

THE GHOST TOWER OF INVERNESS

Credits

Based on the original Advanced Dungeons and Dragons, 1st Edition adventure by Allen Hammack

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D Insider, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Thank you to Cassandra Wire and her group for play-testing.

This adventure is a 4th edition conversion of the Advanced Dungeons & Dragons adventure C2, the Ghost Tower of Inverness. The PCs are assumed to start at 6th level (7,500 XP) and will be as high as 8th level (13,000 XP) when completed. The adventure uses the alternate rules for Dungeon Crawls that can be found in my article on Loremaster at <http://www.loremaster.org/content.php/214-How-to-Build-a-Dungeon-Crawl-for-Heroic-and-Paragon-Tiers>. The rules that affect game flow are summarized here.

1. **Initiative:** Each NPC receives an additional +10 bonus to initiative. This bonus has already been placed in the stat blocks.
2. **Milestones:** A milestone is reached once every five (5) encounters.
3. **"End of Encounter" Riders:** Riders to daily powers can be sustained for the next two encounters, but stay in effect for no more than two encounters in which they were useful. If a minor action is required to sustain the effect, that requirement persists. Maintaining the effects requires that the party not take a short rest between encounters.
4. **Passive Checks:** Some passive Insight and Perception checks are disallow where allowing them would remove all danger from the encounter.

5. **Monster Knowledge Checks:** The DCs for monster knowledge checks are 5 higher than normal. See the table below.
6. **Some General Advice:** Individual encounters are, on the whole, easy but meant to be deadly to one or two PCs at a time. Focus fire so that there is always danger present even though encounters that aren't meant to tap too many resources (party-wide) at a time.

Table: Difficulty Class by Level

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28

Legalese

Due to copyright law, the creative content of the original adventure is not duplicated here. This document includes only those components that are necessary to convert that content from 1st Edition to 4th Edition (e.g., stat blocks) and original creative content modifying the encounters as necessary to comport with 4th Edition principles (e.g., no save-or-die effects). That creative content should be added to or replace (as indicated) the existing text from the original adventure's text. Because game mechanics are not copyrightable subject matter, this is a permissible publication.

Thematic Encounter Templates

Thematic Encounter Templates (“TETs”) add a hazard designed to provide a DM with a thematic means of adjusting encounters on the fly to make them more challenging. At the least, there are a trap-like option and a creature-based option. The options presented below are organized by the area in which they’re thematically appropriate. In case you choose to have random encounters in the Upper Ruins level, some TETs are provided for that, though to use non-minions, you’ll have to craft your own encounters.

Dungeon Level

C2: Horde Ghoul		Level 13 Minion
Medium natural humanoid (undead)		XP 200
HP 1; a missed attack never damages a minion		Initiative +22
AC 25; Fortitude 22; Reflex 24; Will 20		Perception +8
Speed 8, climb 4		Darkvision
Immune disease, poison; Resist 10 necrotic		
Standard Actions		
⚔ Claws • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 6 damage, and the target is immobilized (save ends).		
Skills Stealth +17		
Str 17 (+9)	Dex 22 (+12)	Wis 14 (+8)
Con 18 (+10)	Int 13 (+7)	Cha 15 (+8)
Alignment unaligned Languages Common		

C2: Oni Devourer		Level 7 Minion Soldier
Medium natural humanoid		XP 75
HP 1; a missed attack never damages a minion		Initiative +18
AC 23; Fortitude 19; Reflex 19; Will 18		Perception +3
Speed 6, climb 4		Darkvision
Standard Actions		
⚔ Claws • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2 damage, and the target is slowed (save ends).		
⚡ Devour • Recharge ☞		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 6 damage, and the target takes a -5 penalty to saving throws (save ends).		
🌀 Hypnotic Glare (charm, gaze) • Encounter		
Attack: Ranged 10 (one creature); +12 vs. Will		
Hit: The target is pulled 5 squares and dazed (save ends).		
Minor Actions		
Deceptive Veil (illusion) • At-Will		
Effect: The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the disguise with a successful Insight check versus the devourer’s Bluff check.		
Skills Bluff +13, Stealth +11		
Str 17 (+6)	Dex 17 (+6)	Wis 11 (+3)
Con 14 (+5)	Int 10 (+3)	Cha 14 (+5)
Alignment evil Languages Common, Giant		

Cave-in Hazard	Level 7 Lurker
	XP 300
<i>A disruption of some sort sets off a chain reaction that doesn't end until all the room is covered in rubble.</i>	
Hazard: When triggered, rocks and debris fall from above to fill the area with attacks.	
Perception	
◆ DC 29: The character sees that the ceiling appears unstable.	
Additional Skill: Dungeoneering	
◆ DC 29: The character sees that the ceiling appears unstable.	
Trigger	
A creature uses a ranged, area burst power.	
Attack	
Opportunity Action	Close Burst 1 (centered on the center of the triggering burst)
Target: All creatures in burst.	
Attack: +10 vs. Reflex	
Hit: 2d10 + 6 damage	
Miss: Half damage	
Effect: The burst area becomes difficult terrain, and the trap is disabled for the triggered square.	
Countermeasures	
None	

Upper Ruins

C2: Bluespawn Stormlizard		Level 7 Minion Brute
Large natural beast (reptile)		XP 75
HP 1; a missed attack never damages a minion		Initiative +16
AC 19; Fortitude 19; Reflex 16; Will 18		Perception +7
Speed 8		Darkvision
Resist 5 lightning		
Traits		
☀ Lightning Within • Aura 5		
Any ally within the aura gains resist 5 lightning.		
Standard Actions		
⚔ Gore • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 8 damage.		
⚡ Lightning Charge (lightning) • Encounter		
Attack: The bluespawn stormlizard makes a charge attack;		
Melee 1 (one creature); +10 vs. AC		
Hit: 8 lightning damage, and the target is knocked prone.		
Triggered Actions		
⚡ Counterbolt (lightning) • Recharge ☞ ☞ ☞		
Trigger: An enemy attacks an ally and the stormlizard is within 5 squares of at least one other bluespawn stormlizard.		
Attack (Immediate Reaction): Ranged 6 (the triggering enemy);		
+8 vs. Reflex		
Hit: 6 lightning damage.		
Str 20 (+8)	Dex 17 (+6)	Wis 18 (+7)
Con 16 (+6)	Int 1 (–2)	Cha 5 (+0)
Alignment unaligned Languages —		

C2: Doppelganger Assassin	Level 7 Minion Lurker
Medium natural humanoid (shapechanger)	XP 75
HP 1; a missed attack never damages a minion AC 22; Fortitude 17; Reflex 20; Will 20 Speed 6	Initiative +22 Perception +8
Traits	
Combat Advantage	
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.	
Standard Actions	
Ⓢ Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3 damage.	
⬅ Cloud Mind (charm) • Encounter	
Attack: Close burst 5 (each enemy in burst); +10 vs. Will	
Hit: The doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.	
Minor Actions	
↓ Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: The doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn.	
Change Shape (polymorph) • At-Will	
Effect: A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Skills Bluff +14, Insight +10, Stealth +13	
Str 11 (+3)	Dex 20 (+8) Wis 11 (+3)
Con 14 (+5)	Int 12 (+4) Cha 18 (+7)
Alignment evil Languages Common	
Equipment dagger	

Earth Level

C2: Yuan-ti Infiltrator	Level 7 Minion Artillery
Medium natural humanoid	XP 75
HP 1; a missed attack never damages a minion AC 19; Fortitude 18; Reflex 19; Will 20 Speed 6 Resist 5 poison	Initiative +17 Perception +9
Standard Actions	
Ⓢ Scimitar (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 5 damage.	
Ⓢ Magic Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 6 force damage.	
➤ Missile Barrage (force) • At-Will	
Effect: The Yuan-ti Infiltrator makes two magic missile attacks.	
Hit: 9 force damage.	
Skills Bluff +13, Insight +9	
Str 14 (+5)	Dex 18 (+7) Wis 12 (+4)
Con 16 (+6)	Int 14 (+5) Cha 20 (+8)
Alignment evil Languages Common, Draconic	

Air Level

C2: Air Elemental	Level 7 Minion Lurker
Medium elemental magical beast (air)	XP 75
HP 1; a missed attack never damages a minion AC 21; Fortitude 18; Reflex 20; Will 19 Speed 0, fly 2 (hover) Vulnerability fire	Initiative +12 Perception +2
Traits	
Phantom on the Wind	
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
Standard Actions	
Ⓢ Slam • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 9 damage.	
⬅ Rampant Storm • At-Will	
Attack: Close Blast 3 (enemies in blast); +10 vs. Reflex	
Hit: 13 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the elemental before the attack.	
Skills Stealth +13	
Str 18 (+7)	Dex 20 (+8) Wis 9 (+2)
Con 13 (+4)	Int 3 (−1) Cha 6 (+1)
Alignment unaligned Languages understands Primordial	

Fire Level

Use more Fire Bats.

