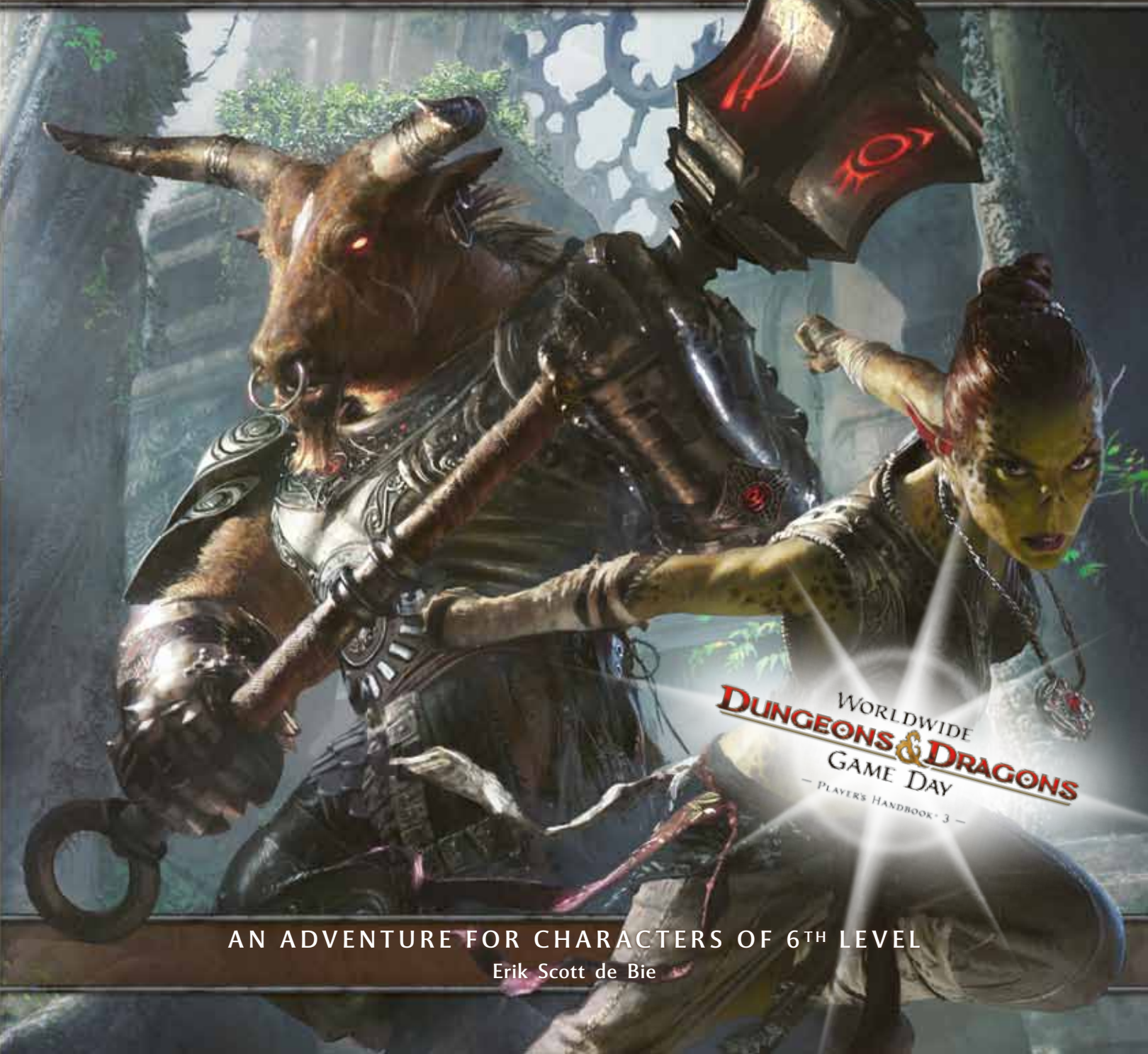


A HEROIC TIER ADVENTURE

# DUNGEONS & DRAGONS<sup>®</sup>

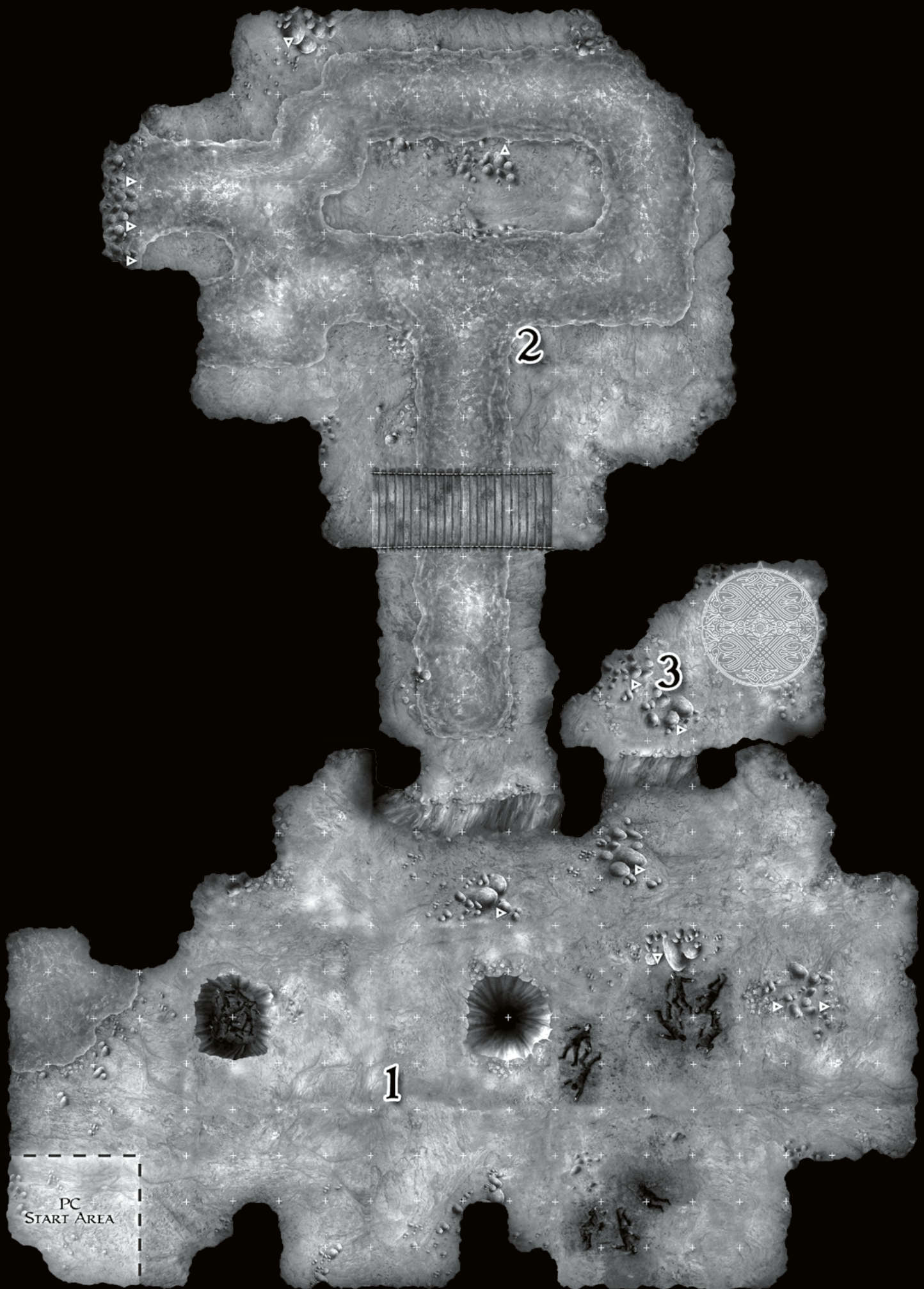
## BENEATH THE LONELY TOWER<sup>™</sup>



WORLDWIDE  
**DUNGEONS & DRAGONS**  
GAME DAY  
— PLAYERS HANDBOOK 3 —

AN ADVENTURE FOR CHARACTERS OF 6<sup>TH</sup> LEVEL

Erik Scott de Bie



2

3

1

PC  
START AREA

# INTRODUCTION

## An adventure for five 6th-level characters

The Far Realm's distance from other planes, reinforced by wards erected at the beginning of time, protects those other worlds from the outer madness. Over the course of history—particularly in the wake of the Dawn War—the wards' power has weakened, permitting the madness to leak into other planes, including the mortal world.

Recently, a rift to the Far Realm opened beneath an abandoned fortress called the Lonely Tower, twenty miles from the frontier village of Beorunna's Well. Ten days ago, a troop of foulspawn emerged from the rift and began luring mortals for sacrifice. As each victim dies in the dungeon beneath the tower, the foulspawn ritually gather the escaping life force to expand the rift and to prepare for the arrival of a greater evil.

The braver folk of Beorunna's Well—barbarians, rangers, and other warlike folk—have mounted two investigative assaults on the Lonely Tower. No one has returned.

This adventure challenges characters to find and close the rift. If they fail, more creatures of madness will pour forth and corrupt the land.

## ADVENTURE START

As the adventure opens, the characters awaken in a dungeon cut into the mountain beneath the Lonely Tower.

The characters have little time to examine their surroundings before they face hungry denizens of the dungeon. Go immediately to Encounter 1.

As the characters recover after the fight, explain the situation in Beorunna's Well (including the quest they had accepted the night before, and their total lack of recall as to how they got here).

Encourage curious players to attempt Arcana, History, or Streetwise checks to reflect what they know (or learned the night before) about the region. Use the "What Do You Know?" entries, below, to handle those checks.

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## QUEST: INVESTIGATE THE DISAPPEARANCES IN BEORUNNA'S WELL

The people of Beorunna's Well have asked the characters to investigate the disappearances of several local citizens, as well as two teams of investigators previously sent to explore the Lonely Tower.

They had scheduled negotiations over the reward to take place the following day (after a night of wining and dining).

Amid the festivities, however, kidnappers captured the characters for the next round of sacrifices. Now the characters must thwart the madness or become its next victims.

**Quest XP:** 1,500 XP (major quest). If your group has more or fewer than five characters, award 300 XP per character in the party.

## WHAT DO YOU KNOW?

Allow each player to attempt any or all of the following skill checks to know more about the setting of this adventure.

**Arcana DC 15:** This area has a history of unpredictable planar conjunctions, making encounters with otherworldly creatures frequent.

**History DC 10:** Due to centuries of war before the Black Lion barbarians settled Beorunna's Well, the tribes that inhabited the land erected a number of fortifications, including the Lonely Tower. These fortifications typically included subterranean dungeons.

**Streetwise DC 15:** Cries of terror float out of the Lonely Tower on some nights.

## WORLDWIDE D&D GAME DAY

This adventure was originally produced to be played at Worldwide D&D Game Day. If you're running the adventure in a public location, you might be constrained to finish by a certain time. To help the time-crunched DM, certain points in the adventure indicate sections that can be altered or skipped if you're running out of time.

DAVE ALLSOP

## DUNGEON DETAILS

The presence of the rift to the Far Realm has altered the climate in the dungeon, rendering the caves unnaturally (but not dangerously) cold. Characters without heavy clothes or resistance to cold are uncomfortable, but not harmed.

- ◆ Despite the cold, the entire dungeon stinks of rot and age.
- ◆ Rooms and tunnels are 8 to 10 feet tall unless indicated otherwise.
- ◆ Each room description indicates the illumination present.
- ◆ If any nonaberrant creature—including a character—dies within the dungeon, the foulspawn ritual absorbs its life force (though this has no effect on the adventure). Since the ritual draws more energy from the deaths of the bold than the cowardly, the foulspawn have left the characters fully equipped. They prefer them to die in battle rather than cowering in a corner.

## ROOM DESCRIPTIONS

### AREA 1: ROTTING DUNGEON

The characters' kidnappers have dropped them into the caverns beneath the Lonely Tower.

A carrion crawler and two otyughs, lured by the rift's energy, feast nearby. A mad wraith, spawned from a recent sacrifice, dwells among the rotting corpses.

**Tactical Encounter:** "A Rude Awakening," pages 4-5.

### AREA 2: DRAGON CAVE

This frosty cavern once opened to the surface. The Far Realm portal has reshaped the walls and sealed off the main exit, trapping the original inhabitant inside.

**Tactical Encounter or Skill Challenge:** "Sympathy for the Dragon?," pages 6-7.

### AREA 3: REALITY SINKHOLE

The Far Realm's energy has seeped up from the portal and transformed this tunnel into a maelstrom of chaos energy and shifting matter. The characters must find their way through the madness to the central sinkhole, which plunges them deeper into the dungeon.

