7 vs. Will		
Hit: Target is pulled 5 squares.		
Countermeasures		
♦ A character can attack the feast table (AC 13, Fortitude, Reflex 13, and 60 hp). Sundering the table in two stops the feast table from luring people close.		

ENCOUNTER 4: THE ETERNAL FEAST MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x1

Hall of the Giant King x1



ENCOUNTER 5: DEMONIC BARD

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

This encounter includes the following creatures and trap:

1 demon-possessed bard (vampire muse) (B)

1 demonic painting (P)

1 bronze warder (W)

As the adventurers enter the area, read:

This room was once a kitchen that has been redecorated as an art studio. Numerous paintings hang on the walls amongst the kitchen utensils, depicting scenes of grotesque horror and carnal delights. A large metal statue of an eladrin knight crowds the far corner of the room. In the center of the room, an eladrin with blotchy red skin sits painting on a canvas with his blood as the paint.

The eladrin was once known as Naidir. He was one of the eladrin captured by the demons during the crusade. Shortly after being brought to the tower he was possessed by a demonic spirit. The demon possessing the bard calls itself Zummix.

Zummix is shocked by the appearance of the PCs, but hides his shock when the PCs enter and greets them warmly. Zummix engages the PCs in conversation, hoping to determine who they are, where they came from, and whether escape from the tower is now possible. After determining that escape is possible, Zummix attempts to lure the PCs near the demonic painting and the bronze warder (the bronze statue). When they are close, he attacks, trying to capture the PC with the highest charisma alive. Zummix plans to take over the body of that PC and escape the tower while he can.

PCs observing the demon-possessed bard can make a DC 12/13 passive Insight or Perception check to determine that the bard is an eladrin who has been possessed by a demon. A DC 12/13 Religion check allows the PC to recall the means to exorcise a possessed person. Tell the player the steps to exorcise the demon, which can be found under “Skill Challenge – Exorcise the Demon Spirit”, below.

Monster Descriptions:

Bronze Warder: A large metal statue of an eladrin knight wields a wicked looking axe.

Demon-possessed bard: A blond, well dressed eladrin sports a warm smile and inviting laugh. The warmth of his presence does not reach his cold, calculating green eyes.

Demonic Painting: The figures in this painting are a group of demons huddled at the base of the tower. The demons look sickly and desiccated, and hungrily stare out of the painting. When attacking, the demons in the painting lunge outward, their limbs stretching an impossibly long distance to grasp at a nearby target.

FEATURES OF THE AREA

Illumination: The room is brightly lit.

Table: The table provides cover if flipped on its side as a move action.

Disturbing Paintings: Many paintings containing disturbing images of death and violence adorn the room. PCs that get too close to one of these paintings run the risk of getting distracted. PCs taking the paintings down and carrying it with them can attempt to use them in future combats by expending a standard action. However, many of the creatures in Windsong Tower are either demons or constructs and immune to the paintings effects.

Disturbing Paintings	Single Use Terrain
Immediate Reaction	Area Terrain
Target: Close burst 2; demons, constructs, and blind creatures are immune	
Attack: +9 vs. Will	
Hit: The target is distracted by the images, and takes a -1 penalty to attacks and skill checks (save ends).	
Effect: The creature is immune to the effects of the painting for the rest of the encounter.	

TACTICS

The demonic painting attacks the first creature that enters its range with its *claws of the damned* power. The demonic painting continues trying this until it has trapped a creature, in which case it switches to its *feed the damned* power. If no creature is within its range at the start of the encounter, it readies an action to attack the first creature it can reach.

The bronze warder charges the nearest creature and attacks with its greataxe. It then goes on a *rampage*, moving towards the largest group of creatures and performs its *axe sweep*. The bronze warder retreats back to the demon-possessed bard when the bard becomes bloodied. The bronze warder then uses its *guard* power as necessary to draw off the damage of the PCs attacks.

The demon-possessed bard first uses its *song of lovers* parted to push the PCs away, either towards the demonic painting or together so the bronze warder can *rampage* multiple PCs. The bard then sustains the power

and uses it *beguiling eyes* if the PCs are not close or its *muse's touch* if the PCs engage in melee. **Note that the demon-possessed bard can only dominate one creature at a time and creatures in the painting are immediately freed of the domination.** When bloodied, the demon-possessed bard uses its *fey step* to get close to the bronze warder so it can better protect the bard.

SKILL CHALLENGE – EXORCISE THE DEMON SPIRIT

Goal: As an option for this encounter, instead of attacking the demon-possessed bard, the PCs can exorcise the spirit possessing the bard. Parts of this challenge most likely takes place during the middle of combat; the other creatures in the combat are unaffected by this skill challenge.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Perception, Religion

Other Skills: Insight

Special: PCs can only perform Step 3 through Step 6 of this skill challenge only if they have the Ritual Caster feat.

Victory: The demon spirit possessing the bard is exorcized and destroyed. Treat the demon-possessed bard as defeated.

Defeat: The demon spirit resists the exorcism and is jubilant in its victory. The demon-possessed bard immediately heals 20 hit points as a free action and gains a +2 bonus to all attacks for the remainder of the encounter.

Each success needed for this skill challenge is its own scene. PCs do not go on until they have earned one success for the scene

STEP 1: FIND THE ENTRY POINT

The possessing spirit entered the victim's body through a specific point, and that point is marked by a blood red blotch in the shape of a grinning face. The PCs must find the entry point so it can be properly anointed.

Bluff or Intimidate DC 18/19

The PC tricks or scares the possessing demon to reveal the marks location.

Insight DC 13/14

By observing the creature's body language the PC notices that the bard frequently covers the back of its next protectively.

Perception DC 13/14

The PC uses their keen eyesight to spot the mark on the back of the bard's neck.

STEP 2: ANOINT THE MARK

The mark must be touched and a quick prayer to a good aligned god must be spoken allowed. This only takes a standard action, and it jars the possessing spirit enough that a proper exorcism can be performed.

Success Obtained: The demon-possessed bard is dazed (save ends). Move onto the next scene.

Athletics DC 18/19

By wrestling the bard and pinning him, the PC is able to reach the mark. The successful use of this skill also leaves the bard prone.