Water Level

C2: Water Dervish	Level 7 Minion Skirmisher
Small elemental magical beast (air, earth)	XP 75
HP 1; a missed attack never damages a minion AC 21; Fortitude 18; Reflex 20; Will 18 Speed 8 Immune disease, poison	Initiative +20 Perception +4
Standard Actions	
Ⓢ Waterspout • At-Will	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 7 damage.	
Move Actions	
↓ Fury of the Storm • Recharge	
Effect: The water dervish shifts 5 squares and attacks each enemy it moves adjacent to during the movement: +8 vs. Fortitude, and the dervish slides the target 2 squares and knocks it prone. A creature in the water when it is knocked prone takes 10 damage instead.	
Skills Stealth +13	
Str 12 (+4)	Dex 20 (+8) Wis 12 (+4)
Con 16 (+6)	Int 7 (+1) Cha 16 (+6)
Alignment unaligned Languages Primordial	

KEY TO THE RUINS OF KEEP INVERNESS

The Upper Ruins

There are no encounters in the Upper Ruins other than “wandering monsters.” If you want to have random or planned encounters in this area, use the TETs provided above.

The Dungeon Level

SOUTHEAST TOWER ENTRANCE

ENCOUNTER 5 (940 XP)

Die Roll	Monster
1	Hell Hound (175 XP)
2	Sail Snake (175 XP)
3	Deathjump Spider (175 XP)
4	Leucrotta (175 XP)
5	Rust Monster (175 XP)
6	Bloodseeker Drake (175 XP)

If a PC is standing in a square in which a monster appears, the PC is pushed 1 square in a random direction and knocked prone. NOTE: If this, or any other movement, forced or otherwise, results in a PC stepping on a numbered square, the process is followed for that square. Accordingly, keep track of PC movement both in and out of combat. Reward XP for all creatures even if never activated.

Award 100 bonus XP per PC if any player deduces how the trap works without making a skill check.

Hound	Snake	Spider	Leucr	Rust	Drake
65 (33)	64 (32)	55 (28)	55 (28)	49 (25)	53 (27)

C2: Hell Hound Pup	Level 4 Brute
Medium elemental beast (fire)	XP 175
HP 65; Bloodied 33	Initiative +13
AC 17; Fortitude 15; Reflex 14; Will 16	Perception +10
Speed 7	
Resist 15 fire	
Traits	
☹ Fire Shield (fire) • Aura 1	
Any creature that enters or begins its turn in the aura takes 1d4 fire damage.	
Standard Actions	
⬇ Bite (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 1 damage plus 1d8 fire damage.	
⬅ Fiery Breath (fire) • Recharge ☹ ☹ ☹	
<i>Attack:</i> Close blast 3 (all creatures in burst); +5 vs. Reflex	
<i>Hit:</i> 3d6 + 2 fire damage.	
Str 13 (+3)	Dex 13 (+3)
Con 15 (+4)	Int 1 (-3)
	Wis 16 (+5)
	Cha 9 (+1)
Alignment unaligned	Languages —

C2: Leucrotta	Level 4 Skirmisher
Medium natural magical beast	XP 175
HP 55; Bloodied 28	Initiative +15
AC 18; Fortitude 16; Reflex 15; Will 13	Perception +1
Speed 6	
Traits	
Mimicry	
A Leucrotta can mimic sounds and voices. A successful Insight check opposed by the Leucrotta's Bluff check allows a listener to determine that the effect is faked.	
Standard Actions	
⬇ Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d4 + 6 damage.	
⬇ Tripping Lunge • Recharge ☹ ☹	
<i>Attack:</i> +7 vs. Reflex	
<i>Hit:</i> 2d4 + 7 damage, and the target is knocked prone.	
Move Actions	
Circle for the Kill • At-Will	
<i>Effect:</i> The ravenous attack dog shifts 2 squares.	
Triggered Actions	
⬇ Drag off Prey • At-Will	
<i>Attack (Immediate Interrupt):</i> Melee 1 (one creature); +7 vs. Fortitude	
<i>Hit:</i> 1d4 + 2 damage, and the ravenous attack dog slides 1 square, then slides the target 1 square. The target must end its slide adjacent to the attack dog's new position.	
Skills Intimidate +4	
Str 12 (+3)	Dex 13 (+3)
Con 15 (+4)	Int 1 (-3)
	Wis 9 (+1)
	Cha 5 (-1)
Alignment unaligned	Languages —

C2: Rust Monster	Level 4 Skirmisher
Medium natural beast	XP 175
HP 49; Bloodied 25	Initiative +18
AC 18; Fortitude 14; Reflex 19; Will 15	Perception +4
Speed 8	Low-Light Vision
Traits	
Residium Recovery	
A rust monster consumes any item it destroys. The residuum from any magic items the monster has destroyed can be retrieved from its stomach. The residuum is worth the market value of the item (not one-fifth the value).	
Standard Actions	
⬇ Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 4 damage, and if the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to a maximum penalty of -5.	
⬇ Dissolve Metal (reliable) • Encounter	
Attack: Targets a creature wearing or wielding a rusting magic item of 10th level or lower or any non-magic rusting item; +7 vs. Reflex	
Hit: The rusting item is destroyed.	
Triggered Actions	
Rusting Defense • At-Will	
Trigger: The rust monster is hit by a weapon attack.	
Effect (Immediate Reaction): The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, to a maximum penalty of -5.	
Str 7 (+0)	Dex 19 (+6)
Con 9 (+1)	Int 1 (-3)
Wis 14 (+4)	Cha 11 (+2)
Alignment unaligned	Languages —

C2: Bloodseeker Drake		Level 4 Soldier
Medium natural beast (reptile)		XP 175
HP 53; Bloodied 27		Initiative +18
AC 20; Fortitude 15; Reflex 17; Will 15		Perception +7
Speed 6		
Immune fear (while within 2 squares of an ally)		
Traits		
Blood Frenzy		
A bloodseeker drake can make an opportunity attack against any adjacent bloodied creature that shifts.		
Bloodthirsty		
A bloodseeker drake gains a +3 bonus to damage rolls against bloodied targets.		
Standard Actions		
⊕ Bite • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 1d10 + 4 damage.		
Skills Athletics +8		
Str 13 (+3)	Dex 19 (+6)	Wis 10 (+2)
Con 13 (+3)	Int 2 (−2)	Cha 13 (+3)
Alignment unaligned	Languages —	

C2: Deathjump Spider		Level 4 Skirmisher
Medium natural beast (spider)		XP 175
HP 55; Bloodied 28		Initiative +18
AC 20; Fortitude 17; Reflex 18; Will 16		Perception +9
Speed 6, climb 6 (spider climb)		Tremorsense 5
Resist 5 poison		
Traits		
Soft Fall		
The deathjump spider ignores the first 30 feet when determining damage from a fall.		
Standard Actions		
Ⓢ Bite (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d6 + 3 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).		
Death from Above • At-Will		
<i>Effect:</i> The deathjump spider shifts 6 squares and uses bite. On a hit, it deals 1d6 extra damage, and target falls prone.		
Move Actions		
Prodigious Leap • Encounter		
<i>Effect:</i> The deathjump spider jumps 10 squares. This movement does not provoke opportunity attacks.		
Skills Athletics +10, Stealth +11		
Str 17 (+5)	Dex 18 (+6)	Wis 14 (+4)
Con 15 (+4)	Int 1 (–3)	Cha 8 (+1)
Alignment unaligned	Languages —	

C2: Sail Snake		Level 4 Brute
Medium natural beast (reptile)		XP 175
HP 64; Bloodied 32		Initiative +16
AC 16; Fortitude 15; Reflex 17; Will 14		Perception +6
Speed 4, climb 4, fly 6 (clumsy)		
Immune fear; Resist 5 poison		
Standard Actions		
⬆ Bite • At-Will		
<i>Attack:</i> +7 vs. AC		
<i>Hit:</i> 2d6 + 5 damage.		
⬅ Venom Spray (poison) • Recharge ⏏		
<i>Attack:</i> Close blast 3; +5 vs. Fortitude		
<i>Hit:</i> Target is blinded (save ends).		
Str 11 (+2)	Dex 18 (+6)	Wis 9 (+1)
Con 14 (+4)	Int 1 (−3)	Cha 13 (+3)
Alignment unaligned	Languages —	

ENCOUNTER 6 (1,100 XP)

Make the following change: Four (4) Bugbears will animate each round (in their numerical order, as shown in the illustration) and attack any intruders within the room when one of the doorways is passed through by a PC. Additional bugbears will cease animating once one of the doorways is again passed through by a PC. A PC making a successful DC 23 Arcana or Thievery check (standard action) will reveal that an adjacent doorway being inspected is the trigger. A separate check is necessary for each doorway. Note that Bugbear #5 is the Bugbear Chief, and all other Bugbears are Bugbear Lackeys. The PCs should be awarded experience for any Bugbears that are never animated.

A DC 11 Athletics or Thievery check will move the heavy stone lid of the sarcophagus. The engraved runes on the sarcophagus are in the Primordial script and read “Beware the death that will someday end,” a reference to the temporal stasis of the bugbears. If the PCs open it, read the following:

You find four gems worth 375 gp each. You also find a cap that radiates magic energy. Finally, you find a blue-gray rectangular bar 6" long, 1" wide, and 1/4" thick with a 2" (diameter) circle on one end.

Award 25 bonus XP per PC for each bugbear that isn't animated.