**Skill Challenge:** "Swirling Madness," pages 10-11.

### AREA 4: TWISTED CRYSTALS

Once a natural garden of crystals, the cave has twisted in the Far Realm's corruption. Gricks spawned from the rift nest here.

**Tactical Encounter:** "Nest of Fanged Worms," pages 12-13.

### AREA 5: RIFT TO THE FAR REALM

Three foulspawn perform a ritual to bring destructive energy into the world from their home plane.

**Tactical Encounter:** "Glimpse of the Far Realm," pages 14-15.

## TREASURE PARCELS

This adventure includes five treasure parcels appropriate for 6th-level characters. Each encounter notes the treasure present; the list below collects them for easy reference. All items listed appear in *Player's Handbook 3*.

- ◆ Area 1 includes 200 gp (treasure parcel 10).
- ◆ Area 2 includes 2,500 sp, three gems worth 50 gp each, and several *talent shards* (treasure parcel 6).
- ◆ Area 4 has 12 crystals each worth 50 gp (treasure parcel 8).
- ◆ Area 5 has +2 *scale armor of eyes* and a +2 *quick strike ki focus* (treasure parcels 2 and 4). If you are playing this adventure in your own campaign, you can replace these with a level 7 item and a level 9 item, respectively, that are appropriate to your group.

## EXPANDING THE ADVENTURE

If you are using this adventure in your own campaign—without the time restraints of Worldwide D&D Game Day—you can easily expand the adventure to form a more significant part of your game. Here are some ways to do so:

- ◆ Add more caverns to either or both sides of the sinkhole of madness, and fill the chambers with aberrant monsters from the Far Realm or Underdark natives who have come to investigate.
- ◆ Add chambers above the caves to represent the interior of the Lonely Tower. Sessibil Istavar, the powerful wizard who dwells there, wants to rid the land of the Far Realm's taint—or perhaps he has joined the foulspawn and seeks to lure the characters to their doom. *DU4: Arcane Towers* provides dungeon tiles appropriate for building the multiple levels of the tower.
- ◆ Reveal that the foulspawn did not act alone. One of the residents of Beorunna's Well is a traitor who gave up the characters to the creatures. Now the characters must mete out revenge before the traitor escapes or strikes at them again.
- ◆ Allow a vestige of the rift to survive. It reopens later unless the characters discover the secret to closing it permanently.
- ◆ Expand the foulspawn plot to additional locations in your campaign world. The rift beneath the Lonely Tower is the first of a series of stratagems by the forces of the Far Realm to invade the mortal world. As your characters approach the paragon tier, consider taking them through the rift into the Far Realm.

# ENCOUNTER 1: A RUDE AWAKENING

## Encounter Level 5 (1,150 XP)

### SETUP

- 1 carrion crawler (C)
- 1 mad wraith (W)
- 2 otyughs (O)

### When the characters awaken, read:

You awaken on a cold, damp stone floor, with dim memories of the previous night: ale and wine, music and dancing. The light of five small candles—one guttering in front of each of you—reveals your current surroundings: a subterranean cavern. The stench of death fills your nostrils. You cannot remember how you arrived here.

Distant roars reverberate from a direction you cannot pinpoint. A dim light flickers from atop a ledge across the room. From closer come sounds of crunching and slurping.

The characters are fully equipped. They do not know how they got here, or that the foulspawn's ritual has begun.

### Nature Check

DC 17 The roaring sounds like a dragon.

The monsters begin the encounter out of sight, so don't place them yet.

The carrion crawler feasts on a rotting corpse beyond the range of the candlelight.

One otyugh begins the encounter hidden beneath a pile of dead bodies, using *spying eye* to watch for fresh prey, while the other rests in the corpse-filled pit.

Place the monsters on the battlefield only when the characters see them. None of the monsters take any initial interest in the characters, but see Tactics, below.

### TACTICS

The alert otyugh attacks any character moving within 3 squares with a *tentacle*, gaining surprise if the characters haven't noticed it yet. As soon as it attacks, the other otyugh emerges from its hiding place in the pit and joins the battle.

The mad wraith begins the encounter dormant within the remains of its original body. If any character moves into a square adjacent to or holding this body, the wraith rises up in its square (or an adjacent one) and attacks. The wraith won't pursue any character more than 6 squares from its corpse.

The carrion crawler ignores the characters until it is attacked, or until combat begins with the wraith or otyugh. It prefers to go after targets on the outskirts of battle rather than challenging an otyugh for a meal. If any character is stunned or knocked unconscious, the carrion crawler attempts to drag him or her into a corner to finish a meal in peace.

## FEATURES OF THE AREA

**Illumination:** Each character's square holds a candle which provides dim illumination in a 2-square radius. The only other illumination comes from beneath the far door of the airlock gate (see below); this light, scintillating with kaleidoscopic colors, dimly lights the squares adjacent to the door.

**Corpses:** Corpses are difficult terrain. The corpses that the carrion crawler and otyughs are consuming are recent arrivals (within the last five days or so). The corpses in the room are those of missing villagers, and carry coins totaling 200 gp, because the foulspawn have disassembled their mortal coin.

**Ledges:** Climbing either of these 10-foot-high rocky ledges requires a DC 15 Athletics check.

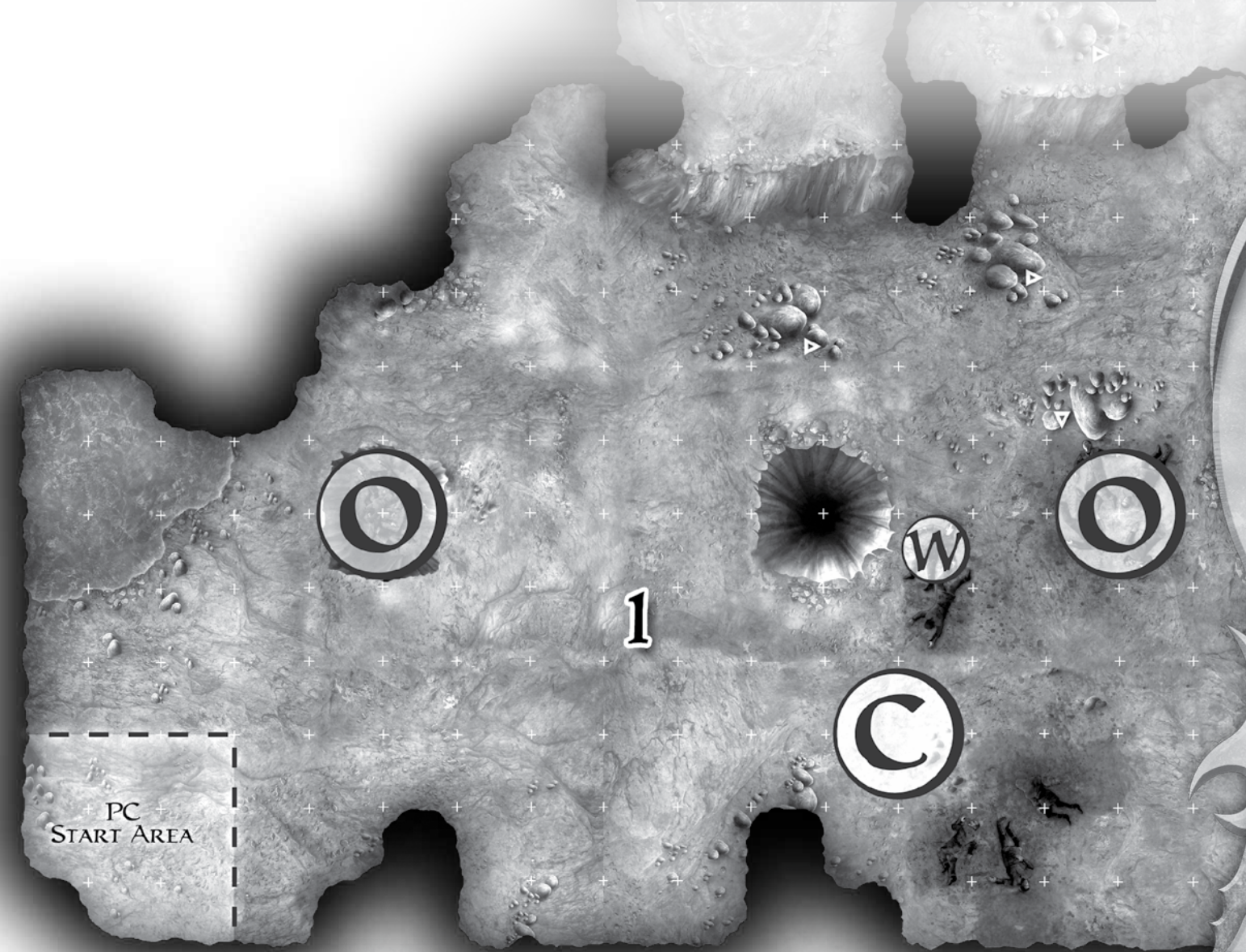
**Pits:** This room holds two 10-foot-deep pits. One is empty, while the other appears to be filled nearly to the top with dead bodies. An otyugh sleeps beneath these corpses; once it climbs out the pit becomes 10 feet deep.

**Shaft:** A 2-square-wide shaft (not pictured on the map) is in the ceiling above the characters' starting position. It leads up to the cellar of the Lonely Tower.

Mad Wraith (W)		Level 6 Controller	
Medium shadow humanoid (undead)		XP 250	
Initiative +8	Senses Perception +6; darkvision		
<b>Mad Whispers (Psychic)</b> aura 3; deafened creatures are immune; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)			
HP 54; Bloodied 27	AC 18; Fortitude 15, Reflex 18, Will 17		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>mad whispers</i> above)			
Speed fly 6 (hover); phasing			
⊕ <b>Touch of Madness</b> (standard; at-will) ♦ <b>Psychic</b> +8 vs. Will; 1d6 + 5 psychic damage, and the target takes a -2 penalty to Will (save ends).			
⊕ <b>Touch of Chaos</b> (standard; recharge ☒ ☒) ♦ <b>Psychic</b> +9 vs. Will; 2d6 + 4 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.			
<b>Spawn Wraith</b> Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +13			
Str 6 (+1)	Dex 20 (+8)	Wis 6 (+1)	
Con 12 (+4)	Int 11 (+3)	Cha 19 (+7)	

Carrion Crawler (C)		Level 7 Controller	
Large aberrant beast		XP 300	
Initiative +6	Senses Perception +5; darkvision		
HP 81; Bloodied 40			
AC 20; Fortitude 19, Reflex 18, Will 17			
Speed 6, climb 6 (spider climb)			
⊕ <b>Tentacles</b> (standard; at-will) ♦ <b>Poison</b> Reach 2; +10 vs. Fortitude; 1d4 + 5 damage, and the target takes ongoing 5 poison and is slowed (save ends both). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw:</i> The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler's paralytic tentacles take a -2 penalty.			
⊕ <b>Bite</b> (standard; at-will) +12 vs. AC; 1d10 + 5 damage.			
Alignment Unaligned	Languages –		
Str 20(+8)	Dex 16(+6)	Wis 14(+5)	
Con 17(+6)	Int 2(-1)	Cha 16(+6)	

2 Otyughs (O)		Level 7 Soldier	
Large natural beast		XP 300 each	
Initiative +5	Senses Perception +11; darkvision		
<b>Otyugh Stench</b> aura 1; living enemies in the aura take a -2 penalty to attack rolls.			
HP 82; Bloodied 41			
AC 23; Fortitude 22, Reflex 16, Will 19			
Immune disease			
Speed 5, swim 5			
⊕ <b>Tentacle</b> (standard; at-will) Reach 3; +12 vs. AC; 1d8 + 6 damage, and the target is pulled 2 squares and grabbed.			
⊕ <b>Diseased Bite</b> (standard; at-will) ♦ <b>Disease</b> +12 vs. AC; 1d10 + 6 damage, and the target contracts filth fever (see below).			
<b>Spying Eye</b> An otyugh can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +10 bonus to Stealth checks but is immobilized.			
Alignment Unaligned	Languages –		
Skills Stealth +8 (+18 while using <i>spying eye</i> )			
Str 22 (+9)	Dex 11 (+3)	Wis 16 (+6)	
Con 18 (+7)	Int 1 (-2)	Cha 5 (+0)	



ENCOUNTER 1: A RUDE AWAKENING

## ENCOUNTER 2: SYMPATHY FOR THE DRAGON?

### Encounter Level 7 (1,500 XP)

This encounter offers the characters a choice: take advantage of a trapped monster's weakness to slay it, or show mercy by freeing it from painful ensnarement.