Acrobatics DC 13/14

By dodging and weaving, the PC is able slip around behind the bard and touch the mark.

Thievery DC 13/14

By using sleight of hand to distract the bard, the PC manages to quickly slip around and touch the mark.

STEP 3: START THE EXORCISM

The exorcism has begun, and now the PCs must perform the proper rites.

Success Obtained: The demon-possessed bard is stunned (save ends). Move onto the next scene

Failure Obtained: As an immediate reaction, the possessing spirit strikes back.

R Retaliatory Strike (immediate reaction; only when a failure is obtained in the skill challenge) ♦ **Psychic**
Ranged 10; +9 vs. Will; 1d8 + 3 psychic damage.

Arcana DC 18/19

An exorcism is primarily a religious ceremony. In a pinch, certain arcane rights can be used instead of religious phrases.

Nature DC 15/16 (PCs class must use the Primal source)

By summoning the spirit of the wild in the possessed creature, the PC can drive out the possessing spirit.

Religion DC 13/14

By intoning the proper religious rites, the PC can drive out the possessing spirit.

STEP 4: CONVINCE THE SUBJECT TO HELP

An exorcism cannot fully work unless the possessed creature helps. The possessing demon up to now has had a firm grip, but the exorcism has released its hold enough that the PCs can try and get the victim to fight back and reject the demon.

Success Obtained: The demon-possessed bard is stunned (save ends). Move onto the next scene.

Bluff, Diplomacy, or Intimidate DC 13/14

By framing the right argument, the PC convinces the victim to fight back against the demon.

Insight DC 10/11 (0 successes or failures)

The successful use of this skill gives the PCs a +2 bonus on any social skill used in this scene.

STEP 5: COMPLETE THE EXORCISM

The exorcism must be completed now that the victim is fighting back against the demon.

Success Obtained: The demon-possessed bard is stunned and any attack against the demon-possessed bard that hits is treated as a critical (save ends both). Move onto the next scene

Failure Obtained: As an immediate reaction, the possessing spirit strikes back with a *retaliatory strike* (see Step 3).

Arcana DC 18/19

An exorcism is primarily a religious ceremony. In a pinch, certain arcane rights can be used instead of religious phrases.

Nature DC 18/19 (PCs class must use the Primal source)

By summoning the spirit of the wild in the possessed creature, the PC can drive out the possessing spirit.

Religion DC 13/14

By intoning the proper religious rites, the PC can drive out the possessing spirit.

STEP 6: DESTROY THE SPIRIT

The possessed bard has been freed for now. The demon spirit must be destroyed before it reasserts its control over the bard.

Success Obtained: The demon spirit is destroyed and the skill challenge is complete.

Failure Obtained: As an immediate reaction, the possessing spirit strikes back with a *retaliatory strike* (see Step 3).

Arcana DC 18/19

An exorcism is primarily a religious ceremony. In a pinch, certain arcane rights can be used instead of religious phrases.

Religion DC 13/14

By intoning the proper religious rites, the PC destroys the spirit, sending it back to its native plane.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one demonic painting

Six PCs: Add one demonic painting

ENDING THE ENCOUNTER

Once the demonic muse is defeated, the PCs can move on to another area of the tower.

If the possessing spirit was driven out of the bard's body, then the bard introduces himself as Naidir. Naidir was a messenger during the crusade that cleansed Myth Drannor. He was captured early on and brought to the tower for questioning. The last thing he remembers is being restrained by a pair of hulking demons and feeling a sudden, intense pressure in the back of his head. Naidir is traumatized by his experience and is of little help in combat (treat him as a minion).

EXPERIENCE POINTS

The characters receive 200/300 experience points for defeating the demonic painter.

TREASURE

The paintings can be retrieved and sold to a collector for 50/85gp total. The paintings are somewhat large however (approximately 3 feet by 3 feet, including its heavy wooden frame) and may encumber PCs carrying it. In one of the cabinets can be found a pair of *breaching gauntlets*.

ENCOUNTER 5: DEMONIC BARD STATISTICS (LOW LEVEL)

Vampire Muse (level 5)	Level 5 Elite Controller
Medium fey humanoid (undead)	XP 400
Initiative +6 Senses Perception +10; darkvision	
HP 130; Bloodied 65; see also <i>indestructible</i>	
AC 21; Fortitude 18, Reflex 19, Will 20	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 6; see also <i>fey leap</i>	
Action Points 1	
m Muse's Touch (standard; at-will) ♦ Psychic	
+9 vs. Reflex; 2d6 + 1 psychic damage, and the target is slowed and takes a -2 to penalty to Will (save ends both).	
R Beguiling Eyes (standard; at-will) ♦ Charm, Gaze, Psychic	
Ranged 20; +9 vs. Will; 2d6 + 1 psychic damage, and the vampire muse makes a secondary attack against the target. <i>Secondary Attack</i> : +8 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target falls prone. The demon muse can only dominate one creature at a time.	
B Song of Lovers Parted (standard; sustain minor; at-will) ♦ Charm	
Close burst 10; deafened and dominated creatures are immune; +9 vs. Will; the target is pushed 3 squares and slowed (save ends). When the muse sustains the power, a target slowed by the power is pushed 3 squares.	
Fey Leap (move; recharge 5–6) ♦ Teleport	
The vampire muse teleports up to 10 squares.	
Indestructible	
When a vampire muse is reduced to 0 hit points, its body and possessions crumble to dust, but it is not destroyed. It reappears (along with its possessions) in 30 days within 1 square of its blood cauldron, unless the blood cauldron is also found and destroyed.	
Alignment Unaligned Languages Common	
Skills Bluff +13, Diplomacy +13, Insight +10, Stealth +11	
Str 16 (+5)	Dex 18 (+6) Wis 17 (+5)
Con 17 (+5)	Int 12 (+3) Cha 23 (+9)
Equipment book of love poems, flask of blood	

Note: Since this is not a real vampire muse, the creature lacks the *indestructible* power, nor is it an undead that can be turned. It also lacks any resistances and vulnerabilities.