Bugbear Lackey		Level 5 Minion Skirmisher
Medium natural humanoid (goblin)		XP 50
HP 1; missed attacks never damage minions		Initiative +18
AC 19; Fortitude 17; Reflex 18; Will 17		Perception +3
Speed 7		Low-Light Vision
Traits		
Combat Advantage		
A Bugbear Lackey deals 2 extra damage against any creature granting combat advantage to it.		
Standard Actions		
m Mace Dance (weapon) • At-Will		
Attack: +8 vs. Fortitude		
Hit: 5 damage, the target is pushed 2 squares and knocked prone, and the Bugbear Lackey shifts 1 square.		
C Mace Assault (weapon) • Encounter		
Attack: Close burst 2; +8 vs. Reflex		
Hit: 3 damage, and the target is pushed 2 squares and knocked prone.		
Str 15 (+4)	Dex 18 (+6)	Wis 13 (+3)
Con 13 (+3)	Int 10 (+2)	Cha 15 (+4)
Alignment evil Languages Common, Goblin		
Equipment hide armor, mace		

C2: Bugbear Chief		Level 6 Artillery (Leader)
Medium natural humanoid (goblin)		XP 250
HP 53; Bloodied 27		Initiative +19
AC 19; Fortitude 17; Reflex 17; Will 15		Perception +5
Speed 6		Low-Light Vision
Traits		
Ranged Flanker		
The Bugbear Chief gains combat advantage on its ranged attacks if its target is flanked by two of the Bugbear Chief's allies.		
Standard Actions		
⚔ Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 7 damage.		
🏹 Sling (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +11 vs. Reflex		
Hit: 1d10 + 6 damage.		
👁 Right Between Your Eyes (weapon) • Recharge ⚡		
Attack: Ranged 5/10 (one creature granting combat advantage to the bugbear); +13 vs. Fortitude		
Hit: 2d8 + 7 damage, and the target falls prone and is dazed (save ends).		
Minor Actions		
Predatory Eye • Encounter		
Effect: The bugbear deals 1d6 extra damage on the next attack it makes against a target granting it combat advantage before the end of its next turn.		
Skills Intimidate +10, Stealth +13		
Str 21 (+8)	Dex 23 (+9)	Wis 15 (+5)
Con 11 (+3)	Int 11 (+3)	Cha 14 (+5)
Alignment evil Languages Common, Goblin		
Equipment hide armor, morningstar		

Bugbear Chief						
Mini:						
53 (27)						

Treasure

During the short rest, the PCs will learn that the magic cap is a Cap of Water Breathing.

Cap of Water Breathing	Level 10 Uncommon
Price: 5,000 gp	
Item Slot: Head	
Property: You can breathe water as well as air.	

SOUTHWEST TOWER ENTRANCE

ENCOUNTER 7 (800 XP)

A Young Manticore will burst through the top of the western rubble pile when anyone gets within 6 squares of that pile. Determine surprise normally.

C2: Young Manticore	Level 5 Solo Skirmisher
Large natural beast (mount)	XP 1,000
HP 248; Bloodied 124	Initiative +17
AC 21; Fortitude 20; Reflex 19; Will 17	Perception +9
Speed 6, fly 2, overland flight 4	
Saving Throws +5; Action Points 2	
Traits	
☹ Stench (poison) • Aura 3	
Enemies within the aura take a -2 penalty to attack rolls.	
Standard Actions	
⬆ Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 3d6 + 3 damage.	
🗡 Spike and Shift • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. AC; see also Guided Sniper	
<i>Hit:</i> 2d8 + 4 damage.	
<i>Effect:</i> The Manticore shifts 3 squares after making the attack.	
⬇ Manticore's Furry • At-Will	
<i>Effect:</i> The manticore makes a claw attack and a spike attack (in any order) and shifts 1 square between the two attacks.	
⚡ Spike Volley • Recharge [☐] [☐] [☐] [☐]	
<i>Attack:</i> Area burst 1 within 10 (creatures in burst); +10 vs. AC; see also Guided Sniper	
<i>Hit:</i> 1d8 + 3 damage.	
Minor Actions	
⬅ Fearful Gaze (fear) • At-Will	
<i>Attack:</i> Close Burst 3 (one creature in burst); +7 vs. Will	
<i>Hit:</i> The target cannot move closer to the Young Manticore (save ends).	
Free Actions	
Guided Sniper (mount) • At-Will	
<i>Effect:</i> A manticore with a rider gains a +2 bonus to attack rolls with its spike attack and spike volley power.	
Oh No You Didn't • At-Will	
<i>Effect:</i> At the start of its turn, the Young Manticore can end a single effect to which it is subject.	
Triggered Actions	
⬅ Pained Howl (fear) • At-Will	
<i>Trigger:</i> The Young Manticore is bloodied for the first time in the encounter.	
<i>Attack (Immediate Reaction):</i> Close Burst 5 (all creatures in burst); +8 vs. Will	
<i>Hit:</i> 2d8 + 4 and the target is dazed (save ends).	
Skills Stealth +10	
Str 18 (+6)	Dex 17 (+5)
Con 14 (+4)	Int 1 (-3)
	Wis 14 (+4)
	Cha 9 (+1)
Alignment chaotic evil Languages Common	

Young Manticore						
Mini:						
248	(124)					

Treasure

Each of the three vials contains a Potion of Regeneration, i.e., one dose per vial.

Water Breathing

Level: 8	Component Cost: 135 gp
Category: Exploration	Market Price: 680 gp
Time: 10 minutes	Key Skill: Arcana or Nature
Duration: Special	Crawl: 2 turns

When you perform this ritual, you can designate up to eight participants (including yourself if you wish) who breathe water as easily as they breathe air. Furthermore, they can speak normally underwater. Water Breathing doesn't change your ability to breathe air. It doesn't confer a greater swim speed or the ability to fight underwater unhindered. It does protect any gear you and the participants carry, such as books and scrolls, from water damage. Your check result determines the duration of the effect.

Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

Potion of Regeneration Level 9 Uncommon

Price: 160 gp
Potion
Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

+2 Armor of Dwarven Vigor Level 7 Uncommon

Price: 2,600 gp
Armor: Chain
Enhancement: +2 AC
Power (Daily * Healing): Minor Action. You use your second wind and regain an additional 2d6 hit points.
Special: If you're a dwarf, you can use this armor's power as a free action on your turn.

ENCOUNTER 8 (650 XP)

Author’s Note: This encounter is very different from the original.

As you exit the Manticore’s lair, the short hallway turns to the right. Before you reach the turn, you see a script in the Primordial tongue ahead of you that reads, “Victory earned when a sense is spurned.”

When any PC turns the corner and looks down the hallway, read:

Upon turning the corner, you see a 9’ diameter ball of arcane energy rolling very quickly towards you.

The ball is composed of arcane energy. It moves from one end of the hallway to the other with a move speed of 8 squares. When it reaches the other end of the hallway, it disappears and starts again. Its initiative modifier is +11, and it moves through PCs squares without impediment, doing 10 points of lightning and thunder damage to any such PC (no attack roll), and the target is slowed and knocked prone. Particularly quick PCs (speed 7) can run the entire length of the hallway, avoiding the ball entirely. On the other hand, a PC need simply close his eyes before being struck, and no damage will occur (DC 28 Arcana check to deduce). Any attempts to attack the ball are useless.

Award 100 bonus XP per PC if any player chooses to close their eyes to avoid harm.

NORTHWEST TOWER ENTRANCE

ENCOUNTER 9 (at least 3,520 XP)

Make the following change: The south door will not open until at least one (1) of each of the figures has been released from the ball by the method described hereafter. No rituals or spells will provide any help in predicting the ball’s function. Only one creature can be released at a time.

Word	Creature (XP)
OZEP	Ape Temple Guardian (250)
ENTE VWON	Ice Toad (250)
RIPWYMU	Minotaur Darter (250)
PATK	Mentally-Challenged Owlbear (250)

If one of each type of creature is released from the ball, the ball will shrink and will become an Orb of Far Seeing and may be removed from the pedestal.

Treasure

Orb of Far Seeing Level 8 Uncommon

Price: 3,400 gp
Implement (Orb)
Enhancement: +2 attack rolls and damage rolls
Critical: +2d6 damage
Power (Encounter): Minor Action. Choose a target within 10 squares of you. Until the end of the encounter, this target is considered half as far away for the purpose of ranged attacks made with this orb.
Power (Daily * Healing): Free Action. Use this power when you make a ranged attack with this implement on the target affected by this orb’s encounter power. The attack does not require line of sight or line of effect and takes no penalty for concealment or cover.

Award 100 bonus XP per PC if the PCs are able to remove the orb.