The XP reward for the adult white dragon is reduced due to her disadvantageous start.

### SETUP

Isilyx, adult white dragon (D)

**When the characters enter the tunnel leading to this room, read:**

*Furious roars reverberate down the tunnel ahead of you.*

### Insight Check

DC 17 *The roaring creature sounds like it's in pain.*

### Nature Check

DC 12 *The roaring sounds like a dragon.*

**When the characters enter the cave, read:**

*Icicles curl like hair and bend at right angles. Rocks fit together poorly, like wrong pieces of a puzzle mashed into place. A twisted river of ice covers most of the floor.*

*A large white dragon coils against the wall, bellowing in rage. As it sees you, its roars turn into a low growl.*

### Arcana Check

DC 17 *Magical corruption from planar influences sometimes creates distortions like this.*

### Perception Check

DC 12 *With its wings and tail, the dragon attempts to hide its hindquarters, which have partly merged with the wall.*

### ROLEPLAYING THE DRAGON

Though restrained by the wall, Isilyx feigns confidence out of embarrassment and anger, to the point of belligerence and boastfulness. She makes statements such as these:

*"Oh, finally someone arrives, and what are they? Pathetic humanoids!"*

*"How dare you stand in the presence of the great Isilyx? Kneel!"*

If the characters attack, the dragon retaliates and combat ensues (see "Tactics"). However, she won't initiate combat herself, and if the characters engage in conversation, she offers this: *"I shall make you a bargain: find a way to free me, and I shall not devour you."*

If the characters agree to help Isilyx, begin the Freeing the Dragon skill challenge described on page 8.

### TACTICS

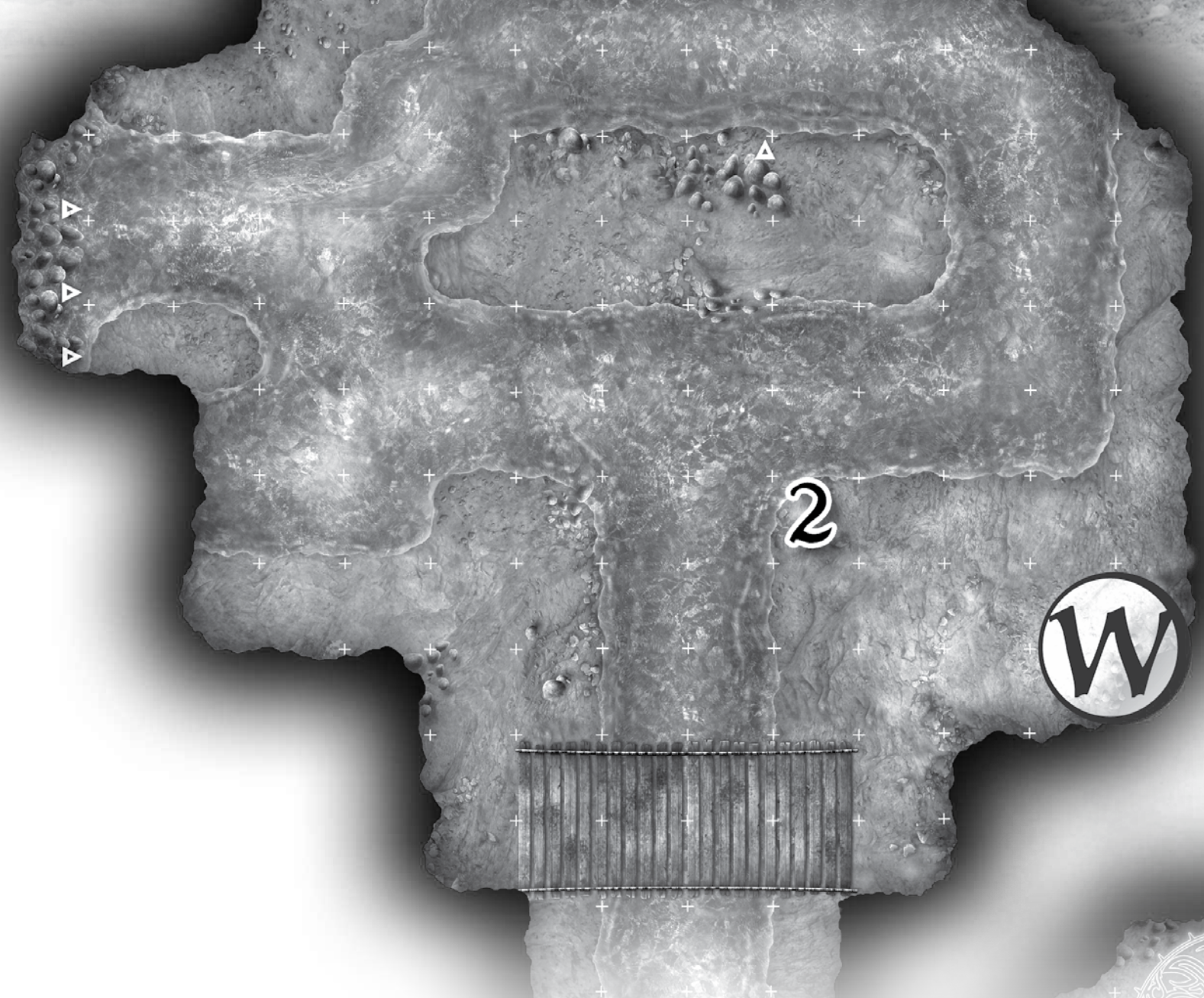
Until she uses *wrench free*, Isilyx is restrained (which means she is immobilized, grants combat advantage, takes a -2 penalty to attack rolls, and can't be forced to move by a pull, a push, or a slide).

Isilyx uses *dragon's fury* against any opponent who approaches within 2 squares. If she can catch at least two characters, she uses her *breath weapon*. Otherwise she creates an *icy rain* of falling icicles by slamming her body into the wall.

When Isilyx first becomes bloodied, she becomes enraged and uses *wrench free* to escape entrapment. On her next turn she uses *frightful presence*, first moving to the middle of a group of enemies if necessary, then spends her action point and uses her *breath weapon*.

If Isilyx is already free of the wall when she first becomes bloodied, she simply recharges her *breath weapon* rather than using *wrench free*.

Isilyx, Adult White Dragon (W)		Level 9 Solo Brute
Large natural magical beast (dragon)		XP 2,000*
Initiative +5	Senses Perception +11; darkvision	
HP 408; Bloodied 204; see also <i>bloodied breath</i>		
AC 23; Fortitude 26, Reflex 21, Will 22		
Resist 20 cold		
Saving Throws +5		
Speed 7 (ice walk), fly 7 (hover), overland flight 10		
Action Points 2		
⊕ <b>Bite</b> (standard; at-will) ⊕ Cold		
Reach 2; +12 vs. AC; 1d8 + 5 plus 1d10 cold damage (plus an extra 1d10 cold damage on a successful opportunity attack).		
⊕ <b>Claw</b> (standard; at-will)		
Reach 2; +12 vs. AC; 1d8 + 5 damage.		
⊕ <b>Dragon's Fury</b> (standard; at-will)		
Isilyx makes two <i>claw</i> attacks. If she hits a single target with both claws, she makes a <i>bite</i> attack against the same target.		
⊕ <b>Breath Weapon</b> (standard; recharge ☒ ☐) ⊕ Cold		
Close blast 5; +10 vs. Reflex; 4d6 + 6 cold damage, and the target is slowed and weakened (save ends both).		
⊕ <b>Frightful Presence</b> (standard; encounter) ⊕ Fear		
Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of Isilyx's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
⊕ <b>Icy Rain</b> (standard; at-will) ⊕ Cold		
Area burst 1 within 10; +10 vs. Reflex; 1d10 + 4 cold damage.		
<b>Wrench Free</b> (immediate reaction, when first bloodied; encounter)		
Isilyx pulls free of the wall, ends the immobilized condition, takes 50 points of damage and makes two <i>icy rain</i> attacks. Isilyx's <i>breath weapon</i> recharges.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +19		
Str 20 (+9)	Dex 12 (+5)	Wis 14 (+6)
Con 22 (+10)	Int 12 (+5)	Cha 10 (+4)



### FEATURES OF THE AREA

**Illumination:** Distorted crystalline formations around the room emit dim blue light throughout the chamber. Characters without low-light vision or bright light sources take a -2 penalty to attack rolls due to enemy concealment.

**Bridge:** The wood planks of the bridge are warped, but sturdy. Each square has 50 hit points.

**Ceiling:** The ceiling is 20 feet high and studded with icicles and stalagmites. When Isilyx uses her *icy rain* power, she sends these crashing to the ground.

**Icy Ground:** The river squares are frozen over. The squares are difficult terrain. Any character who is hit while standing on one of these squares falls prone. The dragon's ice walk ability protects it from this effect.

**Rubble:** The point where the frozen river emerges from the wall marks a collapsed tunnel, which Isilyx once used to come and go from her lair. If freed, the dragon sets to digging her way out of the dungeon (and will allow the characters to escape in the same way, though the work takes a few hours).

### TREASURE

Isilyx's hoard lies partially concealed beneath her body. The characters can see a heavy chest (which contains 2,500 sp and one *talent shard* per character in the group), three small gems half-frozen in ice (worth 50 gp each), and a metal ring with two rusty iron keys (which open the doors in Area 1).

Wily characters might try to steal from the dragon while trying to free her. A DC 24 Thievery check (as a standard action) allows an adjacent character to nab a gem or the key ring. Failure by 5 or more means that Isilyx notices the failed theft; this counts as a failure in the skill challenge and applies a -4 penalty to the next check made as part of the challenge.

## FREEING THE DRAGON

Characters who choose not to attack the dragon must use wits and brawn to free her from entrapment.

**Level:** 9 (1,600 XP)

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Athletics, Dungeoneering, Heal, Intimidate, Thievery.

**Arcana (DC 16; after at least one Arcana check as a secondary skill):** The character uses his or her arcane talents to reverse the effect of the chaos magic that warped reality and trapped the dragon. This skill can be used to gain 4 successes in this skill challenge.

**Athletics (DC 16):** The character uses brute force to pull the dragon from the wall. This skill can be used to gain 4 successes in this skill challenge. After two successes, the characters realize that other methods are required to continue. Any further Athletics checks made instead deal 5 damage to the dragon and count as a failure toward completing the skill challenge.

**Dungeoneering (DC 16):** The character locates weak points in the wall trapping the dragon, allowing her to pull herself partially free. This skill can be used to gain 4 successes in this skill challenge.

**Heal (DC 16):** The character soothes Isilyx's pain. She feels less discomfort and becomes more inclined to listen. This skill can be used to gain 4 successes in this skill challenge.

**Intimidate (DC 21):** The character threatens the dragon into silence and cooperation. This skill can be used to gain only one success in this skill challenge.

**Thievery (DC 16):** The character widens small cracks in the wall to help the dragon slip free. This skill can be used to gain 2 successes in this skill challenge.

**Secondary Skills:** Arcana, Bluff, Diplomacy, History, Insight, Perception.

**Arcana (DC 16):** The character examines Isilyx's situation more closely and determines that a nearby rift

to the Far Realm has warped reality in this chamber, causing her current state of entrapment. Success on this check allows the party to use Arcana to garner successes toward victory in the skill challenge (see Primary Skills, above).

**Bluff or Diplomacy (DC 14, group check):** The group calms the dragon, who allows the characters to examine her condition more closely. If at least half the group succeeds, they earn one success and gain a +4 bonus on all other skill checks made as part of the skill challenge until they accrue a failure (though they can attempt this check again to regain the bonus).

**History (DC 19):** The character recalls mention of a dragon of the North called Arveiatrace, also known as "Iceclaws," an ancestor of Isilyx, and realizes that a reminder of Isilyx's famous ancestor might set her at ease. A Bluff or Diplomacy check that uses this information gains a +4 bonus. A success or failure on this History check does not count as a success or failure for the challenge. Successes after the first yield no results.

**Insight (DC 14):** The character sees beneath Isilyx's bluster: The dragon desperately wants aid but cannot ask for

help because of her pride. He or she discreetly shares this realization with the other characters, who each gain a +2 bonus to Diplomacy and Heal checks until the end of the skill challenge. A success or failure on this Insight check does not count as a success or failure for the challenge. Successes after the first yield no results.