Bronze Warder (Level 5)	Level 5 Elite Solider
Large natural animate (construct)	XP 400
Initiative +3 Senses Perception +1; darkvision	
HP 136; Bloodied 68	
AC 23; Fortitude 21, Reflex 18, Will 19	
Immune charm, fear, poison; Resist 5 all	
Saving Throws +2	
Speed 5	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12 + 4 damage.	
M Rampage (standard; recharge 5–6)	
The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use its <i>axe sweep</i> .	
C Axe Sweep (free; usable only immediately after a rampage; at-will)	
♦ Weapon	
Close burst 1; +12 vs. AC; 1d12 + 4 damage, and ongoing 5 damage (save ends).	
Guard (immediate reaction; when the bronze warder's master is within 2 squares; recharge 5–6)	
The bronze warder takes half of the attack's damage, and its master	

take the other half.		
Inexorable Movement		
The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.		
Ponderous		
The bronze warder cannot shift.		
Alignment Unaligned	Languages -	
Str 20 (+7)	Dex 9 (+1)	Wis 8 (+1)
Con 20 (+7)	Int 3 (-2)	Cha 3 (-2)

Demonic Painting	Level 5 Obstacle
Trap	XP 200
Trap: A demonic painting occupies 1 square	
Perception	
No check is necessary to notice the demonic painting	
Additional Skill: Arcana	
DC 13: The PC determines the painting contains trapped demons that hunger to ensnare and consume mortals that come too close. A quick arcane ritual or nimble fingers may release trapped creatures	
or even prevent the painting from grabbing new victims.	
Trigger	
When a creature moves within 5 squares of the demonic painting, the painting rolls initiative.	
Initiative +5	
Attack – Claws of the Damned	
Standard Action	Melee 4
Target: One living creature.	
Attack: +8 vs. Will	
Hit: The target is grabbed and pulled 3 squares. If the target is adjacent to the painting, it is trapped inside the painting. The painting can have one creature trapped at a time.	
A trapped creature is removed from the map and immobilized. It has line of sight and line of effect only to the painting, and no creature has line of sight and line of effect to the trapped creature. A creature is released if the painting is destroyed by one of the countermeasures listed below.	
While it has a creature trapped, the painting uses its <i>feed the damned</i> attack instead of its <i>claws of the damned</i> . The demons on the painting can be seen huddled gleefully around an unseen form, blood occasionally flying, while the painting has a creature trapped.	
Attack – Feed the Damned	
Standard Action	Special
Target: One trapped creature.	
Attack: +7 vs. Fortitude	
Hit: 3d8 + 5 damage, and the target cannot spend healing surges (save ends).	
Countermeasures	
♦ A character can make a DC 15 Arcana or Thievery check to release a trapped creature. The released creature falls prone in a square adjacent to the painting.	
♦ A character can make a DC 20 Arcana or Thievery check to prevent the demonic painting from using its <i>claws of the damned</i> power (save ends).	
♦ A character can attack a painting (AC 5, all other defenses 10; hp 80). Dealing 20 or more damage to the painting with one blow causes it release any trapped creature inside it. The released creature falls prone in a square adjacent to the painting.	

ENCOUNTER 5: DEMONIC BARD STATISTICS (HIGH LEVEL)

Vampire Muse (level 7)	Level 7 Elite Controller
Medium fey humanoid (undead)	XP 600
Initiative +7 Senses Perception +11; darkvision HP 162; Bloodied 81; see also <i>indestructible</i> AC 23; Fortitude 21, Reflex 22, Will 23 Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant Saving Throws +2 Speed 6; see also <i>fey leap</i> Action Points 1	
m Muse's Touch (standard; at-will) ♦ Psychic +12 vs. Reflex; 2d6 + 2 psychic damage, and the target is slowed and takes a -2 to penalty to Will (save ends both).	
R Beguiling Eyes (standard; at-will) ♦ Charm, Gaze, Psychic Ranged 20; +12 vs. Will; 2d6 + 1 psychic damage, and the vampire muse makes a secondary attack against the target. <i>Secondary Attack</i> : +8 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target falls prone. The demon muse can only dominate one creature at a time.	
B Song of Lovers Parted (standard; sustain minor; at-will) ♦ Charm Close burst 10; deafened and dominated creatures are immune; +12 vs. Will; the target is pushed 3 squares and slowed (save ends). When the muse sustains the power, a target slowed by the power is pushed 3 squares.	
Fey Leap (move; recharge 5–6) ♦ Teleport The vampire muse teleports up to 10 squares.	
Indestructible When a vampire muse is reduced to 0 hit points, its body and possessions crumble to dust, but it is not destroyed. It reappears (along with its possessions) in 30 days within 1 square of its blood cauldron, unless the blood cauldron is also found and destroyed.	
Alignment Unaligned Languages Common Skills Bluff +14, Diplomacy +14, Insight +11, Stealth +12 Str 16 (+6) Dex 18 (+7) Wis 17 (+6) Con 17 (+6) Int 12 (+4) Cha 23 (+10)	
Equipment book of love poems, flask of blood	

Note: Since this is not a real vampire muse, the creature lacks the *indestructible* power, nor is it an undead that can be turned. It also lacks any resistances and vulnerabilities.

Bronze Warder	Level 7 Elite Solider
Large natural animate (construct)	XP 600
Initiative +4 Senses Perception +2; darkvision HP 168; Bloodied 84 AC 25; Fortitude 23, Reflex 20, Will 21 Immune charm, fear, poison; Resist 5 all Saving Throws +2 Speed 5 Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon +14 vs. AC; 1d12 + 5 damage.	
M Rampage (standard; recharge 5 6) The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 and knocked prone. After moving, the bronze warder can use its <i>axe sweep</i> .	
B Axe Sweep (free; usable only immediately after a rampage; at-will)	
♦ Weapon Close burst 1; +14 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).	
Guard (immediate reaction; when the bronze warder's master is within 2 squares; recharge 5–6) The bronze warder takes half of the attack's damage, and its master	