C2: Ape Temple Guardian	Level 11 Elite Soldier
Medium natural beast	XP 1,200
HP 117; Bloodied 59	Initiative +22
AC 27; Fortitude 26; Reflex 24; Will 22	Perception +8
Speed 7, climb 5	Low-Light Vision
Saving Throws +2; Action Points 1	
Traits	
Swift Climber	
The Ape Temple Guardian does not provoke opportunity attacks by climbing.	
Fearless Frenzy	
The Ape Temple Guardian is immune to fear effects when bloodied, including those that took effect while the Ape Temple Guardian was not bloodied.	
Standard Actions	
⬆ Fists • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 14 damage, and the target falls prone.	
⬇ Swaying Strike • At-Will	
Effect: The Ape uses fists and then shifts 3 squares.	
⬇ Feast • At-Will	
Attack: Melee 1 (one prone creature); +16 vs. Fortitude	
Hit: 1d10 + 16 damage, and the Ape Temple Guardian gains 10 temporary hit points.	
Minor Actions	
⬅ Ape’s Howl (fear) • Recharge ⬆ ⬆ ⬆ ⬆	
Attack: Close burst 3 (all enemies in burst); +16 vs. Will	
Hit: The target takes a -2 penalty to attack rolls (save ends).	
Skills Athletics +17, Intimidate +10	
Str 24 (+12)	Dex 21 (+10) Wis 17 (+8)
Con 21 (+10)	Int 5 (+2) Cha 11 (+5)
Alignment unaligned Languages understands Common	

C2: Mentally-Challenged Owlbear	Level 10 Elite Brute
Large fey beast	XP 1,000
HP 127; Bloodied 64	Initiative +17
AC 24; Fortitude 24; Reflex 21; Will 22	Perception +13
Speed 7	Low-Light Vision
Saving Throws +2; Action Points 1	
Standard Actions	
⊕ Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 11 damage.	
⚡ Double Attack • At-Will	
<i>Effect:</i> The Owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).	
⚡ Bite • At-Will	
<i>Requirements:</i> Grabbed target only.	
<i>Effect:</i> Melee 0 (the grabbed creature); 4d8 + 10 damage.	
Triggered Actions	
↩ Stunning Screech • Encounter	
<i>Trigger:</i> The Owlbear is bloodied for the first time.	
<i>Attack (Free):</i> Close burst 1; +12 vs. Fortitude	
<i>Hit:</i> The target is stunned (save ends).	
Str 21 (+10)	Dex 15 (+7)
Con 17 (+8)	Int 3 (+1)
Wis 17 (+8)	Cha 11 (+5)
Alignment unaligned Languages —	

Minotaur Darter	Level 10 Elite Skirmisher
Medium natural humanoid (minotaur)	XP 1,000
HP 208; Bloodied 104	Initiative +21
AC 23; Fortitude 22; Reflex 22; Will 21	Perception +7
Speed 6	
Saving Throws +2; Action Points 1	
Traits	
☹ Confusion • Aura 1	
Enemies starting their turn adjacent to the Minotaur Darter take a -2 penalty to attack rolls against the Minotaur Darter.	
Standard Actions	
⊕ Short Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d6 + 6 damage.	
⚡ Slashing Charge (weapon) • At-Will	
<i>Attack:</i> The Minotaur Darter makes a charge attack (one creature); +15 vs. AC	
<i>Hit:</i> 2d6 + 6 damage, and the target is pushed 1 square.	
<i>Special:</i> The Minotaur Darter does not provoke opportunity attacks from the charge attack.	
<i>Effect:</i> The Minotaur Darter shifts 2 squares after the attack.	
⚡ Goring Rampage (weapon) • At-Will	
<i>Attack:</i> The Minotaur Darter moves 6 squares and makes up to three attacks at any point during this move, attacking a different target each time; +16 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, and the target slides 1 square.	
Skills Acrobatics +14, Athletics +14	
Str 19 (+9)	Dex 18 (+9)
Con 16 (+8)	Int 10 (+5)
Wis 15 (+7)	Cha 11 (+5)
Alignment unaligned Languages Common	
Equipment short sword	

C2: Ice Toad	Level 11 Elite Controller
Medium natural beast (cold)	XP 1,200
HP 114; Bloodied 57	Initiative +19
AC 25; Fortitude 23; Reflex 23; Will 22	Perception +8
Speed 6, swim 6	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
Standard Actions	
⊕ Bite (cold, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 1d10 + 5 cold damage, and the target is slowed (save ends).	
☹ Grasping Tongue (cold) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +15 vs. Reflex	
<i>Hit:</i> The Ice Toad pulls the target 3 squares, and the target is grabbed (until escape).	
⚡ Sudden Leap (weapon) • Recharge ☹ ☹	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 1d10 + 9 cold damage, and the target is knocked prone.	
<i>Special:</i> The Ice Toad can jump 4 squares without provoking before the attack.	
✱ Icy Breath (cold, zone) • Encounter	
<i>Attack:</i> Area burst 1 within 5 (each creature in burst); +14 vs. Reflex	
<i>Hit:</i> 2d6 + 6 psychic damage.	
<i>Effect:</i> The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 10 cold damage.	
<i>Sustain Minor:</i> The zone persists.	
Move Actions	
Prodigious Leap • At-Will	
<i>Effect:</i> The Ice Toad jumps 4 squares without provoking.	
Skills Athletics +14, Stealth +14	
Str 19 (+9)	Dex 19 (+9)
Con 18 (+9)	Int 5 (+2)
Wis 16 (+8)	Cha 9 (+4)
Alignment unaligned Languages Common	

Ape	Ice Toad	Leap @5☐
	Howl @3☐	Breath☐
117 (59)	114 (57)	
Minotaur	Owlbear	Screech☐
208 (104)	127 (64)	

ENCOUNTER 10 (800 XP)

If the party addresses the chest, it is not locked, and contains 150 gp in plain view and one of the keys buried amidst the coins. After 1 round, the Umber Hulk burrows in. When the Umber Hulk emerges, allow it an attempt to surprise the PCs via a Stealth check.

C2: Umber Hulk		Level 9 Elite Soldier
Large natural magical beast		XP 800
HP 98; Bloodied 49		Initiative +18
AC 27; Fortitude 30; Reflex 25; Will 24		Perception +10
Speed 5, burrow 2 (tunneling)		Darkvision,
Saving Throws +2; Action Points 1		Tremorsense 5
Standard Actions		
⊕ Claw • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d6 + 12 damage.		
↓ Grabbing Double Attack • At-Will		
Effect: The umber hulk makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape). A grabbed target takes ongoing 15 damage from the umber hulk's mandibles until it escapes. The umber hulk cannot make any other attacks while grabbing a creature.		
Minor Actions		
↔ Confusing Gaze (gaze, psychic) • At-Will 1/round		
Attack: Close blast 5 (enemies in blast); +13 vs. Will		
Hit: The target slides 5 squares and is dazed (save ends).		
Skills Athletics +16, Dungeoneering +10, Stealth +11		
Str 24 (+11)	Dex 14 (+6)	Wis 12 (+5)
Con 18 (+8)	Int 4 (+1)	Cha 9 (+3)
Alignment unaligned	Languages —	

Umber Hulk						
Mini:						
98 (49)						

NORTHEAST TOWER ENTRANCE

ENCOUNTER 11 (up to 800 XP)

Author's Note: Widen this room to six 5' squares.

Make the following change: The curtains may be destroyed magically only by means governed by the DM's discretion (e.g., dispel magic power, knock ritual). A PC may cause the curtains to part by force by running through (DC 15 Athletics or Acrobatics check). Only two PCs may attempt this at the same time. If the curtains don't part, the character will take 1d8 points of damage. Upon bursting through, the PC will stumble and fall unless successfully

making a DC 23 Acrobatics check. The first PC forcing through the curtains is surprised by the three Gargoyles on the other side. If the PCs destroy the curtain before passing through it, the enemies never manifest themselves. After entering initiative, resolve subsequent forced parting of the curtains as a charge attack, i.e., a standard action ending the PC's turn, requiring the same skill checks to push through and remain standing. The Gargoyles will never be surprised, attack immediately, and fight to the death without retreating.

Treasure

The PCs will find 600 gp on the bodies of their enemies.

Award 100 bonus XP if the PCs destroy the curtain before fighting the Gargoyles. Reward the PCs XP for defeating the Gargoyles whether they fight them or bypass them.

C2: Ironstone Gargoyle		Level 10 Skirmisher
Medium elemental humanoid (earth)		XP 500
HP 106; Bloodied 53		Initiative +22
AC 24; Fortitude 22; Reflex 22; Will 20		Perception +8
Speed 6, fly 8		Darkvision
Immune petrification		
Traits		
Lurking Presence		
The ironstone gargoyle gains a +10 bonus to Stealth checks against enemies' passive Perception.		
Standard Actions		
⚔ Claw • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 5 damage.		
✎ Crashing Stride • Recharge ☼ ☼		
Effect: The gargoyle shifts 4 squares and uses claw against two different targets at any point during the shift. When an attack hits, the gargoyle slides the target 1 square and knocks it prone.		
Move Actions		
Leaping Glide • At-Will		
Effect: The gargoyle flies 4 squares without provoking opportunity attacks.		
Skills Athletics +15, Stealth +15		
Str 21 (+10)	Dex 20 (+10)	Wis 16 (+8)
Con 18 (+9)	Int 9 (+4)	Cha 13 (+6)
Alignment evil	Languages Primordial	

Ironstone Gargoyles				
106 (53)		106 (53)		

ENCOUNTER 12

No traps can be detected here, although a successful Thievery check (DC 11) will indicate the presence of something mechanical in nature. There are six cubicles if there are six PCs.

Award 100 bonus XP per PC if the players use all five cubicles simultaneously.

ENCOUNTER 13 (1,300 XP)

Add the following text to be read to the PCs:

To the sides of that statute stand three other statues of soldiers carrying warhammers. As soon as you gather your senses, the soldiers animate and approach menacingly.

Note that a PC restricted to move as a king must make no more than 1 square of movement per move action (i.e., speed 1). Also, the Chessmen Pawns are not subject to the movement restrictions imposed on the PCs. They do not attempt to push, pull, or slide the PCs, so the PCs are free to obey their movement restrictions, but at the cost of their tactics.