**Perception (DC 19):** The character notices some potential weak points in the wall trapping the dragon. This grants a +4 bonus to the next Athletics, Dungeoneering, or Thievery check made as part of the skill challenge. A success or failure on this Perception check does not count as a success or failure for the challenge. Successes after the first yield no results.

**Success:** The characters free Isilyx from her entrapment. The dragon gives them her treasure as a reward, then begins digging her way out of the cavern through a caved-in wall section. As she works, Isilyx describes the supernatural cataclysm that ruined her lair and trapped her. Though she has no particular idea what happened, she confirms a strange presence nearby, noting that the place "just hasn't felt right since the ground moved."

**Failure:** Isilyx attacks the characters.



## ENCOUNTER 3: SWIRLING MADNESS

The Far Realm rift has created a sinkhole in reality through which the characters must make their way. The sea of madness presents random manifestations of reality, creating a dreamlike—or nightmarish—world for the characters.

**When the characters climb up on this ledge, read:** *A whirlpool of light and energy fills the tunnel, surging and roiling before your eyes. Even the stone walls and floor around it seem twisted and warped. To pass any further, you'll have to step into the whirlpool.*

### Arcana Check

**DC 12** You sense the influence of the Far Realm in this whirlpool, but you don't think it's a true portal. You should be able to survive passing through it.

## WORLDWIDE D&D GAME DAY

If you have less than two hours remaining to finish the adventure, this skill challenge is instead complexity 2, requiring 6 successes before 3 failures, and is worth 500 XP.

## NAVIGATING THROUGH MADNESS

To continue exploring the caverns beneath the Lonely Tower, the characters must force their way through a whirlpool of insanity that tests their minds, bodies, and souls.

Roll initiative as soon as the first character steps into the sinkhole, then run this skill challenge round-by-round as if it were a combat. If a character is in the sinkhole at the start of his or her turn, roll a d8 and consult the "Shallow Madness" table to determine the sinkhole's current manifestation of madness—and the skill or action that can protect the character—for that turn.

When the characters have achieved half the successes required for this skill challenge successes, they penetrate to the deeper, more turbulent madness of the sinkhole. From that point on, instead roll a d8 and consult the "Deeper Madness" table at the start of each character's turn.

Characters can sense each others' presence and actions, but they can't affect each other in any way during the skill challenge.

Any character reduced to 0 hit points during the skill challenge automatically fails any further checks required of him or her, but doesn't begin dying until the challenge is finished.

**Level:** 6 (XP 1,250 or 750)

**Complexity:** 5 (requires 12 successes before 3 failures) or 2 (requires 6 successes before 3 failures); see sidebar for details.

**Primary Skills:** Each entry on the appropriate Madness table indicates the primary skill useful on that character's turn. After rolling, read the italic text, and inform the player of the appropriate skill that can be used.

Each primary skill check requires a standard action. This check is not mandatory, but not attempting the check has the same result as failing it unless the character comes up with a clever alternative to avoid the danger that faces him or her.

In addition to counting as a failure in the skill challenge, each failed primary skill check also applies some other negative effect to the character, as indicated in the skill entry.

**Secondary Skills:** Arcana, Bluff, Insight.

Each character can attempt each of the secondary checks listed here once during the skill challenge. Successful secondary skill checks do not count as successes toward completing the challenge.

**Arcana (DC 17; minor action, 1/encounter):** The character exercises sufficient magical talent to change the manifestation of madness before him or her. Roll again on the appropriate madness table until a different result occurs.

**Bluff (DC 17; minor action, 1/encounter):** The character pits his or her guile against the madness, attempting to convince it that he or she deserves to pass. A success allows the character to substitute a Bluff check for the normal skill required for his or her primary check on that turn, using the same DC.

**Insight (DC 17; minor action, 1/encounter):** The character gains a glimpse into the insane logic of the situation. This grants the character a +5 bonus to the primary skill check required this turn.

**Success:** The characters make it to the center of the sinkhole. All ongoing conditions incurred by the madness end, and the characters regain encounter powers and may spend healing surges as if they'd taken a short rest before appearing in area 4. If the characters succeeded with one or no failures, they also each regain one healing surge.

**Failure:** The sinkhole deposits the characters in area 4, but without the opportunity for a short rest. Ongoing conditions persist until ended normally, and each character also loses a healing surge (or hit points equal to his or her surge value, if the character has no surges left).

### Shallow Madness (Roll a d8 each turn)

- 1 Acrobatics or Athletics (DC 15):** *The nightmare becomes solid and crushes you. You can attempt to leap or run around it.*  
*Failure:* The character is dazed (save ends).
- 2 Arcana (DC 10):** *A cloud of energy billows and crackles around you. You can call on your understanding of magic to dissolve the cloud.*  
*Failure:* The character takes 3d6 fire and lightning damage.
- 3 Bluff or Diplomacy (DC 15):** *Forbidding statues with magical voices surround you and demand your name and business. You can attempt to convince them of the benefit of letting you pass.*  
*Failure:* The character takes a -2 penalty to skill checks (save ends).
- 4 Dungeoneering (DC 10):** *The madness resolves around you into a dark maze of stone with the walls closing in. You can attempt to find a way out.*  
*Failure:* The character takes 3d6 psychic damage.
- 5 Endurance (DC 10):** *The air becomes a burning, poisonous gas. You try to withstand the fumes.*  
*Failure:* The character loses a healing surge.
- 6 Perception (DC 10):** *Darkness envelops you, and you grope for safety.*  
*Failure:* The character takes a -2 penalty to skill checks (save ends).
- 7 Religion (DC 10):** *An angel of wrath appears before you and promises swift vengeance if you fail to utter the proper prayer. You can draw on your devotion to pray from the heart.*  
*Failure:* The character takes 3d6 radiant damage.
- 8 Thievery (DC 10):** *A locked chest with the following inscription appears before you: "Your desire or your suffering." You can attempt to open it.*  
*Failure:* The character triggers a trap that deals ongoing 5 poison damage (save ends).

### Deeper Madness (Roll a d8 each turn)

- 1 Acrobatics or Athletics (DC 17):** *You fall toward a forest of spikes sprouting from below. You can twist your body to avoid them.*  
*Failure:* The character takes 3d6 damage and is dazed (save ends).
- 2 Arcana (DC 12):** *Maddening screams pulse through your mind. You can try to convince yourself that the screams aren't harmful.*  
*Failure:* The character takes 3d6 psychic damage and must roll again on the Deeper Madness table (a success on the new result counts toward completing the skill challenge).
- 3 Heal (DC 12):** *Wounds erupt all over your body, and you can attempt to staunch the flow of blood.*  
*Failure:* The character takes 6d6 damage.
- 4 Insight (DC 12):** *Guilt over your past misdeeds eats at your soul. You can try to convince yourself of the righteousness or necessity of your actions.*  
*Failure:* The character takes ongoing 5 psychic damage and a -2 penalty to skill checks (save ends both).
- 5 Intimidate (DC 12):** *A blazing phantom looms over you, raising its claws. You can try to send it fleeing with a show of force.*  
*Failure:* The character takes ongoing 10 fire damage (save ends).
- 6 Nature (DC 12):** *The madness becomes a winding forest path guarded by slashing, fanged trees. You can attempt to commune with this aspect of nature and walk the path.*  
*Failure:* The character takes 3d6 damage and is dazed (save ends).
- 7 Stealth (DC 12):** *A hundred jaundiced eyes appear in different parts of the chaos, searching for you. You can attempt to blend into the surroundings and slip past.*  
*Failure:* The lurking creatures attack, dealing 3d6 points of damage and sending the character fleeing back into the madness. Roll again on the Deeper Madness table (a success on the new result counts toward completing the skill challenge).
- 8 Streetwise (DC 12):** *Unfamiliar city streets crawling with gangs of ruffians stretch away from you in all directions. You can attempt to choose the way most likely to avoid danger.*  
*Failure:* The character endures savage beatings and takes 6d6 damage.

3



## ENCOUNTER 4: NEST OF FANGED WORMS

### Encounter Level 6 (1,300 XP)

Four gricks, including one alpha grick, have emerged from the Far Realm through the rift in Area 5. Now they serve as guardians for the foulspawn attempting to widen the rift.

#### WORLDWIDE D&D GAME DAY

If you have less than two hours remaining to finish the adventure, this room is empty of creatures and treasure. Proceed instead to Encounter 5.

#### SETUP

3 gricks (G)  
1 grick alpha (A)

**As the sinkhole carries the characters downward, read:** *You fall as through a dream, until the floor of a new chamber jars you to a halt. Softly glowing crystal formations in the walls illuminate this distorted cavern. Stalagmites jut from the floor like gnarled branches. Four enormous fanged worms, one the size of a horse, grip stone columns with their muscular bodies.*

**Arcana Check**  
DC 17 *Distortions like this are often caused by a rift into the Far Realm.*

**Perception Check**  
DC 17 *You hear a faint chanting in an alien tongue from somewhere in the distance.*

#### TACTICS

The hungry gricks surround the characters and attack. Once in combat, the gricks prefer to flank if possible, even if they must provoke opportunity attacks to do so.

If the grick alpha grabs a character, the other gricks rush to attack that foe.

### FEATURES OF THE AREA

**Illumination:** Warped crystals around the room diffuse dim blue light throughout the chamber.

**Acid Pool:** A character who makes a DC 12 Dungeoneering check recognizes that the one-foot deep pool is acid, not water. Anyone reaching into, entering, or starting his or her turn in the pool takes 5 acid damage. Protruding from the bottom of the pool are twelve valuable crystals (see "Treasure").

**Twisted Rock:** Areas marked on the map as difficult terrain represent twisted rock formations jutting from the floor.

### TACTICS

Twelve valuable crystals protrude from the bottom of the acid pool. Each crystal is worth 50 gp. Gathering a single crystal takes a minor action and a DC 7 Strength check, so the characters will need to work quickly to avoid taking too much acid damage.

3 Gricks (G)	Level 7 Brute
Medium aberrant beast	XP 300 each
Initiative +4	Senses Perception +10; darkvision
HP 96; Bloodied 48	
AC 19; Fortitude 19, Reflex 14, Will 15	
Resist 5 against effects that target AC	
Speed 6, climb 4	
⊕ <b>Tentacle Rake</b> (standard; at-will)	
+10 vs. AC; 2d6 + 4 damage plus ongoing 5 damage (save ends).	
<b>Expert Flanker</b>	
The grick gains a +2 bonus to attack rolls against an enemy it is flanking.	
Alignment Unaligned	Languages –
Skills Endurance +11, Stealth +9	
Str 18 (+7)	Dex 13 (+4)
Con 16 (+6)	Int 2 (-1)
	Wis 14 (+5)
	Cha 7 (+1)

Grick Alpha (A)	Level 9 Brute (Leader)
Large aberrant beast	XP 400
Initiative +5	Senses Perception +11; darkvision
HP 116; Bloodied 58	
AC 21; Fortitude 22, Reflex 17, Will 18	
Resist 5 against effects that target AC	
Speed 7, climb 4	
⊕ <b>Tentacle Rake</b> (standard; at-will)	
Reach 2; +13 vs. AC; 2d8 + 5 damage, and the target is grabbed (until escape) and takes ongoing 5 damage (save ends).	
⊕ <b>Vicious Bite</b> (standard; at-will)	
Grabbed target only; automatic hit; 1d8 + 5 damage.	
<b>Expert Flanker</b>	
The grick alpha gains a +2 bonus to attack rolls against an enemy it is flanking.	
<b>Pinning Grip</b>	
The grick alpha's allies gain a +2 bonus to attack rolls against an enemy grabbed by this creature.	
Alignment Unaligned	Languages –
Skills Endurance +12, Stealth +10	
Str 20 (+9)	Dex 13 (+5)
Con 16 (+7)	Int 2 (+0)
	Wis 15 (+6)
	Cha 7 (+2)



PETE VENTERS



ENCOUNTER 4: NEST OF FANGED WORMS

# ENCOUNTER 5: GLIMPSE OF THE FAR REALM

## Encounter Level 7 (1,550 XP)

### SETUP

- 1 foulspawn grue (G)
- 2 foulspawn manglers (M)
- 1 anarchic rift

A trio of foulspawn—nightmares native to the Far Realm—guard the rift, using the life energy of their dying prisoners to widen it and unleash unthinkable destruction upon the region.