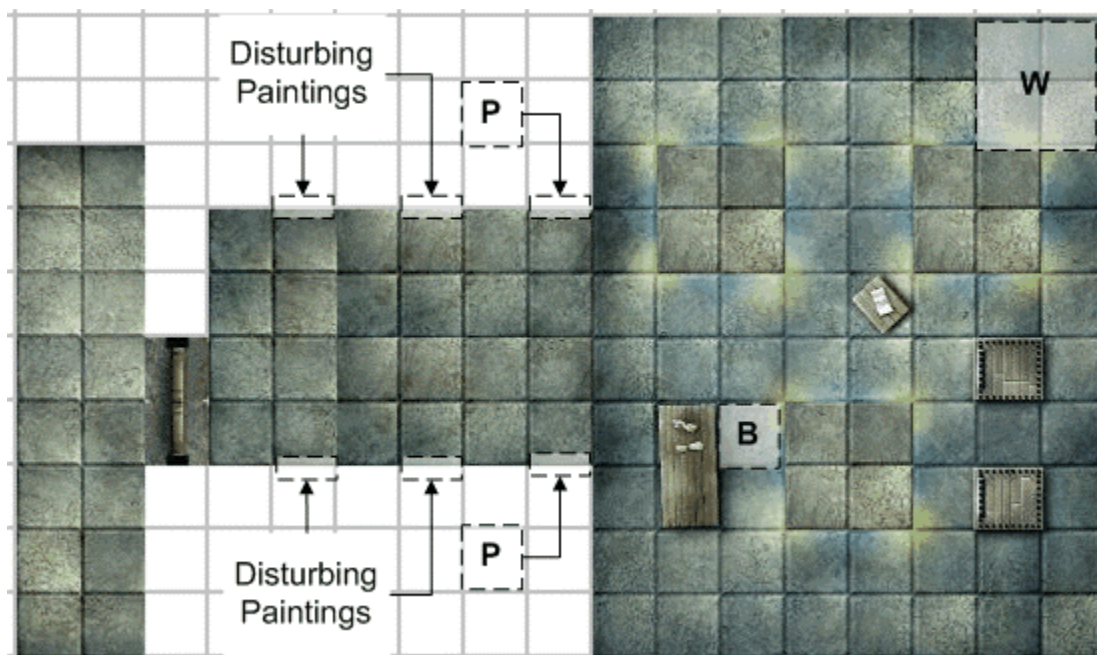
take the other half.		
Inexorable Movement		
The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.		
Ponderous		
The bronze warder cannot shift.		
Alignment Unaligned	Languages -	
Str 20 (+8)	Dex 9 (+2)	Wis 8 (+2)
Con 20 (+8)	Int 3 (-1)	Cha 3 (-1)

Demonic Painting	Level 7 Obstacle
Trap	XP 300
Trap: A demonic painting occupies 1 square	
Perception	
No check is necessary to notice the demonic painting	
Additional Skill: Arcana	
DC 14: The PC determines the painting contains trapped demons that hunger to ensnare and consume mortals that come too close. A quick arcane ritual or nimble fingers may release trapped creatures	
or even prevent the painting from grabbing new victims.	
Trigger	
When a creature moves within 5 squares of the demonic painting, the painting rolls initiative.	
Initiative +5	
Attack – Claws of the Damned	
Standard Action	Melee 4
Target: One living creature.	
Attack: +10 vs. Will	
Hit: The target is grabbed and pulled 3 squares. If the target is adjacent to the painting, it is trapped inside the painting. The painting can have one creature trapped at a time.	
A trapped creature is removed from the map and immobilized. It has line of sight and line of effect only to the painting, and no creature has line of sight and line of effect to the trapped creature. A creature is released if the painting is destroyed by one of the countermeasures listed below.	
While it has a creature trapped, the painting uses its <i>feed the damned</i> attack instead of its <i>claws of the damned</i> . The demons on the painting can be seen huddled gleefully around an unseen form, blood occasionally flying, while the painting has a creature trapped.	
Attack – Feed the Damned	
Standard Action	Special
Target: One trapped creature.	
Attack: +9 vs. Fortitude	
Hit: 3d8 + 5 damage, and the target cannot spend healing surges (save ends);	
Countermeasures	
♦ A character can make a DC 16 Arcana or Thievery check to release a trapped creature. The released creature falls prone in a square adjacent to the painting.	
♦ A character can make a DC 21 Arcana or Thievery check to prevent the demonic painting from using its <i>claws of the damned</i> power (save ends).	
♦ A character can attack a painting (AC 5, all other defenses 10; hp 96). Dealing 20 or more damage to the painting with one blow causes it release any trapped creature inside it. The released creature falls prone in a square adjacent to the painting.	

ENCOUNTER 5: DEMONIC BARD MAP

TILE SETS NEEDED

Arcane Corridors x1



ENCOUNTER 6: ABYSSAL WOODS

ENCOUNTER LEVEL 6/8 (1200/1800 XP)

SETUP

This encounter includes the following creatures:

1 crazed daemonfey (bloodcrazed duergar dhampyr) (C)

1 daemonfey theurge (duergar theurge) (T)

1 daemonfey warlock (maldrick scarmaker) (W)

Prior to the PCs first entering this room, determine if the daemonfey are aware of the PCs presence in the Tower. Allow the daemonfey one DC 12 Perception check per combat the PCs have had while in the tower. If no combats have occurred and the PCs are moving quietly, make the check vs. the PCs Stealth skill. If the daemonfey are sufficiently aware of the PCs, they bolster their defenses (see Features of the Area for details).

As the adventurers enter the area, read:

As you approach the room ahead, hot, muggy air envelops you. Creeping vines cover the walls, and through the doorway ahead you can see soft black grass and large, blood red trees. A pair of eladrin, both with bright orange skin pierced by rose-like thorns, can be seen peering out of the room at you. One of the eladrin sports a part of razor sharp wings.

If the daemonfey had a chance to prepare, read the following:

Just inside a door is a ten foot high earthen rampart.

If the PCs have a passive perception of 20 or more, read the following:

In the room you also see another orange-skinned eladrin, crouched down. He is heavily muscled and appears to quietly flexing his sharp, clawed hands.

The orange-skinned figures are daemonfey, part eladrin and part demon. Once the portal out of the tower ceased to operate, the daemonfey retreated to this portion of the tower and used their fell might to convert into a small, abyssal forest. The blood red trees and grass are fed by latent abyssal energy.

Monster Description (note that the deamonfey are considered to be demons and fey for all effects and **not** devils or vampires):

Crazed daemonfey: A muscular, orange-skinned eladrin gibbers and froths at the mouth while flexing her long, sharp claws.