THE STATUE: The statue is heavy, requiring a successful Athletics check (DC 23) to move or topple it. The sturdy stone will not break even if toppled, but can be chipped and eventually (in 6 rounds) can be broken if hit with weapons.

Award 100 bonus XP per PC if any player chooses to hold the statue's hand in order to recover the key.

Treasure

The statue's amulet is a Periapt of Proof against Poison.

Periapt of Proof against Poison	Level 9 Uncommon
Price: 4,200 gp	Item Slot: Neck
Enhancement: +2 Fortitude, Reflex, and Will	
Property: You gain resist 5 poison.	
Power (Daily): Immediate Interrupt. Trigger: You take damage from a poison attack. Effect: Your resistance to poison increases by 15 until the end of your next turn.	

C2: Chessman Pawn	Level 10 Brute
Medium natural animate (construct)	XP 500
HP 127; Bloodied 64	Initiative +18
AC 25; Fortitude 24; Reflex 20; Will 22	Perception +7
Speed 4	Darkvision
Immune charm, disease, fear, poison, sleep	
Standard Actions	
⚔ Smashing Fist • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 damage.	
⚔ Knockdown Fist • At-Will	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d6 + 7 and the target is knocked prone.	
Free Actions	
Kick when Down	
Effect: When adjacent to a prone enemy at the end of its turn, the Chessman Pawn may make a smashing fist attack against that enemy.	
Triggered Actions	
Keep Them Down • At-Will	
Trigger: An adjacent, prone enemy attempts to stand.	
Effect (Immediate Reaction): The Chessman Pawn makes a Smashing Fist against that foe. On hit, the target stays prone and its move action ends.	
Str 20 (+10)	Dex 16 (+8)
Con 17 (+8)	Int 9 (+4)
	Wis 15 (+7)
	Cha 12 (+6)
Alignment unaligned	Languages —

Chessmen Pawns								
127 (64)			127 (64)			127 (64)		

ENCOUNTER 14 (UP TO 2,200 XP)

Award 100 bonus XP per PC if any PC chooses to use a chair.

Award 2,000 bonus XP for completing the minor quest of finding the means to access the Ghost Tower.

Allow the PCs to take an extended rest here and if enough XP has been earned, level up to 7th.

KEY TO THE GHOST TOWER

ENCOUNTER 16

The first 20' of the chute is typical dungeon wall stone, requiring a successful Athletics check (DC 10) to scale.

ENCOUNTER 17

The mist here is considered heavily obscuring (concealment for adjacent squares, total concealment beyond that). The mist extends from the floor to the ceiling 50' above. The ground is uneven and strewn with stones, making it difficult terrain. Any character running or charging must make an Acrobatics check (DC 8) or fall prone after 1 square of movement.

ENCOUNTER 18 (700 XP)

When the party approaches within 6 squares of the Hieracosphinx, it will make a Sphinx's Challenge then attack. The creature's lair is a mound of earth and stone near the staircase ([Encounter 19](#)). The vision of the Hieracosphinx is unaffected by the mist.

Sample Sphinx's Challenges

1. What do you use to hoe a row, slay a foe, and wring with woe? Your hands.
2. I'm as big as an elephant, but lighter than a feather. What am I? The wind.

Treasure

There is a large amount of treasure scattered about the Hieracosphinx's lair, including 149 pp and:

+2 Frost Mace Level 8 Uncommon

Price: 3,400 gp

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 cold damage

Power (At-Will * Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Daily * Cold): Free Action. Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.

Elixir of Speed Level 11 Uncommon

Price: 350 gp

Potion

Power (Consumable): Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Special: Consuming this elixir counts as a use of a magic item daily power.

C2: Hieracosphinx	Level 4 Solo Soldier
Large immortal magical beast	XP 875
HP 208; Bloodied 104	Initiative +18
AC 20; Fortitude 17; Reflex 16; Will 15	Perception +3
Speed 6, fly 6	Low-Light Vision
Saving Throws +5; Action Points 2	
Traits	
Sphinx's Challenge	
The sphinx poses a challenge out of combat (see sidebar). If the challenged creatures refuse to answer or fail to answer correctly, the sphinx gains the following benefits until the end of the encounter: +1 action point, an extra use of second wind, a +2 bonus to attack rolls, and a +2 bonus to all defenses.	
Standard Actions	
⊕ Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 8 damage.	
⊕ Claw • At-Will	
<i>Attack:</i> Reach 2 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 5 damage, and the target is marked until the end of the sphinx's next turn.	
⚡ Double Claw • At-Will	
<i>Effect:</i> The hieracosphinx makes two claw attacks and then shifts 2 squares.	
⚡ Pounce • At-Will	
<i>Effect:</i> The sphinx moves up to 6 squares and makes a claw attack. If the attack hits, the target is knocked prone.	
Second Wind (healing) • Encounter	
<i>Effect:</i> The sphinx spends a healing surge and regains 27 hit points. The sphinx gains a +2 bonus to all defenses until the start of its next turn.	
Minor Actions	
⬅ Frightful Roar (fear) • Recharge ☹☹	
<i>Attack:</i> Close burst 10 (all enemies in burst); +7 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to attack rolls (save ends).	
Triggered Actions	
⚡ Fierce Retort (necrotic) • At-Will	
<i>Trigger:</i> A creature marked by the sphinx makes a melee attack against it.	
<i>Attack (Immediate Interrupt):</i> Melee 2 (the triggering creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 5 damage, and the target takes ongoing 5 damage and is marked (save ends both).	
Str 21 (+7)	Dex 18 (+6)
Con 12 (+3)	Int 9 (+1)
	Wis 12 (+3)
	Cha 9 (+1)
Alignment chaotic evil Languages Common	

Hieracosphinx						
Mini:						
208 (104)						

ENCOUNTER 19 (1,200 XP)

When the four pteranodons attack the party after the battle with the Hieracosphinx ([Encounter 18](#), above), roll a Stealth check to determine surprise. If possible, they will attack while part of the party is on the floor and part of the party is climbing the spiral staircase.

Note: This can be an incredibly fun but complicated encounter depending on the approach the PCs take. For most encounters, the length and width axes are represented by a battle map, and the height axis is represented by placing a die next to a mini representing the number of squares high the creature is. If you don't have a 3D aid representing the PCs place on the staircase, it's probably better to use the battlemat to represent the height and width axes. This can get very confusing, so use a 3D aid if at all possible.

Pteranodon		Level 10 Lurker
Large elemental humanoid (earth)		XP 500
HP 84; Bloodied 42		Initiative +23
AC 23; Fortitude 22; Reflex 26; Will 20		Perception +14
Speed 4, fly 8 (hover)		Darkvision
Standard Actions		
⬇ Bite • At-Will		
Attack: +15 vs. AC		
Hit: 2d6 + 6 damage.		
⬇ Flyby Attack • Recharge		
Effect: The Pteranodon flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the Pteranodon slides the target 1 square.		
⬅ Rodan Wannabe • At-Will		
Attack: Close blast 3 (each creature in burst); +13 vs. Reflex		
Effect: The target is pushed two squares and knocked prone.		
Skills Stealth +14		
Str 22 (+11)	Dex 18 (+9)	Wis 18 (+9)
Con 18 (+9)	Int 6 (+3)	Cha 18 (+9)
Alignment evil	Languages Primordial	

Pteranodon							
Mini:		Mini:		Mini:			
84 (42)		84 (42)		84 (42)			

ENCOUNTER 20

The forest is so dense that there is no way to go through it without either using the path or using appropriate rituals or powers. Every path the party

can take will eventually lead to the 20' clearing ([Encounter 22](#), below).

ENCOUNTER 21 (1,200 XP)

The first time the party approaches any point labeled “21,” have the three Su Sentinels attack at that point. They are hanging upside-down over the path (hidden from sight, +10 bonus to Stealth) waiting for prey.

Su Sentinel		Level 10 Skirmisher
Medium fey beast		XP 500
HP 107; Bloodied 54		Initiative +12
AC 24; Fortitude 22; Reflex 24; Will 21		Perception +13
Speed 7 (forest walk), climb 7		Darkvision
Traits		
Skirmish		
If the sentinel moves at least 4 squares away from its starting square, its attacks deal 5 extra damage until the start of its next turn.		
Standard Actions		
⬇ Claw • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 7 damage.		
⬇ Flashing Talons • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 4 damage, and if the target moves willingly into a space adjacent to the sentinel before the end of the target's next turn, the sentinel can use this attack against the target as an immediate reaction.		
Effect: The sentinel shifts 2 squares.		
⬇ Mind-Rending Bite (psychic) • Recharge ☹☹☹		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d6 + 5 damage, and ongoing 10 psychic damage (save ends).		
Triggered Actions		
Psionic Boost (psychic) • Recharge when the sentinel takes psychic damage		
Trigger: The sentinel hits with claw or flashing talons.		
Effect (Free Action): The attack deals 2d6 extra psychic damage.		
⬇ Tribal Fury • At-Will		
Trigger: An ally within 3 squares is first bloodied.		
Effect (Free Action): The sentinel uses claw.		
Skills Acrobatics +15, Athletics +13, Stealth +15		
Str 16 (+8)	Dex 21 (+10)	Wis 17 (+8)
Con 19 (+9)	Int 2 (+1)	Cha 14 (+7)
Alignment unaligned	Languages —	

Su Sentinels					
Mini:		Mini:		Mini:	
107 (54)		107 (54)		107 (54)	

ENCOUNTER 22 (UP TO 1,600 XP)

Treasure

A coffer will be found in the undergrowth; it contains 12 gems worth 90 gp each and a diamond worth 880 gp. It also contains:

Diamond BracersLevel 9 Uncommon

Price: 4,200 gp
Item Slot: Arms
Power (Daily): Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.