### When the characters enter this cavern, read:

*The chaotic twisting of reality worsens here. The ceiling undulates like water, and an enormous hole hangs in midair, swimming with unidentifiable colors and maddening images of an alien realm.*

*Three misshapen humanoid creatures stand near the hole in reality, gibbering a nonsensical chant.*

### Arcana Check

DC 12 *The hole is a rift to the Far Realm.*

### Arcana or Insight Check

DC 12 *The creatures are performing a ritual to enlarge the portal.*  
DC 17 *If the ritual stopped, the rift would likely collapse upon itself.*

### Dungeoneering Check

DC 10 *The creatures clustered around the hole are foulspawn, aberrant natives of the Far Realm.*

### Religion Check

DC 17 *You sense a spiritual presence in this room...one that rages and hungers for revenge.*

### TACTICS

The foulspawn manglers break off from their ritual as soon as they see the characters, throwing *bone daggers* at the lead character. They use *dagger dance* as soon as they can gain combat advantage (whether by flanking or by attacking a character affected by the spirits of rage; see “Features of the Area”).

The grue opens with *mind worm*, saving *whispers of madness* to use against a slowed enemy. It uses cover whenever possible.

Each foulspawn spends a minor action each round to continue the ritual. They can't complete the ritual during the encounter, but as long as at least one keeps chanting the rift remains open.

## FEATURES OF THE AREA

**Illumination:** The rift brightly illuminates the chamber with scintillating, distracting illumination. Any creature without an independent light source has concealment against ranged attacks made from more than 5 squares away.

**Anarchic Rift:** The portal to the Far Realm is 3 squares on a side. It ripples with swirls of energy, occasionally loosing blasts of chaotic power into the world. See the Anarchic Rift statistics block for details.

**Ledges:** These rough, five-foot-high slopes require a DC 8 Athletics check and two squares of movement to climb up or down.

**Spirits of Rage:** Any nonaberrant character who starts his or her turn on or adjacent to a square containing dead bodies rolls a d6. The result is added as a bonus to the character's attack rolls and damage rolls until the start of his or her next turn. However, as long as this bonus lasts, the character also grants combat advantage.

## TREASURE

Among the corpses are a pair of magic items worn by previous victims: +2 *scale armor of eyes* and a +2 *quick strike ki focus*.

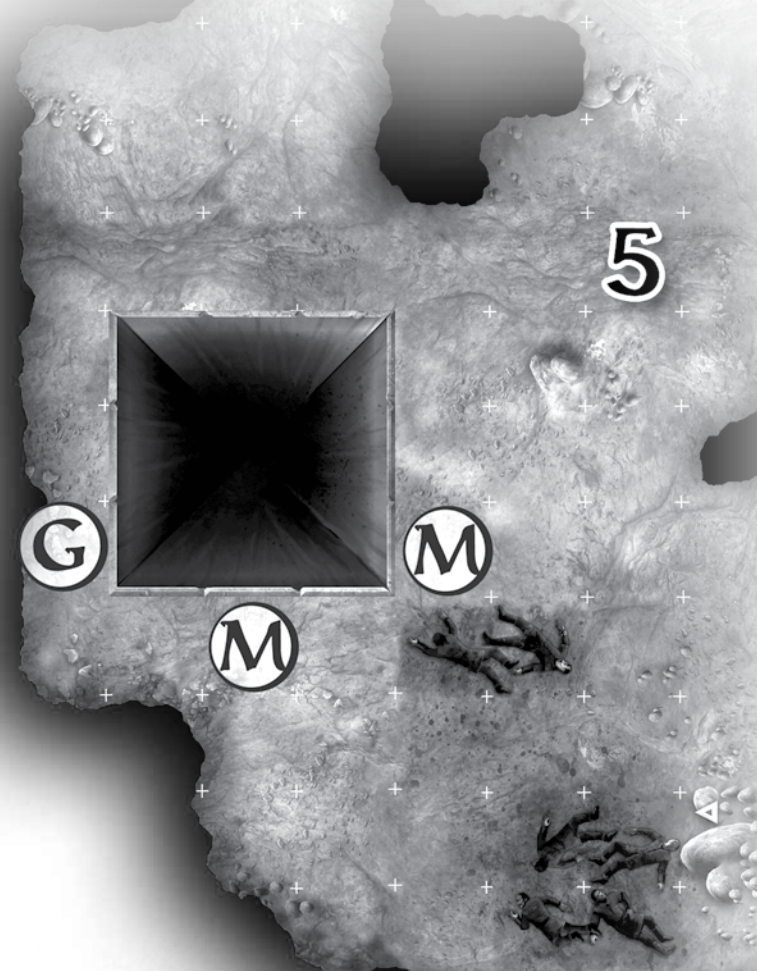
2 Foulspawn Manglers (M)		Level 8 Skirmisher
Medium aberrant humanoid		XP 350 each
Initiative +9	Senses Perception +7; low-light vision	
HP 86; Bloodied 43; see also <i>dagger dance</i>		
AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19; see also <i>mangler's mobility</i>		
Speed 7 (9 while bloodied)		
⊕ <b>Bone Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	+13 vs. AC; 1d4 + 3 damage.	
⊕ <b>Dagger Dance</b> (standard; recharges when first bloodied) ♦ <b>Weapon</b>	The foulspawn mangler makes four <i>bone dagger</i> attacks and shifts 1 square after each attack.	
⊕ <b>Bone Daggers</b> (standard; at-will) ♦ <b>Weapon</b>	The foulspawn mangler makes two <i>bone dagger</i> attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.	
<b>Combat Advantage</b>	The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.	
<b>Mangler's Mobility</b>	The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Alignment Evil	Languages Deep Speech, telepathy 10	
Skills Athletics +10, Stealth +12		
Str 13 (+5)	Dex 17 (+7)	Wis 6 (+2)
Con 14 (+6)	Int 10 (+4)	Cha 14 (+6)
Equipment 8 daggers		

Foulspawn Grue (G)		Level 8 Controller
Small aberrant humanoid		XP 350
Initiative +8	Senses Perception +5; low-light vision	
HP 87; Bloodied 43		
AC 22; Fortitude 19, Reflex 21, Will 20		
Speed 4, teleport 4		
⊕ <b>Claw</b> (standard; at-will)	+13 vs. AC; 1d4 + 4 damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).	
⊕ <b>Mind Worm</b> (standard; encounter) ♦ <b>Psychic</b>	Ranged 10; +10 vs. Will; the target takes a -2 penalty to its Will defense and is slowed (save ends both).	
⊕ <b>Whispers of Madness</b> (standard; recharge ☼ ☼) ♦ <b>Psychic</b>	Ranged 5; deafened creatures are immune; +10 vs. Will; 4d6 + 3 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save ends).	
Alignment Evil	Languages Deep Speech, telepathy 10	
Skills Stealth +13		
Str 8 (+3)	Dex 19 (+8)	Wis 3 (+0)
Con 15 (+6)	Int 11 (+4)	Cha 16 (+7)

## ROLEPLAYING THE FOULSPAWN

The foulspawn punctuate their attacks with short bursts of Deep Speech, such as these statements (translations in parentheses):

- “Klu taral viir!” (“Feed the rift!”)
- “Vut vut tii chaul!” (“Death, death to the sane ones!”)
- “Frees nik!” (“Save me!”)



Anarchic Rift	Level 6 Elite Blaster
Hazard	XP 500

*A portal of madness hangs in midair. Nightmare creatures reach through it with barbed tendrils.*

**Hazard:** The rift fills 9 squares as indicated on the map.

### Perception

No check is necessary to notice the rift.

### Additional Skills:

#### Arcana or Insight

- ♦ DC 12: The character realizes that the rift is feeding off the foulspawn's chanting.
- ♦ DC 17: If the ritual stopped, the rift would likely collapse.

### Trigger

When a nonaberrant creature moves within 4 squares of the Anarchic Rift, it makes an attack. For the rest of the encounter, the Rift repeats this attack after the end of the triggering character's turn as a standard action.

### Attack

**Opportunity Action** Burst 1 within 5 squares

**Target:** All nonaberrant creatures in burst

**Attack:** +9 vs. Reflex

**Hit:** 1d10 + 5 damage. To determine the type of damage and the secondary effect, roll a d6 separately for each target hit by the attack.

- 1—Acid damage, and the target takes a -2 penalty to all defenses until the end of its next turn.
- 2—Cold damage, and the target is immobilized until the end of its next turn.
- 3—Fire damage, and the target is blinded until the end of its next turn.
- 4—Lightning damage, and the target is knocked prone.
- 5—Necrotic damage, and the target is weakened until the end of its next turn.
- 6—Psychic damage, and the target is dazed until the end of its next turn.

### Absorption

If a living creature starts its turn adjacent to the Anarchic Rift, it takes 1d10 + 5 psychic damage and loses a healing surge. If a creature drops to 0 hit points or no healing surges while in contact with the rift, the Far Realm absorbs the creature, killing it instantly. (Resurrection magic works normally.)

### Countermeasures

- ♦ The Anarchic Rift is immune to all attacks. However, if an entire round elapses without at least one foulspawn spending a minor action to chant, the rift closes. See “Conclusion” below.
- ♦ A character within 5 squares can weaken the Anarchic Rift by focusing his or her willpower and succeeding on a DC 17 Arcana or Religion check (minor action, 1/turn). The rift becomes weakened until the end of the character's next turn.

## CONCLUSION

Defeating the foulspawn causes the ritual to fail. The voracious rift destabilizes and collapses without further incident.

Afterward, the characters can escape the caverns either through the tunnel that the dragon digs out in area 2 or by the shaft leading up to the Lonely Tower from area 1.



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# DUNGEONS & DRAGONS®

NEVER SPLIT THE PARTY

# PLAYER'S HANDBOOK 3 GAME DAY INSTRUCTIONS

## GET READY FOR ADVENTURE!

Inside this kit, you'll have all the materials you need to run an exciting day of D&D adventure. This instruction sheet will outline the contents of your kit and give you tips on setting up your event.

## KIT CONTENT DESCRIPTION

Each kit contains enough materials to run 2 tables. Each table can consist of 1 DM and up to 6 players (4 or 5 per table is OK). Your kit contains the following materials:

- **An adventure entitled "Beneath the Lonely Tower" packaged with a double-sided poster map detailing all the combat encounter locations (2 copies).** The focal point of the event, the adventure is designed to be played in about 3-4 hours. Give this adventure to the Dungeon Masters (DMs) that will be running the adventure.
- **A pack of 6 pre-generated character cards to play with the adventure (2 packs).** All of the new classes from *Player's Handbook 3* are represented on each character, and four of the characters use the new races from the book as well (githzerai, minotaur, shardmind, and wilden). No matter what character is played, there are plenty of new rules on each card!
- **A token sheet to represent monsters, characters, and battlefield effects (2 sheets).** All the monsters encountered in the adventure are present in the pack. Give these packs to the DMs running the adventure.
- **Flyers promoting the new D&D Encounters in-store play program (50 copies).** Hand these out to anyone at your location, whether they're playing the adventure or just showing up to hang out. If you haven't yet scheduled D&D Encounters in your store, head to [www.dungeonsanddragons.com](http://www.dungeonsanddragons.com) for more information on this great new weekly play program!
- **This instruction sheet and accompanying materials.** Hand out the tracking sheets to the DMs so they can fill in the player information for you to report. Reporting instructions are also included for you if you haven't reported an event, or if you need a reminder.

## GAME DAY EVENT TIPS

Here are a few tips to help you get the most out of your event and give your participants a great day of D&D gaming.

- **Give the adventure, map, and tokens to your DMs as soon as you get this kit.** Your DMs will need to read and prepare the adventure, so you'll want to give them at least a few days to do so.
- **Let the players and DMs keep the materials they use.** A great way to say "thank you" to the DMs is to give them the cool materials they used to run the game, and similarly, the players should be thanked for attending by walking away with the character card of their character.
- **Schedule a "catch-up" D&D Encounters session, running the first week's encounter for those that missed it.** If you have players that haven't tried out the new weekly in-store play program, consider adding to their Game Day experience by re-running the first session of play from the D&D Encounters play kit. Then, they'll be all caught up and ready to play again next week at your normal scheduled time!

## D&D ENCOUNTERS: A NEW WEEKLY PLAY PROGRAM

**AVAILABLE NOW!** D&D Encounters is a weekly recurring D&D play experience available only to Wizards Play Network locations. Each Wednesday, players play in one encounter in an ongoing mini-campaign "season" designed to play out over the course of a few months. During the season, players earn Renown Points for accomplishments made, which garner them D&D Encounters Cards, usable at current and future D&D Encounters seasons!

The first season runs from March 17 - June 2, and features one of the most iconic dungeons of all time - Undermountain!