Daemonfey theurge: A orange-skinned eladrin with red hair gestures wildly, a trail of smoke issuing from his coal black hands.

Daemonfey warlock: This orange-skinned eladrin has long, razor sharp bat wings neatly folded along his back and brandishes a thick metal rod.

FEATURES OF THE AREA

Illumination: This room is brightly lit from an illusionary blood red sun high in the “sky” (ceiling).

Earthen Wall (only if the daemonfey are aware of the PCs prior to combat): The daemonfey bolster their defenses with an Earthen Ramparts ritual (*Dragon* 366). Identifying the ritual requires a DC 23 Arcana check. Casting this ritual makes the wall 2 squares high that is indicated on the map. The walls (AC/Reflex: 5, Fortitude: 10, HP: 60, Break DC 25) are sturdy and sloped on the inside; climbing the slope takes 2 squares of movement. The outward facing portion of the rampart wall is sheer and requires a DC 20 Athletics check to climb.

Magic Circle: A Magic Circle ritual has been cast. It is located in the lower right corner of the map; its boundary is the standing stones of a menhir circle. The Magic Circle can be identified with a DC 22 Arcana check. It is attuned to keep out (or in) natural creatures: any PC race that does not have a unique origin such as: deva, eladrin, elves, gnome. Natural creatures that are 8th level or lower cannot pass through the circle. Natural creatures that are more than 8th level take 18 points of force damage if they pass through the circle. The magic circle may also be affected by:

- PCs that have an Immortal origin and Fey origin as a racial feature, may pass through freely and may break the circle with a standard action (no skill check required).
- Toppling one of the menhir stones with a DC 18/19 Athletics check or destroying a menhir stone (AC/Reflex: 5, Fortitude: 15, HP: 100, Break DC 30) disables the magic circle until the end of the next round. Toppling or destroying all four stones permanently disables the magic circle.

A menhir stone column provides cover as well.

Shallow Pool and Steps: A shallow pool is located near the entrance of this area. The water is foul but not harmful. Entering or moving through the water is difficult terrain. Standing in the pool provides cover from creatures that are not adjacent to the pool.

Ducking down in the water provides total cover from creatures that are not adjacent to the pool.

Trees: The blood-red trees in this room pulse with abyssal power, and provide cover. The trees are 3 squares high and can be climbed with a DC 15 Athletics check. Failing the check deals 1d10 + 4 damage as the razor sharp bark cuts into the PCs skin. A nondemon creature that is adjacent to a tree at the start of its turn takes 1d6 + 4 damage.

TACTICS

The crazed daemonfey leaps into combat, attacking the nearest PCs with its *claws*. The crazed daemonfey attack with both claws until bloodied, at which point it tries to use the second attack to grab the target so it can use its *blood letting* power to heal itself.

The daemonfey warlock attacks either from the top of the ramparts or from within the magic circle. The daemonfey warlock primarily uses its *eldritch blast*, or its *infernal moon curse* to keep an opponent in place if it might try to attack the warlock in melee.

The daemonfey theurge starts with its *vile fumes*, hoping to blind as many PCs as possible. The daemonfey theurge then uses either its *brimstone hail* if it can catch two or more PCs together or else its *firebolt*. The theurge saves its *wave of despair* until a PCs tries to approach it.

In addition to their listed powers, all daemonfey have the following power:

Fey Step (move; encounter) ♦ Teleportation
The daemonfey can teleport 5 squares.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one daemonfey theurge

Six PCs: Add one daemonfey theurge

ENDING THE ENCOUNTER

Once the daemonfey are defeated, the PCs can move on to another area of the tower.

EXPERIENCE POINTS

The characters receive 240/360 experience points for defeating the daemonfey.

TREASURE

In the pocket of the daemonfey warlock is an *enshrining candle*.

ENCOUNTER 6: ABYSSAL WOODS STATISTICS (LOW LEVEL)

Duergar Theurge (level 7)	Level 7 Controller
Medium natural humanoid (devil)	XP 300
Initiative +4 Senses Perception +7; darkvision	
HP 79; Bloodied 39	
AC 21; Fortitude 18, Reflex 18, Will 20	
Resist 5 fire, 5 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10 + 2 damage.	
R Hellbolt (standard; at-will) ♦ Fire	
Ranged 10; +11 vs. Reflex; 1d10 + 5 fire damage.	
R Infernal Quills (minor; encounter) ♦ Poison	
Ranged 3; +12 vs. Armor Class; 1d8 + 4 damage, and the target Takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).	
A Brimstone Hail (standard; recharge 5–6) ♦ Fire	
Area burst 2 within 15; +11 vs. Reflex; 3d6 + 5 fire damage, and the target is knocked prone.	
A Vile Fumes (standard; recharges when first bloodied) ♦ Poison	
Area burst 2 within 15; +11 vs. Fortitude; 3d6 + 5 poison damage, and the target is blinded until the end of the duergar theurge's next turn.	
C Wave of Despair (standard; daily) ♦ Psychic	
Close blast 5; +11 vs. Will; 3d6 + 5 psychic damage, and the target is slowed and dazed (save ends both).	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Arcana +10, Dungeoneering +12, Religion +10	
Str 13 (+4) Dex 12 (+4) Wis 18 (+7)	
Con 15 (+5) Int 15 (+5) Cha 11 (+3)	
Equipment robes, warhammer	

Bloodcrazed Duergar Dhampyr (level 5)	Level 5 Elite Brute
Medium natural humanoid (devil, vampire)	XP 400
Initiative +5 Senses Perception +9; low-light vision	
HP 154; Bloodied 77	
AC 19; Fortitude 21, Reflex 19, Will 18	
Resist 5 fire, 5 poison	
Saving Throws +2	
Speed 6	
Action Points 1	
m Claw (standard; at-will)	
+7 vs. AC; 1d12 + 3 damage, and ongoing 5 damage (save ends).	
M Blood Frenzy (standard; at-will)	
The bloodcrazed duergar dhampyr makes two claw attacks. If the first claw attack hits a target, the dhampyr can attempt to grab that target instead of making the second claw attack.	
M Blood Letting (standard, requires a grabbed target; encounter)	
♦ Healing	
Melee 1; +6 vs. Fortitude; 1d8 + 3 damage, and ongoing 5 damage (save ends), and the bloodcrazed duergar dhampyr regains 20 hit points	
R Quills (minor; encounter) ♦ Poison	
Ranged 3; +7 vs. Armor Class; 2d8 + 6 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +9, Stealth +10	
Str 20 (+7) Dex 17 (+5) Wis 15 (+4)	
Con 17 (+5) Int 9 (+1) Cha 10 (+2)	