Elixir of Dragon BreathLevel 7 Uncommon

Price: 100 gp
Potion
Power (Consumable * Cold): Minor Action. Use this power after your drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier cold damage.
Special: Consuming this elixir counts as a use of a magic item daily power.

Poisoned Rose ThornsLevel 9 Lurker HazardXP 800

The thorns in this bed of roses look particularly sharp.
Hazard: The roses in the rose bed have particularly sharp thorns dripping with poison.

Perception

- ◆ DC 28: The character understands the nature of the rose bed.

Additional Skill: Nature

- ◆ DC 28: The character notices something strange about the rose bed.

Trigger

A creature attempts to reach into the bed of roses.

Attack

Opportunity Action **Melee 1**
Target: Any creature reaching into the rose bed.
Attack: +12 vs. Reflex
Hit: 2d10 + 6 damage
 Secondary Attack: +12 vs. Fortitude
 Hit: ongoing 5 poison damage, and slowed (save ends).
 First Failed Save: The target falls unconscious (save ends).

Countermeasures

- ◆ A character that makes a DC 23 Nature or a DC 15 Acrobatics check can bypass the hazard.
- ◆ A character can attack the rose bed, destroying the flowers easily. Doing so yields no XP for disabling the hazard.

C2: Medusa Archer (Female)Level 11 Elite ControllerMedium natural humanoidXP 1,200

HP 228; **Bloodied** 114 **Initiative** +20
AC 27; **Fortitude** 24; **Reflex** 25; **Will** 26 **Perception** +13
Speed 7
Immune petrification; **Resist** 15 poison
Saving Throws +2; **Action Points** 1

Standard Actions

⚔ Snaky Hair (poison) • At-Will

Attack: Melee 1 (one creature); +16 vs. AC
Hit: 1d6 + 5 damage, and the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).

🏹 Longbow (poison, weapon) • At-Will

Attack: Ranged 20/40 (one creature); +16 vs. AC
Hit: 1d10 + 5 damage, and the medusa archer makes a secondary attack against the same target.
Secondary Attack: +14 vs. Fortitude
Hit: The target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).

👁 Petrifying Gaze (gaze, petrification) • At-Will

Attack: Close blast 5 (creatures in burst that are not blind); +15 vs. Fortitude
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is restrained (save ends).
Third Failed Saving Throw: The target is petrified (no save).

Skills Bluff +16, Diplomacy +16, Intimidate +16, Stealth +15
Str 16 (+8) **Dex** 21 (+10) **Wis** 17 (+8)
Con 18 (+9) **Int** 12 (+6) **Cha** 22 (+11)

Alignment evil **Languages** Common
Equipment hooded cloak, longbow, arrows (30)

Medusa Archer (Female)						
Mini:						
228 (114)						

ENCOUNTER 23

A wrought iron staircase leads upward through a hole in the 30' high ceiling

After it reaches the ceiling, the stairs wind 20' more to emerge on the FIRE LEVEL at [Encounter 24](#), below.

ENCOUNTER 24

Make the following changes: Any item or PC touching the surface or falling in will take ongoing 5 fire damage (save ends after exit). A PC must make a DC 16 Athletics or Acrobatics check to climb out. The “sea” is 15’ deep. Note: If a PC has a speed of 6, two move actions are necessary to escape the Fiery Sea. If that PC has been slowed by the Fire Giant, two move actions will find the character only 10’ from the bottom, meaning that unless the PC uses an action point or magical effect, the PC will still be in the Fiery Sea at the start of the next turn and take the damage again.

The fire giant (at [Encounter 26](#)) will first try to bombard party members with boulders, especially when they are on the narrow side paths. The giant is aware of the Reverse Gravity Area ([Encounter 27](#)), and will not throw if his line-of-sight to the target intersects it. He can throw the boulders (he has 12) from 2-20 squares; at closer than 2 squares, he will melee with a sword (see [Encounter 26](#), below).

ENCOUNTER 25 (1,200 XP)

Suddenly twelve fiery bat-like creatures erupt out of the flaming sea and hurtle towards the party!

The Fire Bats will defend their lair to the death to protect their treasure: 15 gems worth 10 gp each. To that end, the Fire Bats (initially 20’ above the ground) use Fiery Swoop to do as much damage as possible before the PCs get to the Fire Giant.

C2: Fire Bat		Level 10 Minion Skirmisher	
Small elemental beast (fire)		XP 125	
HP 1; missed attacks never damage minions		Initiative +23	
AC 25; Fortitude 20; Reflex 25; Will 18		Perception +12	
Speed 2 (clumsy), fly 8 (hover)			
Resist 10 fire			
Standard Actions			
⬇ Fiery Touch (fire) • At-Will			
<i>Attack:</i> +11 vs. Reflex			
<i>Hit:</i> 5 fire damage, and ongoing 5 fire damage (save ends).			
⬇ Fiery Swoop (fire) • At-Will			
<i>Effect:</i> The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.			
Str 9 (+4)		Dex 22 (+11)	
Wis 15 (+7)		Cha 10 (+5)	
Con 15 (+7)		Int 5 (+2)	
Alignment unaligned		Languages —	

ENCOUNTER 26 (800 XP)

The fire giant will not move from where he stands until engaged in melee. He will throw a boulder every other turn (clearly to amuse himself) until attackers approach within 2 squares, and will then fight using his huge sword.

C2: Fire Giant		Level 10 Elite Soldier	
Large elemental humanoid		XP 1,000	
HP 106; Bloodied 53		Initiative +19	
AC 26; Fortitude 23; Reflex 21; Will 22		Perception +14	
Speed 6			
Saving Throws +2; Action Points 1			
Traits			
☼ Shield of Fire (fire) • Aura 2			
Any creature that starts its turn in the aura takes 5 fire damage.			
Standard Actions			
⬇ Searing Greatsword (fire, weapon) • At-Will			
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC			
<i>Hit:</i> 1d10 + 12 damage plus 1d6 fire damage.			
↩ Sweeping Sword (fire, weapon) • At-Will			
<i>Attack:</i> Close blast 2 (enemies in blast); +15 vs. AC			
<i>Hit:</i> 1d10 + 9 damage plus 1d6 fire damage, and the target is pushed 2 squares.			
⚡ Hobbling Boulder (weapon) • At-Will			
<i>Attack:</i> Ranged 15/30 (one target); +13 vs. Reflex			
<i>Hit:</i> 2d6 + 11 damage, and the target is slowed until the end of the fire giant's next turn.			
Minor Actions			
Quick Recovery (healing) • Recharge ☼ ☹			
<i>Effect:</i> The Fire Giant makes a saving throw.			
Skills Athletics +17, Endurance +14, Intimidate +11			
Str 24 (+12)	Dex 15 (+7)	Wis 18 (+9)	
Con 18 (+9)	Int 15 (+7)	Cha 12 (+6)	
Alignment evil		Languages Common, Giant	
Equipment greatsword, scale armor			

Fire Giant						
Mini:						
106 (53)						

Treasure

Behind the fire giant is a large stone sarcophagus with no lid. Inside are 200 gp, a non-magical jeweled crown worth 1,400 gp, and a pair of Gauntlets of Brilliance.

Price: 5,000 gp

Item Slot: Hands

Power (At-Will): Minor Action. As the wizard's light power, but cast on the gauntlets.

Power (Daily): Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

Light

Wizard Utility

At-Will * Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

ENCOUNTER 27

Any PC caught in the field will "fall" upwards to hit the ceiling (20' above), but directly above the field is a 10' diameter hole. The "falling" PC may make a save to avoid falling through the hole into the next level ([Encounter 28](#), below), but by doing this will take 1d10 falling damage if successful. The option of whether to hang on or fall through should be offered to each player individually as the situation arises, so that all players make their own decisions in this regard. A PC may use any item or power as normal to assist in whatever choice they make.

ENCOUNTER 28

This entire level is under a huge reverse gravity effect, so that PCs stepping into [Encounter 27](#) will fall upwards through the "chimney" and hit the water at 28. Any PC not catching the top of the chute — that is, any PC who elects to fall straight through — will suffer 3d10 points of damage when hitting the water, unless some appropriate item or power is being used. A PC who does catch the top of the tunnel and then falls will suffer 1d10 points of falling damage in addition to the 1d10 points suffered when the PC hit the solid ceiling.

A REVIEW OF UNDERWATER COMBAT:

Player's Handbook, 183

- You swim at one-half your speed, or you stay afloat and tread water.
- **Fail by 4 or Less:** Stay where you are and lose the rest of your move action. You can try again as part of a move action.
- **Fail by 5 or More:** Sink 1 square and risk suffocation by drowning (details are in Chapter 9 of the *Dungeon Master's Guide*).
- **Uses Movement:** Count the number of squares you swim as part of your move.
- **Swim Speed:** While swimming, creatures that have a swim speed (such as sahuagin) use that speed and do not make Athletics checks to swim.