**FOR MORE INFORMATION ON D&D ENCOUNTERS, VISIT:**

**WWW.DUNGEONSANDDRAGONS.COM**

# 2009 WORLDWIDE D&D GAME DAY EVENT REPORTING

To report your Worldwide D&D Game Day activity, please follow the instructions below:

- Go online to <https://membership.wizards.com/login.aspx>
- Sign in using your **DCI/RPGA number**
- Make sure you are at the **DCI and RPGA Personal Information Center**
- On the next screen select **Event Reporting** on the right side of the page in the box headed **My Links**
- Now select your Game Day event to be reported
- Click **Report Event**
- Add the Dungeon Master
- Add each player
- Once you have added all the Dungeon Masters and players click **Add a Session (table)**
- Add the appropriate Dungeon Master and Players for each session (table) from those you added to the complete roster above
- Also add the Adventure to each session (table)
- Add the responses from the Adventure Questions on the tracking form for each session (table)
- Repeat the above for each new session (table) until all Dungeon Masters and players have been added to a session (table) and all sessions (tables) have been reported
- Once all this is complete click **Report Event**
- You should get a message that your event has been successfully reported

To check your event reporting status you can click on **My Events** on the right in the **My Links** box.

- On the next screen sort by **Coordinator** and **All**
- You should now see a full list of your coordinated events
- The status of your Game Day event should now read **Processed** confirming the report went through correctly
- You should also receive an email stating "Event upload notice"

## Note:

- You can save the reporting at any time and can return at a later date by clicking **save**
- Once you click Report Event you **cannot** add any more players, Dungeon Masters or sessions (tables)

Thank you for reporting your Worldwide D&D Game Day event!

- The Wizards of the Coast Organized Play Team

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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## DUNGEON MASTER

DM Name: \_\_\_\_\_

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

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## DUNGEON MASTER

DM Name: \_\_\_\_\_

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WORLDWIDE  
**DUNGEONS & DRAGONS**  
GAME DAY

# Foostus

MALE MINOTAUR RUNEPRIEST (KORD) / LEVEL 6 / UNALIGNED

*“For the glory of the Stormlord, I fight on!”*

ABILITY SCORES MOD

STR 20 +8

CON 18 +7

DEX 10 +3

INT 10 +3

WIS 13 +4

CHA 8 +2

DEFENSES

AC 24

FORT 20

REF 15

WILL 18

INITIATIVE

+3

SPEED  
(in squares)

5

VISION  
normal

LANGUAGES  
Common & Giant

SENSES

Passive Insight 14, Passive Perception 16

TRAINED SKILLS

ATHLETICS +10

NATURE +15

PERCEPTION +15

STEALTH +11

HIT POINTS  
(Bloodied 24) 49

ACTION  
POINT

SECOND  
WIND

HEALING  
SURGES value  
13

EQUIPMENT

+2 *supremely vicious warhammer*

+2 *magic drakescale armor*

+2 *amulet of protection*

light shield

adventurer's kit

1,000 gp

OTHER EQUIPMENT



## Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires warhammer; +13 vs. AC; 1d10 + 8 damage.

## Word of Diminishment

Standard / Melee Weapon / At-Will

+13 vs AC; 1d10 + 8 damage. **Destruction:** Until the end of your next turn, target has vulnerable 2 all, but vulnerable 5 against opportunity attacks. **Protection:** Until the end of your next turn, target takes a -4 to attack rolls.

## Word of Shielding

Standard / Melee Weapon / At-Will

+13 vs. AC; 1d10 + 8 damage. **Destruction:** The first time the target hits or misses you or an ally adjacent to you before the end of your next turn, the target takes 4 damage (it doesn't take the damage if it attacks a creature marking it). **Protection:** The first time the target hits or misses you or an ally adjacent to you before the end of your next turn, the target of that attack gains 4 temporary hit points.

## Goring Charge

Standard / Melee 1 / Encounter

You charge and make the following attack instead of a melee basic attack; +12 vs. AC; 1d6 + 5 damage and knock the target prone.

## Rune of the Final Effort

Minor / Melee 1 / Encounter

Target 1 bloodied ally gains a +5 bonus to all defenses until the end of your next turn.

## OTHER ABILITIES\*

### Wrathful Hammer:

Whenever an enemy deals damage to you with an attack, you gain a +4 bonus to damage rolls against that enemy until the end of your next turn.

### Ferocity:

When you drop to 0 hit points or less, make a melee basic attack as an immediate interrupt.

### Headless Charge:

You have a +2 bonus to AC against opportunity attacks you provoke when you charge.

### Rune Master:

Whenever you use a rune power that has destruction or protection listed, choose one. You enter that rune state until you end the encounter or change states. If you choose destruction, allies gain a +1 bonus to attack rolls against enemies adjacent to you. If you choose protection, allies gain resist 2 all when adjacent to you.

\*Some character options not present on character sheet for brevity.

## Flames of Purity

Standard / Close Blast 3 / Encounter

Target each enemy in blast; +13 vs. AC; 1d10 + 8 fire damage.

**Destruction:** Allies in blast gain a +3 power bonus to damage rolls until the end of your next turn. **Protection:** Allies in blast regain 3 hit points.

## Rune of Mending

Minor / Close Burst 5 / Encounter

Target you or 1 ally in burst; the target can spend a healing surge and regains +1d6 hit points. **Destruction:** You and each ally in burst gain a +2 power bonus to damage rolls until the end of your next turn. **Protection:** You and each ally in burst gain a +1 power bonus to defenses until the end of your next turn.

## Word of the Blinding Shield

Imm. Interrupt / Close Burst 1 / Encounter

When an enemy makes an attack roll against your ally; +13 vs. Fortitude; the target is blinded until the end of its turn. **Destruction:** Target takes 4 radiant damage. **Protection:** Your ally gains 4 temporary hit points.

## Rune of the Undeniable Dawn

Standard / Close Burst 3 / Daily

Target each enemy in burst; +13 vs. AC; 1d10 + 8 radiant damage. **Miss:** Half damage. **Effect:** The burst creates a zone that lasts until the end of your next turn; you and allies within it gain a +2 power bonus to defenses. **Sustain Minor:** The zone persists.

## Rune of the Final Act

Standard / Melee Weapon / Daily

+13 vs. Fortitude; 2d10 + 8 necrotic or radiant damage. **Miss:** Half damage. **Effect:** The target is affected by a deathly rune (save ends). Until the rune ends you and your allies gain a +2 power bonus to damage rolls against the target. Each time the target is hit, the bonus increases by 1.

## Rune of Meritorious Alacrity

Free / Ranged Sight / Daily

When you roll initiative, you and each ally in range gains a +10 bonus to their initiative check.

## +2 Supremely Vicious Warhammer

+2d8 Critical

You can reroll any/all of your critical damage dice, keeping the second result.



# WORLDWIDE DUNGEONS & DRAGONS GAME DAY

## CAEWIN

FEMALE ELF SEEKER / LEVEL 6 / GOOD

*"If you escape my companions' reach, my arrows will find you."*

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 14

+5

AC 20

+6

ATHLETICS +10

CON 12

+4

FORT 17

SPEED  
(in squares)

NATURE +15

DEX 16

+6

7

PERCEPTION +15

INT 10

+3

REF 19

VISION  
low-light

STEALTH +11

WIS 20

+8

LANGUAGES  
Common & Elven

CHA 8

+2

WILL 21

SENSES  
Passive Insight 18, Passive Perception 25

HIT POINTS

49

(Bloodied 24)

ACTION  
POINT

SECOND  
WIND

HEALING  
SURGES

value  
12

EQUIPMENT

+2 *duelist's longbow*

mace

+2 *leather armor*

adventurer's kit

+2 *amulet of protection*

1,000 gp

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires mace; +7 vs. AC; 1d8 + 2 damage.

**Ranged Basic Attack** Standard / Ranged Weapon / At-Will

Use *grappling spirits* as a ranged basic attack (see below).

**Grappling Spirits** Standard / Ranged Weapon / At-Will

Ranged 20/40; +13 vs. AC; 1d10 + 8 damage and the target is slowed and can't shift until the end of its next turn.

**Thorn Cloud Shot** Standard / Ranged Weapon / At-Will

Ranged 20/40; +13 vs. AC; 1d10 + 8 damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Any creature that ends its turn within the zone takes 5 poison damage.

**Inevitable Shot** Free / Personal / Encounter

When you miss a creature with a ranged attack, make a ranged basic attack against an enemy within 5 squares of the creature you missed, using that creature's space as the origin square. You regain use of this power when you spend an action point.

**Encaging Spirits** Minor / Close Burst 1 / Encounter

Target each enemy in burst; you push each target 1 square, and each target is slowed until the end of your next turn.

**OTHER ABILITIES\***

**Fey Origin:** You are considered a fey creature for effects.

**Wild Step:** You ignore difficult terrain when you shift.

**Group Awareness:** Non-elf allies within 5 squares of you gain a +1 racial bonus to Perception checks.

**Bloodbound:** You can shift as a minor action.

\*Some character options not present on character sheet for brevity.

**Elven Accuracy** Free / Personal / Encounter

Reroll an attack roll, with a +2 bonus on the reroll. Use the second result.

**Flickering Arrow** Standard / Ranged Weapon / Encounter

Ranged 20/40; +13 vs. AC; 1d10 + 1d6 + 8 damage. Until the end of your next turn, the target can't benefit from cover, concealment, or total concealment, and enemies take a -2 penalty to attack rolls while within 5 squares of the target.

**Escaping Shot** Standard / Ranged Weapon / Encounter

Ranged 20/40; +13 vs. Will; 1d10 + 8 psychic damage and the target is dazed until the end of your next turn. *Effect:* You shift 3 squares. *Special:* Making this attack doesn't provoke opportunity attacks from the target.

**Storm of Spirit Shards** Std. / Area Burst 2 Within Weapon Range / Daily

Target each enemy in burst; +13 vs. AC; 1d10 + 2d6 + 8 damage. Miss: Half damage.

**Hunter's Instinct** Minor / Personal / Daily

Until the stance ends, when you make a ranged weapon attack against a creature within 2 squares of you, you score critical hits on rolls of 19-20.

**Wildfire Shot** Standard / Ranged Weapon / Daily

Ranged 20/40; +13 vs. Reflex; 1d10 + 8 fire damage and ongoing 5 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent takes ongoing 5 fire damage (save ends). Miss: Half damage and ongoing 5 fire damage (save ends).

**Blurring Stride** Minor / Personal / Daily

You assume a blurry form until the end of your next turn. Until this form ends, if you end a move action at least 3 squares from where you started, you gain concealment until the end of your next turn. *Sustain Minor:* The form persists.

**+2 Duelist's Longbow** +2d6 Critical

When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attacks until the end of your next turn.

# WORLDWIDE DUNGEONS & DRAGONS GAME DAY

## BALASHI

SHARDMIND PSION / LEVEL 6 / GOOD

*"I fight to gain the power necessary to stave off those of the Far Realm."*

ABILITY SCORES MOD

STR 8 +2

CON 13 +4

DEX 10 +3

INT 20 +8

WIS 18 +7

CHA 10 +3

DEFENSES

AC 20

FORT 16

REF 20

WILL 21

INITIATIVE

+3

SPEED  
(in squares)

6

VISION  
normal

LANGUAGES

Common, Deep Speech, Primordial & Telepathy 5

SENSES

Passive Insight 22, Passive Perception 24

TRAINED SKILLS

ARCANA +17

HISTORY +13

INSIGHT +12

PERCEPTION +14

HIT POINTS  
(Bloodied 22) 45

ACTION  
POINT

SECOND  
WIND

HEALING  
SURGES value 11

EQUIPMENT

+2 *mindwarp staff of unflinching talent* adventurer's kit

+2 *amulet of protection* 1,000 gp

+2 *cloth armor*

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires staff; +6 vs. AC; 1d6 + 1 damage.

**Ranged Basic Attack** Standard / Ranged Weapon / At-Will

Use *kinetic trawl* unaugmented (see below).

**Kinetic Trawl** Standard / Ranged 12 / At-Will

+11 vs. Reflex; 1d8 + 8 force damage and pull the target 1 square. *Augment 1*: 1d10 + 8 force damage and pull the target 4 squares. *Augment 2*: 2d10 + 8 force damage and pull the target 4 squares.

**Memory Hole** Standard / Ranged 12 / At-Will

+11 vs. Will; 1d6 + 10 psychic damage and you become invisible to the target until the start of your next turn. *Augment 1*: As above, but the invisibility lasts until the end of your next turn. *Augment 2*: Area burst 1 within 12 squares; target each creature in burst; 2d6 + 10 psychic damage and you become invisible to the target until the start of your next turn.