Maldrick Scarmaker (level 6)	Level 6 Elite Artillery
Medium natural humanoid	XP 500
Initiative +7 Senses Perception +4; low-light vision	
HP 124; Bloodied 68	
AC 20; Fortitude 20, Reflex 19, Will 19	
Resist 10 radiant	
Saving Throws +2	
Speed 6, fly 9	
Action Points 1	
m Mace (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d10 + 2 damage.	
r Eldritch Blast (standard; at-will) ♦ Arcane, Implement	
Ranged 10; +11 vs. Reflex; 1d10 + 7 damage.	
M Razor Wings (Immediate reaction, when an enemy is in an adjacent square; at-will)	
+11 vs. AC; 1d10 + 7 damage.	
R Dire Radiance (standard; at-will) ♦ Arcane, Implement	
Ranged 10; +11 vs. Fortitude; 1d6 + 7 damage, and if the target moves nearer to the warlock on its next turn, it takes an extra 1d6 + 7 damage.	
R Infernal Moon Curse (standard; encounter) ♦ Arcane, Implement, Poison	
Ranged 10; +11 vs. Fortitude; 2d8 + 7 poison damage, and the target is held immobilized 5 feet in the air until the end of the Maldrick's s next turn.	
Warlock's Curse (minor 1/round; at-will)	
The Maldrick's places his curse on the nearest enemy it can see and that is not already cursed. The maldirck's arcane attacks deal 1d6 extra damage against the enemy. The curse lasts until the end of the encounter or until the enemy drops to 0 or fewer hit points.	
Alignment Chaotic Evil Languages Abyssal, Common	
Skills Arcana +8, Intimidate +11, Religion +8, Stealth +9, Thievery +12	
Str 11 (+3) Dex 18 (+7) Wis 12 (+4)	
Con 20 (+8) Int 10 (+3) Cha 13 (+4)	
Equipment rod, leather armor, mace	

ENCOUNTER 6: ABYSSAL WOODS STATISTICS (HIGH LEVEL)

Duergar Theurge (level 9)	Level 9 Controller
Medium natural humanoid (devil)	XP 400
Initiative +5 Senses Perception +8; darkvision	
HP 95; Bloodied 47	
AC 23; Fortitude 20, Reflex 20, Will 22	
Resist 5 fire, 5 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d10 + 3 damage.	
R Hellbolt (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 1d10 + 6 fire damage.	
R Infernal Quills (minor; encounter) ♦ Poison	
Ranged 3; +14 vs. Armor Class; 1d8 + 5 damage, and the target	
Takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
A Brimstone Hail (standard; recharge 5–6) ♦ Fire	
Area burst 2 within 15; +13 vs. Reflex; 3d6 + 6 fire damage, and the target is knocked prone.	
A Vile Fumes (standard; recharges when first bloodied) ♦ Poison	
Area burst 2 within 15; +13 vs. Fortitude; 3d6 + 6 poison damage, and the target is blinded until the end of the duergar theurge's next turn.	
C Wave of Despair (standard; daily) ♦ Psychic	
Close blast 5; +13 vs. Will; 3d6 + 6 psychic damage, and the target is slowed and dazed (save ends both).	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Arcana +11, Dungeoneering +13, Religion +11	
Str 13 (+5)	Dex 12 (+5) Wis 18 (+8)
Con 15 (+6)	Int 15 (+6) Cha 11 (+4)
Equipment robes, warhammer	

Bloodcrazed Duergar Dhampyr	Level 8 Elite Brute
Medium natural humanoid (devil, vampire)	XP 700
Initiative +7 Senses Perception +11; low-light vision	
HP 214; Bloodied 107	
AC 22; Fortitude 24, Reflex 22, Will 21	
Resist 5 fire, 5 poison	
Saving Throws +2	
Speed 6	
Action Points 1	
m Claw (standard; at-will)	
+10 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).	
M Blood Frenzy (standard; at-will)	
The bloodcrazed duergar dhampyr makes two claw attacks. If the first claw attack hits a target, the dhampyr can attempt to grab that target instead of making the second claw attack.	
M Blood Letting (standard, requires a grabbed target; encounter)	
♦ Healing	
Melee 1; +6 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 damage (save ends), and the bloodcrazed duergar dhampyr regains 25 hit points	
R Quills (minor; encounter) ♦ Poison	
Ranged 3; +10 vs. Armor Class; 2d8 + 8 damage, and the target	
Takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +11, Stealth +12	
Str 20 (+9)	Dex 17 (+7) Wis 15 (+6)
Con 17 (+7)	Int 9 (+2) Cha 10 (+4)

Maldrick Scarmaker	Level 8 Elite Artillery
Medium natural humanoid	XP 700
Initiative +8 Senses Perception +5, low-light vision	
HP 148; Bloodied 74	
AC 22; Fortitude 22, Reflex 21, Will 21	
Resist 10 radiant	
Saving Throws +2	
Speed 6, fly 9	
Action Points 1	
m Mace (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d10 + 3 damage.	
r Eldritch Blast (standard; at-will) ♦ Arcane, Implement	
Ranged 10; +13 vs. Reflex; 1d10 + 8 damage.	
M Razor Wings (Immediate reaction, when an enemy is in an adjacent square; at-will)	
+13 vs. AC; 1d10 + 8 damage.	
R Dire Radiance (standard; at-will) ♦ Arcane, Implement	
Ranged 10; +13 vs. Fortitude; 1d6 + 8 damage, and if the target moves nearer to the warlock on its next turn, it takes an extra 1d6 + 8 damage.	
R Infernal Moon Curse (standard; encounter) ♦ Arcane, Implement, Poison	
Ranged 10; +13 vs. Fortitude; 2d8 + 8 poison damage, and the target is held immobilized 5 feet in the air until the end of the Maldrick's next turn.	
Warlock's Curse (minor 1/round; at-will)	
The Maldrick's places his curse on the nearest enemy it can see and that is not already cursed. The Maldrick's arcane attacks deal 1d6 extra damage against the enemy. The curse lasts until the end of the encounter or until the enemy drops to 0 or fewer hit points.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Arcana +9, Intimidate +12, Religion +9, Stealth +10, Thievery +13	
Str 11 (+4)	Dex 18 (+8) Wis 12 (+5)
Con 20 (+9)	Int 10 (+4) Cha 13 (+5)
Equipment rod, leather armor, mace	