Dungeon Master's Guide, 45

- Creatures using powers that have the fire keyword take a -2 penalty to attack rolls.
- Characters using weapons from the spear and crossbow weapon groups take no penalties to attack rolls with those weapons while fighting underwater. Characters using any other weapon take a -2 penalty to attack rolls.
- Creatures move using their swim speed. A creature without a swim speed must use the Athletics skill to swim, as described in the *Player's Handbook*.
- **Aquatic:** Creatures native to watery environments gain a +2 bonus to attack rolls against opponents that do not have this ability.

Dungeon Master's Guide, 159

- A character holding his breath during underwater combat, for example, must make a DC 20 Endurance check at the end of his turn in a round where he takes damage.

ENCOUNTER 29 (800 XP)

C2: Dinichthys	Level 10 Elite Soldier
Huge natural beast (aquatic)	XP 1,000
HP 109; Bloodied 55	Initiative +19
AC 28; Fortitude 25; Reflex 22; Will 22	Perception +12
Speed 0, swim 8	Low-Light Vision
Immune fear; Resist 5 psychic	
Saving Throws +2; Action Points 1	
Standard Actions	
⊕ Bite • At-Will	
<i>Attack:</i> Melee 3 (one creature); +17 vs. AC	
<i>Hit:</i> 2d8 + 9 damage and, the target is grabbed (until escape). A Dinichthys cannot make bite attacks while grabbing a creature, but it can use clamping jaws.	
↵ Tail Slap • Recharge ☼ ☼	
<i>Attack:</i> Close blast 3 (one creature); +17 vs. AC	
<i>Hit:</i> 4d8 + 10 damage.	
↓ Swallow • At-Will	
<i>Attack:</i> Melee 0 (the grabbed creature); +16 vs. Fortitude	
<i>Hit:</i> On a hit, the target is swallowed and restrained (no saving throw) and takes 15 damage plus 15 acid damage on subsequent rounds at the start of the Dinichthys's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the Dinichthys dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the Dinichthys.	
Skills Athletics +15, Endurance +15	
Str 21 (+10)	Dex 15 (+7)
Con 21 (+10)	Int 2 (+1)
Wis 15 (+7)	Cha 12 (+6)
Alignment unaligned Languages —	

Dinichthys						
Mini:						
109 (55)						

ENCOUNTER 31

Make the following change: The wheel must be spun three times counterclockwise (requiring a standard action) to unlock the hatch.

ENCOUNTER 32 (1,400 XP)

Make the following change: There is an Ixitxachitl Priest and its 10 underlings

Treasure

On the Ixitxachitl Priest :

+3 Amulet of Protection	Level 11 Common
Price: 9,000 gp	
Item Slot: Neck	
Enhancement: +3 Fortitude, Reflex, and Will	

C2: Ixitxachitl Priest	Level 10 Controller (Leader)
Medium elemental magical beast (aquatic, demon)	XP 500
HP 109; Bloodied 55	Initiative +19
AC 24; Fortitude 25; Reflex 22; Will 23	Perception +11
Speed 0, fly 5, swim 8	Darkvision
Traits	
☉ Demogorgon's Blessing • Aura 2	
Allies within the aura gain a +5 bonus to damage rolls.	
Aquatic	
The ixitxachitl priest can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Standard Actions	
⊕ Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Fortitude	
<i>Hit:</i> 1d10 + 9 damage, and the target is dazed until the end of the ixitxachitl's priest's next turn.	
↓ Vampiric Fangs • Recharge ☼ ☼	
<i>Attack:</i> Melee 1 (one dazed creature); +15 vs. AC	
<i>Hit:</i> The target loses a healing surge and is weakened until the end of its next turn.	
Skills Acrobatics +14, Arcana +15, Athletics +14	
Str 18 (+9)	Dex 19 (+9)
Con 21 (+10)	Int 20 (+10)
Wis 22 (+11)	Cha 17 (+8)
Alignment chaotic evil Languages Abyssal	

C2: Ixitxachitl Demon Ray	Level 10 Minion Skirmisher
Medium elemental magical beast (aquatic, demon)	XP 125
HP 1; a missed attack never damage minions	Initiative +23
AC 24; Fortitude 19; Reflex 25; Will 22	Perception +9
Speed 0, fly 5, swim 8	Darkvision
Traits	
Aquatic	
The demon ray can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Circle the Prey	
Slowed creatures cannot make opportunity attacks against the demon ray.	
Standard Actions	
⊕ Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 9 damage.	
↓ Tail Barbs (poison) • Recharge ☼ ☼	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Fortitude	
<i>Hit:</i> 7 damage plus 1d6 poison damage, and the target is slowed until the end of its next turn.	
Skills Acrobatics +16, Athletics +15, Stealth +16	
Str 20 (+10)	Dex 22 (+11)
Con 17 (+8)	Int 19 (+9)
Wis 19 (+9)	Cha 14 (+7)
Alignment chaotic evil Languages Abyssal	

Ixitxachitl Priest						
Mini:						
109 (55)						

ENCOUNTER 33 (4,000 XP)

Make the following change: If a PC is dropped to 0 hit points by the Soul Gem, read the descriptive text.

Also note that it is impossible to remain adjacent to the Soul Gem without occupying two octants.

Soul Gem Trap	Level 6 Solo Blaster XP 4,000
------------------	----------------------------------

A strange, many-faceted gem in the center of the chamber suddenly emits blasts of blinding light.

Trap: This fist-sized cut crystal is floating 4 feet off the floor. It immediately emits blasts of radiant power from its many facets.

Perception

◆ The Soul Gem is in plain view.

Initiative: The Soul Gem attacks twice per round on initiative counts 14 and 24.

Trigger

When a creature enters the chamber containing the soul gem, it rolls initiative and attacks.

Attack

Standard Action **Close** blast 8 (one octet of the room)

Target: All creatures in blast

Attack: +11 vs. Fortitude

Hit: 2d6+10 radiant damage, ongoing 5 radiant damage, and stunned (save ends both).

Aftereffect of stun: Dazed (save ends).

Special: Each turn, roll 1d8 to determine the direction of the blast. The blast is centered on one square of the gem's space, starting with the north square and moving clockwise around the gem's space.

Special: When a PC is dropped to 0 hit points, the PC's soul is trapped inside the Soul Gem. The PC's skin, clothes, possessions, and so forth, are all bleached a ghostly white color, and all magic properties of items (except for the Amulet of Recall) are suppressed (save ends). The PC's soul may be retrieved only by way of a ritual performed on the Soul Gem after it has been disabled. If the Soul Gem is destroyed, the souls therein are lost forever.

Countermeasures

◆ A character can engage in a skill challenge to dislodge the soul gem from its arcane trappings and thereby disable it. DC 23 Arcana, Dungeoneering, Religion, or Thievery (8 successes before 4 failures). Success frees the gem and disables the trap. Failure causes the gem to make an attack (close burst 8, +11 v. Fortitude, 2d6+10 radiant damage and stunned (save ends) to all creatures in burst), and the trap is not disabled. If using a move action in the skill challenge, add 5 to the DC. If using a minor action, add 10.

◆ A character can attack the force field surrounding the gem (AC 23, other defenses 21; hp 88; resist 20 all).

CONCLUSION

If the PCs fail, being trapped within the Soul Gem, make an adventure out of their attempt to free themselves from the Soul Gem. A crystalline world filled with damned souls seems like it would be fun.

SO ENDS THE GHOST TOWER OF INVERNESS

Appendix I: Pre-generated Characters

Lembu, Fighter 6: Character Builder file at <http://www.e-init.com/lembu.dnd4e>

Hodar, Wizard 6: Character Builder file at <http://www.e-init.com/hodar.dnd4e>

Zinethar, Battle Cleric 6: Character Builder file at <http://www.e-init.com/zinethar.dnd4e>

Li Hon, Monk 6: Character Builder file at <http://www.e-init.com/lihon.dnd4e>

Discinque, Rogue 6: Character Builder file at <http://www.e-init.com/discinque.dnd4e>

APPENDIX II: Players' Handouts

[Encounter 06](#)

Cap of Water Breathing	Level 10 Uncommon
Price: 5,000 gp	
Item Slot: Head	
Property: You can breathe water as well as air.	

[Encounter 09](#)

Orb of Far Seeing	Level 8 Uncommon
Price: 3,400 gp	
Implement (Orb)	
Enhancement: +2 attack rolls and damage rolls	
Critical: +2d6 damage	
Power (Encounter): Minor Action. Choose a target within 10 squares of you. Until the end of the encounter, this target is considered half as far away for the purpose of ranged attacks made with this orb.	
Power (Daily * Healing): Free Action. Use this power when you make a ranged attack with this implement on the target affected by this orb's encounter power. The attack does not require line of sight or line of effect and takes no penalty for concealment or cover.	

[Encounter 13](#)

Periapt of Proof against Poison	Level 9 Uncommon
Price: 4,200 gp	Item Slot: Neck
Enhancement: +2 Fortitude, Reflex, and Will	
Property: You gain resist 5 poison.	
Power (Daily): Immediate Interrupt. Trigger: You take damage from a poison attack. Effect: Your resistance to poison increases by 15 until the end of your next turn.	