**Force Hammer** Standard / Area Burst 1 Within 12 / At-Will

+11 vs. Fortitude; 1d6 + 8 force damage and the target is slowed until the end of your next turn. *Augment 1*: As above, and the target can't shift until the end of your next turn. *Augment 2*: 1d8 + 8 force damage and you knock the target prone.

**Shard Swarm** Move / Close Burst 1 / Encounter

Target each enemy in burst; each target grants combat advantage to you until the end of your next turn. You then teleport 3 squares.

**Far Hand** Minor / Ranged 5 / Encounter

You can pick up, move or manipulate an object within range weighing 20 pounds or less with your mind.

**Forceful Push** Free / Ranged 10 / Encounter

Target 1 creature; you slide the target 1 square, but not into hindering terrain.

**Transport Self** Move / Personal / Encounter

You teleport 5 squares.

**Telekinetic Screen** Immediate Interrupt / Personal / Encounter

When an enemy scores a critical hit against you, reduce the damage by 14.

**Mental Trauma** Standard / Ranged 22 / Daily

+11 vs. Will; 3d8 + 10 psychic damage. *Miss*: Half damage. *Effect*: The target gains vulnerable 5 psychic (save ends).

**Hypnotic Pulse** Standard / Area Burst 1 Within 12 / Daily

Target each enemy in burst; +11 vs. Will; 2d6 + 10 psychic damage and the target is dazed (save ends). *Miss*: The target is dazed until the end of your next turn.

**+2 Mindwarp Staff of Unfailing Talent** +2d6 Psychic Critical

The critical is +2d10 psychic damage as long as you have at least 1 power point.

POWER POINTS

**OTHER ABILITIES\***

**Psychic Resistance:** You have resist 5 psychic.

**Living Construct:** You don't need to sleep, eat, drink or breathe.

**Immortal Origin:** You are considered an immortal for the purposes of effects.

\*Some character options not present on character sheet for brevity.

WORLDWIDE  
**DUNGEONS & DRAGONS**  
 GAME DAY

# ZAZENNA

FEMALE WILDEN BATTLEMIND / LEVEL 6 / GOOD

*"The misery you cause shall be visited upon you a hundredfold!"*

ABILITY SCORES

MOD

STR 13 +4

CON 18 +7

DEX 12 +4

INT 10 +3

WIS 18 +7

CHA 10 +3

DEFENSES

AC 25

FORT 19

REF 15

WILL 20

INITIATIVE

+7

SPEED  
(in squares)

5

VISION  
low-light

LANGUAGES  
Common & Elven

SENSSES  
Passive Insight 17, Passive Perception 17

TRAINED SKILLS

ATHLETICS +10

ENDURANCE +12

HEAL +12

HIT POINTS 68  
(Bloodied 34)

ACTION POINT

SECOND WIND

HEALING SURGES value 15

EQUIPMENT

- +2 *aftershock waraxe* 2 handaxes, heavy shield
- +2 *draikescale armor* adventurer's kit
- +2 *amulet of protection* 1,000 gp

OTHER EQUIPMENT



### Melee Basic Attack Standard / Melee Weapon / At-Will

Requires waraxe; +9 vs. AC; 1d12 + 4 damage.

### Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires handaxe; Ranged 5/10; +7 vs. AC; 1d6 + 1 damage.

### Blurred Step Opportunity / Personal / At-Will

When an adjacent enemy marked by you shifts, you shift 1 square.

### Battlemind's Demand Minor / Close Burst 3 / At-Will

Target 1 creature in burst; you mark the target until you use this power again or until the end of the encounter. *Augment 1:* Target 1 or 2 creatures in burst.

### Iron Fist Standard / Melee Weapon / At-Will

+12 vs. AC; 1d12 + 7 damage. *Effect:* Until the end of your next turn, you gain resist 4 all. *Augment 1:* Until the end of your next turn, you gain resist 9 fire. *Augment 2:* 2d12 + 7 damage.

### Bull's Strength Standard / Melee Weapon / At-Will

+12 vs. AC; 1d12 + 7 damage and you push the target 1 square. *Augment 1:* Your reach increases by 1 for this attack. *Augment 2:* Close blast 3, target each enemy you can see in blast.

### Mind Snare Standard / Melee Weapon / At-Will

+12 vs. AC; 1d12 + 7 damage and 1 ally within 5 squares of you becomes invisible to the target until the target is adjacent to him or until the end of your next turn. *Augment 1:* As above, but the invisibility isn't ended by the target being adjacent to the ally. *Augment 2:* 2d12 + 7 damage. Until the end of your next turn, your allies are invisible to the target when not adjacent.

### Feather Step Move / Personal / At-Will

Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, move 3 squares.

### Mind Spike Immediate Reaction / Melee 1 / At-Will

When an adjacent enemy marked by you deals damage on an attack against an ally and doesn't include you as a target, that enemy takes force and psychic damage equal to the damage its attack dealt your ally.

### Stag's Leap Move / Personal / At-Will

You make an Athletics check to jump with a +5 bonus. You are considered to have a running start.

### Battle Resilience Free / Personal / Encounter

When an attack hits you or misses you for the first time in an encounter, you gain resist 7 all until the end of your next turn.

### Wrath of the Destroyer Immediate Reaction / Personal / Encounter

When a bloodied enemy attacks you or an ally adjacent to you, you either make a basic melee attack or charge the enemy. If your attack hits, the enemy is also dazed until the end of your next turn.

### Allies to Enemies Standard / Melee Weapon / Daily

+12 vs. AC; 2d12 + 7 psychic damage and the target makes a melee basic attack against a creature of your choice. *Miss:* Half damage.

### Predator to Prey Standard / Melee Weapon / Daily

+12 vs. Will; 2d12 + 7 damage. *Miss:* Half damage. *Effect:* The target's reach is reduced by 1 (minimum 1) and whenever the target is hit, you can slide it 1 square as a free action (save ends both).

### +2 Aftershock Waraxe +2d6 Critical (see below)

Each enemy adjacent to the target of the critical hit is knocked prone.

# WORLDWIDE DUNGEONS & DRAGONS GAME DAY

## KALEN

MALE HALF-ELF ARDENT / LEVEL 6 / GOOD

"May your deeds this day grant you entrance into the halls of legend!"

ABILITY SCORES MOD

STR 11 +3

CON 18 +7

DEX 8 +2

INT 10 +3

WIS 10 +3

CHA 20 +8

DEFENSES

AC 22

FORT 21

REF 15

WILL 21

INITIATIVE

+2

SPEED  
(in squares)

5

VISION  
normal

LANGUAGES  
Common & Draconic

SENSES

Passive Insight 14, Passive Perception 16

TRAINED SKILLS

BLUFF +13

DIPLOMACY +13

ENDURANCE +12

HEAL +8

INTIMIDATE +13

HIT POINTS 60  
(Bloodied 30)

ACTION POINT

SECOND WIND

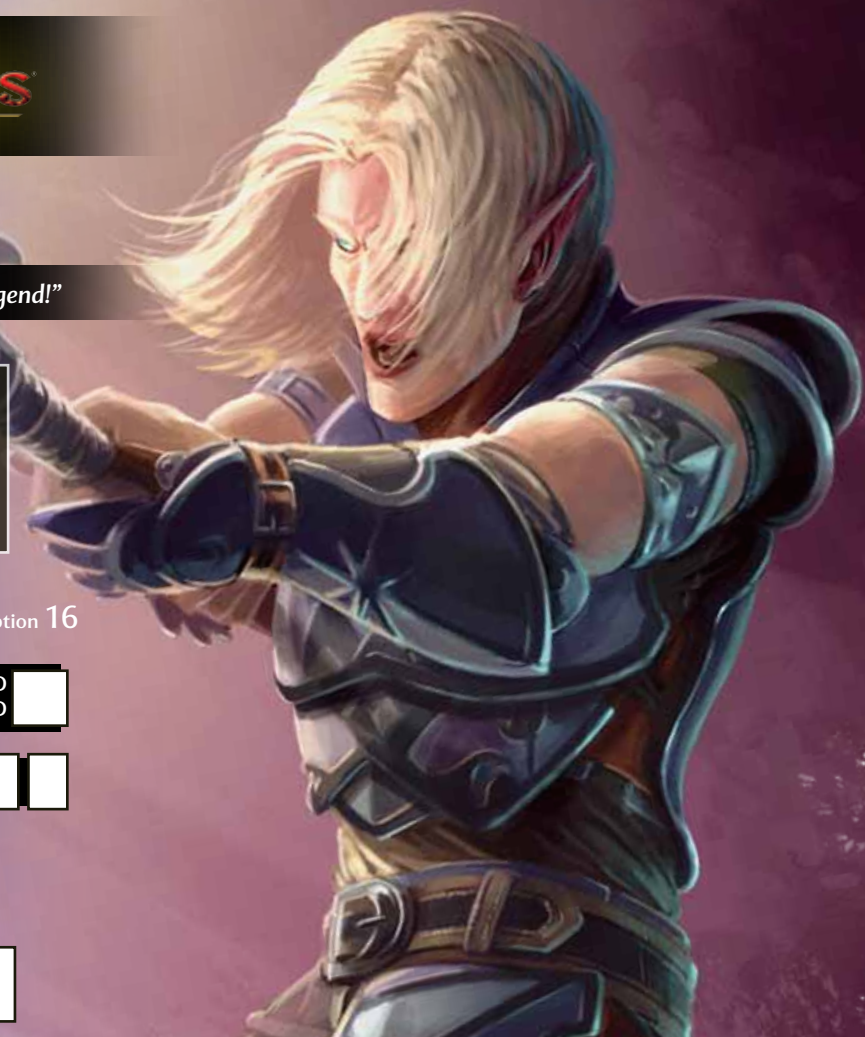
HEALING SURGES 14

value

EQUIPMENT

- +2 *defensive halberd* crossbow with bolts
- +2 *magic finemail armor* adventurer's kit
- +2 *amulet of protection* 1,000 gp

OTHER EQUIPMENT



## Melee Basic Attack Standard / Melee Weapon / At-Will

Requires halberd; +13 vs. AC; 1d10 + 8 damage.

## Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires crossbow; Ranged 15/30; +4 vs. AC; 1d8 - 1 damage; load minor.

## Demoralizing Strike Standard / Melee Weapon / At-Will

Reach 2; +13 vs AC; 1d10 + 8 damage and the target takes a -2 penalty to all defenses until the end of your next turn. *Augment 1:* 1d10 + 8 damage and the target takes a -5 penalty to Will defense until the end of your next turn. *Augment 2:* close burst 1; target each creature in burst; 1d10 + 8 damage and the target takes a -5 penalty to all defenses until the end of your next turn.

## Energizing Strike Standard / Melee Weapon / At-Will

Reach 2; +13 vs. AC; 1d10 + 8 damage and 1 ally within 5 squares of you gains 8 temporary hit points. *Augment 1:* 1d10 + 8 damage and 1 dying ally within 5 squares of you regains 5 hit points. *Augment 2:* 2d10 + 8 damage and you or 1 ally within 5 squares of you can spend a healing surge.

## Unnerving Shove Standard / Melee Weapon / At-Will

Reach 2; +13 vs. Fortitude; 1d10 + 8 damage and you push the target 3 squares. *Augment 1:* 1d10 + 8 damage and if the target is dazed, you push it 6 squares. *Augment 2:* 2d10 + 8 damage and you push the target 5 squares. In addition, the target grants combat advantage to your allies adjacent to it at the end of the push until the end of your next turn.

## OTHER ABILITIES\*

**Mantle of Elation:** You and each ally within 5 squares of you gain a +3 bonus to damage rolls for opportunity attacks. In addition, each ally within 5 squares of you gains a +2 bonus to Diplomacy and Intimidate checks.

\*Some character options not present on character sheet for brevity.

## Ardent Outrage No Action / Close Burst 5 / Encounter

When you are bloodied by an attack, each enemy in burst grants combat advantage until the start of your next turn.

## Ardent Surge Minor / Close Burst 5 / Encounter

Target you or 1 ally in burst; the target can spend a healing surge, regains +2d6 hit points, and gains a +1 bonus to all defenses until the end of your next turn.

## Eldritch Blast Standard / Ranged 10 / Encounter

+8 vs. Reflex; 1d10 + 5 damage. You can use this power as a ranged basic attack.

## Dimension Swap Move / Close Burst 5 / Encounter

Target 1 ally in burst; you teleport yourself and target, swapping positions.

## Body Adjustment Minor / Melee Touch / Encounter

Target you or 1 ally; the target gains 1d12 + 5 temporary hit points.