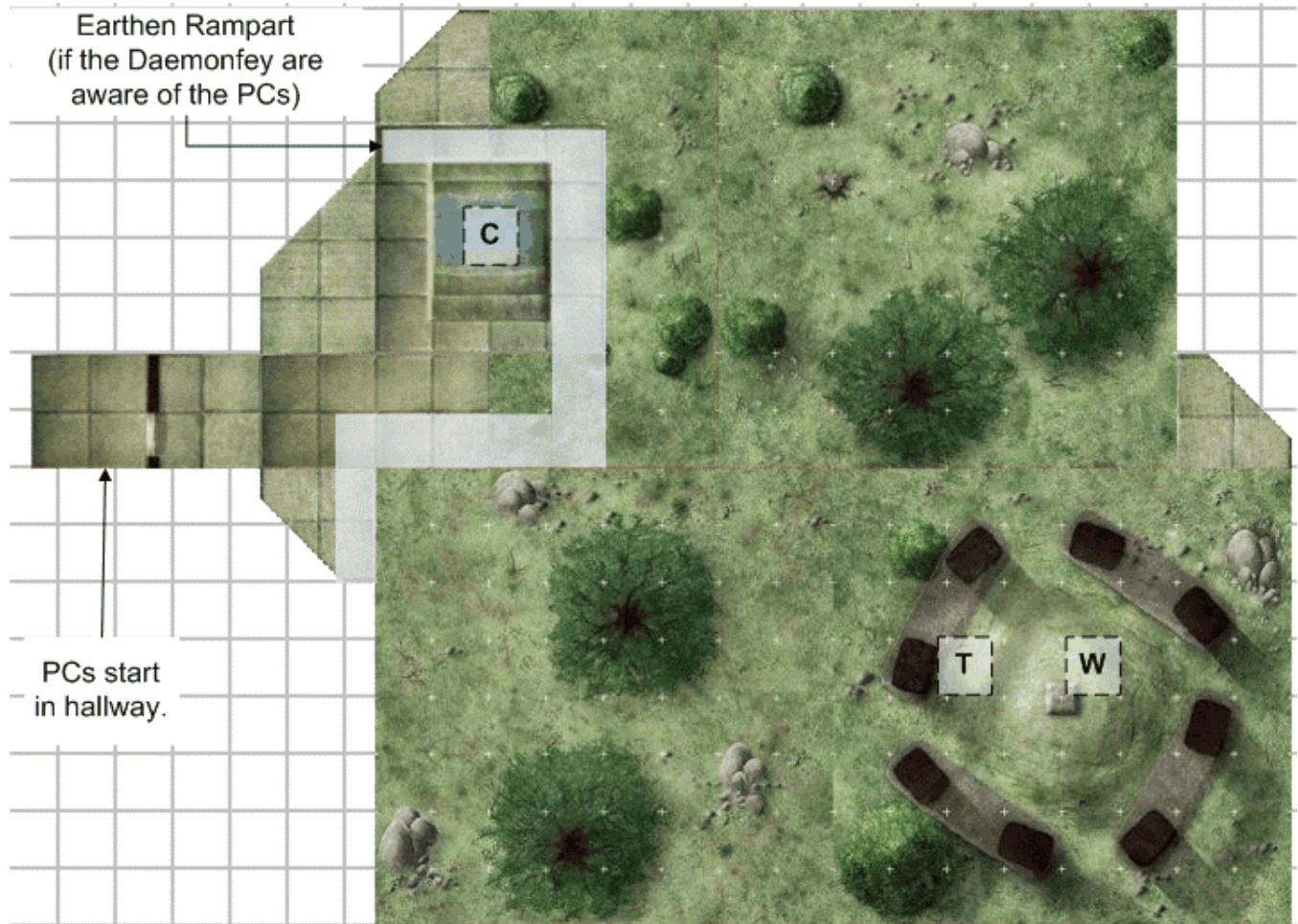
ENCOUNTER 6: ABYSSAL WOODS MAP

TILE SETS NEEDED

Fane of the Forgotten God x1

Ruins of the Wild x1

NOTE: The position of the daemonfey monsters assumes they are not aware of the PCs prior to entering this area. If they are aware of the PCs, then the earthen rampart ritual has been case and they are located on or behind the rampart.



ENCOUNTER 7: CONCLUSION

The PCs are trapped in the tower until they leave. The only exit is the portal in the Exit Closet in Area 8. How the adventure ends depends on whether the PCs successfully escape.

Regardless of whether they escape or not, if they have taken Naidir, the demon possessed bard, alive out of the tower they receive **SPEC13 Rescued Nadir**.

IF THE PCs ESCAPE

A welcoming flash of blue-green radiance envelopes you momentarily, and then fades as you find yourself standing on a tiled platform in Myth Drannor. Sir Quillian is standing off to the side of the platform with his platoon of eladrin, welcoming you back.

Sir Quillian welcomes the PCs back. If any of the PCs are seriously injured, he dispatches a healer to see to their wounds. Sir Quillian then allows them a use of a tent and provides refreshments, so they might recover from their arduous journey.

Once the PCs are refreshed, he questions the PCs about their activities in the tower. After Sir Quillian is satisfied the PCs attempted to clear Windsong Tower of demons, they are awarded the treasure they were promised: A weapon, implement, or armor of the player's choice from any legal player source (maximum Level 5 for low level or Level 7 for high level).

Also, if the PCs managed to defeat the demons in at least 2 encounters, award the PCs the Story Award **SPEC11 Demon Hunter of Windsong Tower**. [Note that this favor does not count towards earning the title Sha'Quessir, elf-friend (see **SPEC13**) because the PCs just did a mercenary job and nothing truly extraordinary for the eladrin and elves of the Realm.]