[Encounter 7](#)

+2 Armor of Dwarven Vigor	Level 7 Uncommon
Price: 2,600 gp	
Armor: Chain	
Enhancement: +2 AC	
Power (Daily * Healing): Minor Action. You use your second wind and regain an additional 2d6 hit points.	
Special: If you're a dwarf, you can use this armor's power as a free action on your turn.	

Potion of Regeneration	Level 9 Uncommon
Price: 160 gp	
Potion	
Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.	

Water Breathing

The cool water fills your lungs, yet you find yourself able to breathe and speak as well as you can on land.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana or Nature
Crawl: 2 rounds to cast

When you perform this ritual, you can designate up to eight participants (including yourself if you wish) who breathe water as easily as they breathe air. Furthermore, they can speak normally underwater. Water Breathing doesn't change your ability to breathe air. It doesn't confer a greater swim speed or the ability to fight underwater unhindered. It does protect any gear you and the participants carry, such as books and scrolls, from water damage. Your check result determines the duration of the effect.

Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

[Encounter 18](#)

+2 Frost Mace	Level 8 Uncommon
<i>A thin layer of frost coats the business end of this weapon.</i>	
Price: 3,400 gp	
Enhancement: +2 attack rolls and damage rolls	
Critical: +2d6 cold damage	
Power (At-Will * Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.	
Power (Daily * Cold): Free Action. Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.	

Elixir of Speed	Level 11 Uncommon
<i>This sapphire brew crackles with energy and increases your speed.</i>	
Price: 350 gp	
Potion	
Power (Consumable): Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.	
Special: Consuming this elixir counts as a use of a magic item daily power.	

[Encounter 22](#)

Elixir of Dragon Breath Level 7 Uncommon

Price: 100 gp

Potion

Power (Consumable * Cold): Minor Action. Use this power after your drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier cold damage.

Special: Consuming this elixir counts as a use of a magic item daily power.

Diamond Bracers Level 9 Uncommon

Price: 4,200 gp

Item Slot: Arms

Power (Daily): Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.

[Encounter 25](#)

Gauntlets of Brilliance Level 10 Uncommon

Price: 5,000 gp

Item Slot: Hands

Power (At-Will): Minor Action. As the wizard's light power, but cast on the gauntlets.

Power (Daily): Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

Light

Wizard Utility

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will * Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

[Encounter 32](#)

+3 Amulet of Protection Level 11 Common

This light blue amulet increases your defenses.

Price: 9,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

APPENDIX IV: Adaptation for Living Forgotten Realms

This adventure is suitable for AL 6, falling under MYRE3-01: My Realms (Heroic Tier). It takes place on the Moonshae Isles. For the relevant historical background, please reference the Forgotten Realms Campaign Setting, pages 152-153, and the article, Realmslore: Sarifal, by Brian R. James, available at <http://www.wizards.com/DnD/Article.aspx?x=dnd/drrl/2009june>. These references provide the skill checks required to know of the details of the Moonshae Isles and Sarifal.

For PCs that are accused criminals, read:

You don't know what time it was when you were awakened; the room in which you stayed had no windows. All you know is that you have been roughly dragged from your cot by the palace guard, and that you now find yourself walking down a long, dimly-lit corridor. With you are several others whom you have never met before, each escorted by several heavily armed guards similar to the ones who walk beside you. You wonder what the others could have done to deserve so dubious an honor.

For PCs that are assigned the mission by their own superiors (Moonshae Isles or otherwise), read:

It early, far too early for your tastes, but you know your mission is of the utmost importance. You're not sure why your superiors chose you for such a dangerous and important mission, but you relish the chance to prove yourself.

Continue for all:

In front of you a great iron door swings open, filling the corridor with an almost blinding light. Before you stretches a huge room ornately decorated with elaborate columns and finely detailed wall hangings. Some of you are asked to enter, while others are urged by the point of the guards' spears.

Across the chamber sits King Derid Kendrick's son, Duke Justinian Kendrick. To his right, partially shrouded in shadow stands his advisor, the mysterious magician known only as the Seer. At a motion from the Duke your party is urged forward to stand before the ducal throne.

A smile creeps across the Duke's face as he speaks

to your small band. He seems strangely pleased with the turn of events. "I imagine you are wondering why you have been brought to appear before me today." His eyes sweep approvingly over the figures in your group. "Some of you have been convicted of crimes for which you should spend some time in my dungeons."

For PCs that are accused criminals, the possible crimes include dabbling in necromancy, or even primal powers (disfavored due to the rivalry with Sarifal); killing the captain of the guard in a bar room fight; taking part in a revolt; spying for the fey of Sarifal; or stealing jewels of the Crown.

For those PCs that are not criminals, read the following:

As for the rest of you, I am deeply honored that your superiors saw fit to offer your services to me as payment of this year's taxes. I apologize for attaching you to this band of rabble, but they're indeed competent adventurers, and our resources are spread thin.

You see, an attack is imminent on our island of Alaron. Our relations with Ordalf, High Lady of Sarifal, have soured – our unsteady alliance teetering. Our scouts have learned the consequence of this turn of events: We're now facing an imminent attack from the giants of Oman. In less than two days, we will be under siege. These are very dark times, indeed.

As the Duke finishes speaking, the shadowed figure of the Seer steps forward to address you. His features are indistinguishable beneath the long robe which hides all but his gnarled hands from view. "It is fortunate for the fiends among you that the Duke is both a wise and merciful ruler." His words are almost music-like but have a strangely malevolent undertone. "He is willing to make you a most generous offer: you shall be granted amnesty, or freed from your bond of service, if the lot of you can perform but one small task for his majesty."

"Yes," the Duke interrupts, "Recently my advisor, the Seer, has discovered legends of a fabulous artifact rumored to lie somewhere in the ruins of the ancient Keep Inverness on the island of Gwynneth — an almost mythical jewel called the Soul Gem. This artifact could

turn the tide of the coming battle. If you can bring it to me, I will grant all of you your freedom."

"Your gear shall be returned to you," the Seer adds, "and I will provide your party with a most wondrous magical amulet. This amulet will return you to the royal palace when you press the center stud. It will work wherever you may be, for such is the extent of my power that I could locate a single grain of sand on some far distant beach. Be assured that your former stations shall be awaiting you if you return without the gem."

The Duke motions for the group to follow the Seer. "Go now and prepare yourselves for the task," he commands.

With a successful DC 15 Insight check, the PCs will detect that the Duke and Seer have a hidden motive. That motive – to return the lands of the Kingdom of Corwell to the Ffolk without implicating his father in the plan – should not be given to the PCs, but inferring it might be possible if the PCs request the following checks:

Rewards

Because this is a dungeon crawl, the XP system works differently, and this creates a problem as far as organizing the adventure into My Realms adventures is concerned. Assuming every single encounter is run, but assuming no extra encounters are run through the use of TETs, the adventure will probably span three My Realms adventures. Accordingly, have the PCs expect to receive between 1,350 XP and 2,550 XP for each of the three sessions. Magic items and treasure will be capped according to the standard LFR "Awarding Treasure" section. Specifically, each PC should expect to receive 675 gp, plus allow each PC to choose one of the following per My Realms segment:

1. a Common magic item less than or equal to the character's level +2;
2. an uncommon magic item less than or equal to the character's level;
3. a potion of healing plus an additional 100 gp; or
4. an additional 150 gp.

Moreover, give the PCs the following story awards if appropriate.

Encounter	XP/PC	Earned
#5 (six creatures appearing)	94	
#6 (bugbear room)	110	
#7 (Manticore)	80	
#8 (Illusory Ball)	65	
#9 (Speaking Strange Names)	353	
#10 (Umber Hulk)	100	
#11 (Curtain)	80	
#13 (Chessboard)	130	
#14 (Central Room – Quest)	220	
#18 (Sphinx)	70	
#19 (Pteranodon2)	120	
#21 (Apes)	120	
#22 (Medusa)	160	
#25 (Fire Bats)	120	
#26 (Fire Giant)	80	
#29 (Sea-Dinosaur)	100	
#32 (Intelligent Giant Mantas)	140	
#33 (The Soul Gem)	401	
TOTAL		

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*My REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*My REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*My REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*MY REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*MY REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

*MY REALMS ADVENTURE:
THE GHOST TOWER OF INVERNESS*

MYRE31: Recovery of the Soul Gem

You have done a great deed, retrieving the Soul Gem from the Ghost Tower of Inverness. Though many other steps must be taken to return the kingdom of Corwell to the Ffolk, yours was an important first step in achieving that end.

MYRE32: Favor of the Great Seer of the Moonshae Isles

Though Duke Kendrick feels you owed him the work you performed, the Great Seer is much more appreciative of your service . . . and what it says of your ability to help him in the future. You may be called on again to serve him.

MYRE33: Enmity of the Sarifal

As a native of the World, you are always at risk when travelling through Gwynneth, but your deeds will carry consequences outside the Moonshae Isles. Allies of High Lady Ordalf that hear of the weakening of her hold on Gwynneth will not treat you favorably.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Rewards

Part I

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part II

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.

Part III

675 gp

675 gp and one of the following:

1. A Common magic item less than or equal to the character's level +2;
2. An uncommon magic item less than or equal to the character's level;
3. A potion of healing plus an additional 100 gp; or
4. An additional 150 gp.