IF THE PCs DO NOT ESCAPE

The stone marking the time until the close of the exit from Windsong Tower begins to flash red insistently. After a few minutes, it flashes red one final time, and then the stone goes dark.

What occurs to you after that is a blurry nightmare, but your memory picks up again months later at the base of a windowless tower in New Sarshel, a town in the country of Impiltur. How you got to New Sarshel is a mystery, but the trip was clearly painful as evidenced by the numerous cuts and burns covering your body.

Despite the exit portal from Windsong Tower being blocked, the PCs have managed to escape the tower alive. Give the PCs the Story Award **SPEC12 Failed to**

Escape Windsong Tower. Sometime after the PCs reawaken in New Sarshel, an envoy from Myth Drannor is sent to question the PCs regarding what they did in Windsong Tower. After the envoy is satisfied the PCs attempted to clear Windsong Tower of demons, they are awarded the treasure they were promised: a weapon, implement, or armor of the player's choice from any legal player source (maximum Level 5 for low level or Level 7 for high level).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 3: Body Parts

240 / 360 XP

Encounter 5: The Eternal Feast

240 / 360 XP

Encounter 6: Demonic Bard

200 / 300 XP

Encounter 7: Daemonfey

240 / 360 XP

Minor Quest: Defeat at least 2 encounters

40 / 60 XP

Total Possible Experience

960 / 1440 XP

Gold per PC

150 / 225 gp

(Encounter 2: 10 / 15 gp, Encounter 3: 50 / 85 gp, Encounter 4: 40 gp, Encounter 5: 50 / 85 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: A weapon, implement, or armor of level 5 or lower of your choice from a player legal source (low-level version only)

Found in Conclusion

Bundle B: *barbed baldric** (level 5; *Adventurer's Vault*)

Found in Encounter 4

Bundle C: *storm shield** (level 8; *Adventurer's Vault*)

Found in Encounter 4

Bundle D: *breaching gauntlets** (level 6; *Adventurer's Vault*)

Found in Encounter 5

Bundle E: *amulet of protection +2* (level 6; PHB)

Found in Encounter 3

Bundle F: *enshrining candle** (level 7; *Adventurer's Vault*)

Found in Encounter 6

Bundle G: A weapon, implement, or armor of level 7 or lower of your choice from any a player legal source (high-level version only)

Found in Conclusion

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

SPEC11 Demon Hunter of Windsong Tower

You have successfully explored Windsong Tower and defeated numerous demons within it. Ilsevele Miritar, coronal of Myth Drannor, has proclaimed you Demon Hunters of Windsong Tower. This fame is not without cost however. Demons and their sinister allies have now heard of you and may choose to extract revenge in the future.

SPEC12 Failed to Escape Windsong Tower

You failed to escape Windsong Tower before the portal back to Myth Drannor closed. What occurred to you after that is a blurry nightmare, but your memory picks up again months later in the country of Impiltur. As you continue your adventuring career disturbing things may happen to you. Demons and devils regard you with an odd, knowing look. A strange squirming sensation overcomes you every time you enter a temple, church, or other holy place associated with good aligned deities. The exact effects of this are up to the DM or may be revealed in future adventures.

SPEC13 Rescued Naidir

You rescued Naidir from Windsong Tower. He and his fellow eladrin do not forget such kindness anytime soon. You earned great respect at the eladrin kingdoms of the Realms.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a Knight of Myth Drannor.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PC took Naidir, the demon possessed bard, out of the tower?

- a. Yes, alive and they exorcised the demon.
- b. Yes, alive and still possessed.
- c. Yes, they took his corpse with them.
- d. No.

2. Did the PCs got stuck in the tower?

- a. Yes.
- b. No.

NEW RULES

BARBED BALDRIC

Level 5+

Lvl 5 1,000 gp Lvl 25 625,000 gp

Lvl 15 25,000 gp

Item Slot: Waist

Property: Enemies that are grabbing you take 1d8 damage at the start of your turn.

Level 15: 2d8 damage.

Level 25: 3d8 damage.

Reference: *Adventurer's Vault*, page 164.

BREACHING GAUNTLETS

Level 6+

Lvl 6 1,800 gp Lvl 26 1,125,000 gp

Lvl 16 45,000 gp

Item Slot: Hands

Property: Reduce the value of any resistance an enemy has against your attacks by 1.

Level 16: Reduce resistance by 2.

Level 26: Reduce resistance by 5.

Power (Daily): Free Action. Use this power when you hit with a weapon attack, but before you deal damage. Reduce the value of any resistance the target has against your attacks by 5 (save ends).

Level 16: Reduce resistance by 10.

Level 26: Reduce resistance by 15.

Reference: *Adventurer's Vault*, page 132.

ENSHROUDING CANDLE

Level 7

Wondrous Item 2,600 gp

Property: This candle sheds dim light in a 2 square radius, but it never burns down. Bright light within the candle's radius is reduced to dim light.

Power (Daily ♦ Illusion): Standard Action. When the enshrouding candle is lit, it generates an illusion within the area of its illumination. Creatures within the area are invisible to those outside the area, though other features within the area appear normal. Sound (including speech) within the area is likewise inaudible to those outside. Creatures within the area are unaffected by the illusion and can perceive each other normally. Other senses are unaffected by the enshrouding candle. For example, a creature with tremorsense could locate characters in the area normally. Likewise, if characters within the area move objects around them, those moving objects can be seen.

The candle burns for 8 hours or until it is moved or extinguished (a minor action). If any character within

the illusion attacks, the candle is automatically extinguished.

Reference: *Adventurer's Vault*, page 171.

STORM SHIELD

LEVEL 8+

Price: 3400 gp

Item Slot: Arms

Prerequisite: Any

Property: Gain resist 5 lightning and resist 5 thunder.

Power (Daily • Lightning, Thunder): Immediate Reaction. Use this power when you are hit by a melee attack. Deal 2d6 lightning and thunder damage to the attacker. (The attacker must have resistance or immunity to both damage types to reduce or ignore this damage.)

Reference: *Adventurer's Vault*.

APPENDIX: MAP OF WINDSONG TOWER