## Adrenaline Strike Standard / Melee Weapon / Daily

2d10 + 8 damage. *Miss:* Half damage. *Effect:* Until the end of the encounter, whenever you or your allies hits the target, the attacker can shift 1 square as a free action.

## Fate Exchange Standard / Close Burst 5 / Daily

Target you and 1 ally in burst; the targets teleport, swapping positions, and each can make a basic attack as a free action with a +2 power bonus to the attack roll. For each of these attacks that hit, you or 1 ally you can see can both spend a healing surge and make a saving throw. If both attacks miss, you regain use of this power.

## +2 Defensive Halberd +2d6 Critical

When you take the total defense or second wind action, you gain a +2 item bonus to all of your defenses until the start of your next turn.

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WORLDWIDE  
**DUNGEONS & DRAGONS**  
 GAME DAY

# IZERA

FEMALE GITHZERAI MONK / LEVEL 6 / LAWFUL GOOD

*"My center is strong, and I will not fail."*

ABILITY SCORES MOD

STR 14 +5

CON 10 +3

DEX 20 +8

INT 10 +3

WIS 16 +6

CHA 8 +2

DEFENSES

AC 23

FORT 19

REF 21

WILL 19

INITIATIVE

+14

SPEED  
 (in squares)

6

VISION  
 normal

LANGUAGES  
 Common & Deep Speech

SENSES

Passive Insight 16, Passive Perception 21

TRAINED SKILLS

ACROBATICS +17

ATHLETICS +12

PERCEPTION +11

STEALTH +13

HIT POINTS 58  
 (Bloodied 29)

ACTION POINT

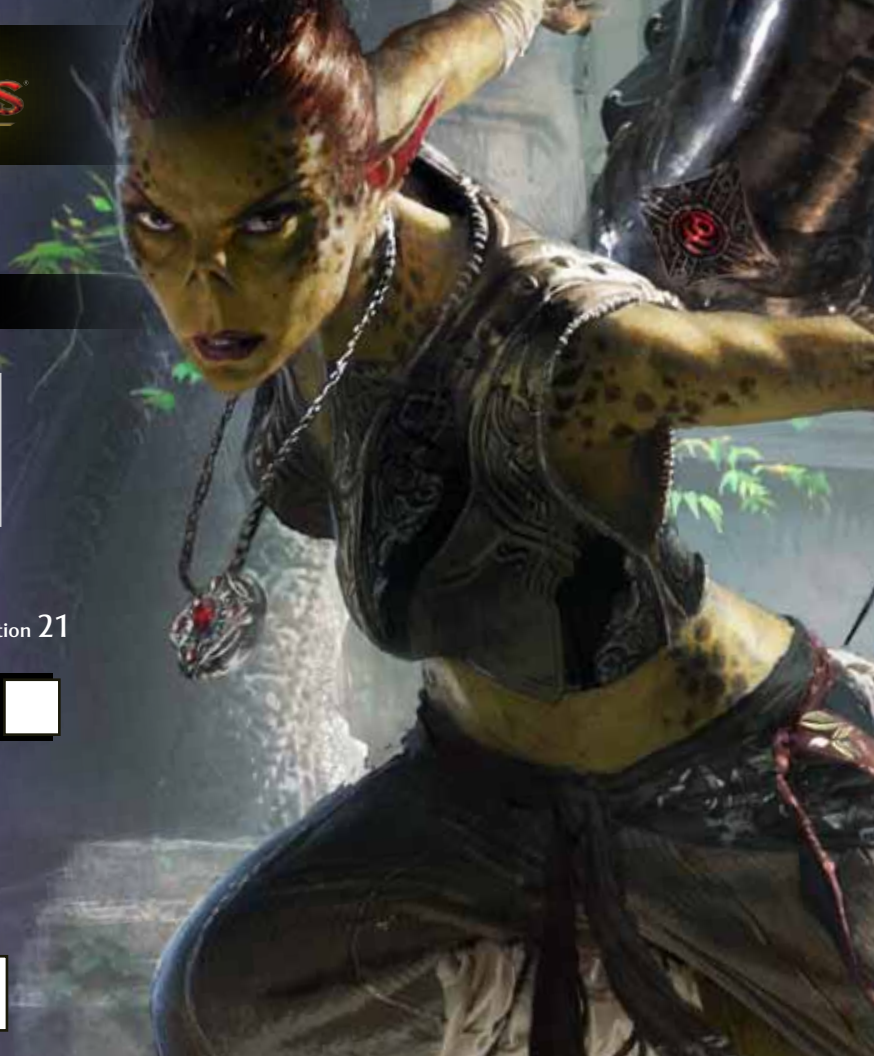
SECOND WIND

HEALING SURGES value 11

EQUIPMENT

- +2 *ghost strike ki focus* 4 shuriken
- +2 *cloth armor* adventurer's kit
- +2 *amulet of protection* 1,000 gp

OTHER EQUIPMENT



## Melee Basic Attack Standard / Melee Weapon / At-Will

Requires unarmed; +10 vs. AC; 1d8 + 4 damage.

## Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires shuriken; Ranged 6/12; +13 vs. AC; 1d4 + 7 damage.

## Centered Flurry of Blows Free / Melee 1 / At-Will

Target 1 creature after you hit with an attack; the target takes 5 damage and you slide it 1 square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack. Use this power only 1/round.

## Crane's Wings Standard and Move / Melee Touch and Personal / At-Will

**Standard Action:** +11 vs. Fortitude; 1d10 + 7 damage and you push the target 1 square. **Move Action:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of your jump isn't limited by your speed.

## Five Storms Standard and Move / Close Burst 1 and Personal / At-Will

**Standard Action:** Target each enemy you can see in burst; +11 vs. Reflex; 1d8 + 7 damage. **Move Action:** You shift 2 squares.

## Agile Recovery Minor / Personal / At-Will

You stand up.

## OTHER ABILITIES\*

### Defended Mind:

You have a +2 racial bonus to saving throws against daze, dominate, or stun effects.

\*Some character options not present on character sheet for brevity.

### Shifting Fortunes:

When you use your second wind, shift 6 squares as a free action.

### Escape Artist:

You can attempt to escape a grab as a minor action.

## Iron Mind Immediate Interrupt / Personal / Encounter

When you are hit by an attack, gain a +2 bonus to all defenses until the end of your next turn.

## Purifying Meditation Minor / Personal / Encounter

You make a saving throw with a +3 bonus.

## Drunken Monkey Standard and Move / Melee Touch and Personal / Encounter

**Standard Action:** +11 vs. Will; 1d8 + 7 damage and you slide the target 1 square. The target makes a melee basic attack with a +3 bonus as a free action against an enemy of your choice. **Move Action:** You move 8 squares, ignoring difficult terrain and gaining a +3 power bonus to all defenses against opportunity attacks.

## Twin Thunders Standard and Move / Melee Touch and Personal / Encounter

**Standard Action:** +11 vs. Fortitude; 2d10 + 7 thunder damage and a single enemy adjacent to the target takes 1d10 thunder damage. **Move Action:** Choose 1 enemy adjacent to you and move 8 squares. You don't provoke opportunity attacks from that enemy.

## Masterful Spiral Standard / Close Burst 2 / Daily

Target each enemy in burst; +11 vs. Reflex; 3d8 + 7 force damage. **Miss:** Half damage. **Effect:** You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

## One Hundred Leaves Standard / Close Blast 3 / Daily

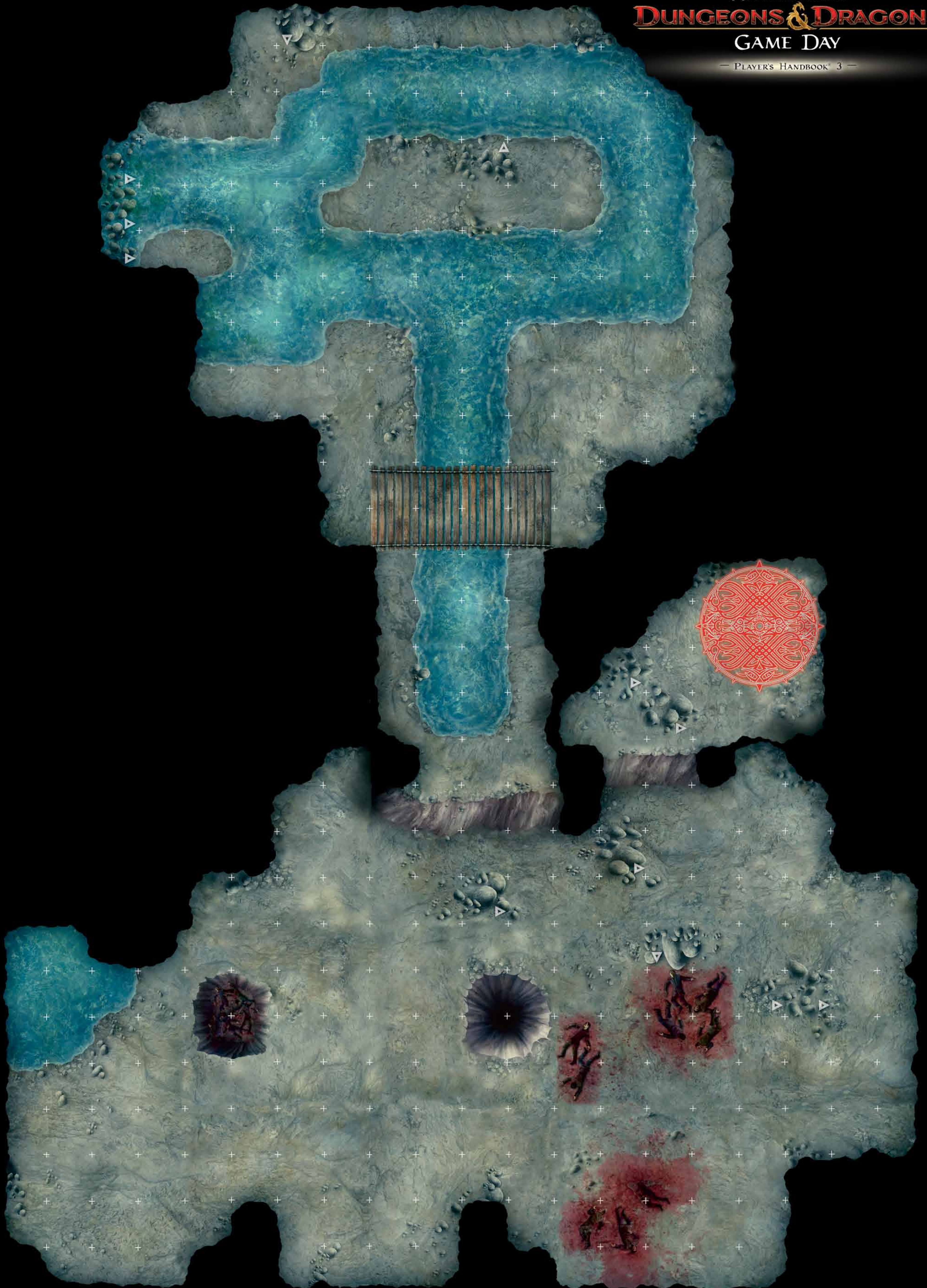
Target each creature in blast; +11 vs. Reflex; 3d8 + 7 damage and you push the target 2 squares. **Miss:** Half damage and push 1. **Effect:** Until the end of your next turn, you can target 1 additional creature in range with your flurry of blows power.

## +2 Ghost Strike Ki Focus +2d6 Critical

Whenever you make a melee attack against an insubstantial creature granting combat advantage to you, the attack ignores the insubstantial quality.

WORLDWIDE  
**DUNGEONS & DRAGONS**  
GAME DAY

— PLAYER'S HANDBOOK 3 —



WORLDWIDE  
**DUNGEONS & DRAGONS**  
GAME DAY

— PLAYER'S HANDBOOK® 3 —







# THE LONELY TOWER HIDES EVIL SECRETS

In the frontier village of Beorunna's Well, all is not well. Villagers have disappeared without a trace, and the locals fear to walk alone at night. Now, the villagers hear distant cries of terror at night, echoing from an abandoned fortress outside the village. A group of brave heroes must step forward to explore the Lonely Tower and end the threat to Beorunna's Well.

This DUNGEONS & DRAGONS® adventure was created for Worldwide D&D Game Day. *Beneath the Lonely Tower* is designed for five 6th-level characters, and includes a double-sided poster map detailing the entire scenario.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

*Player's Handbook*®    *Monster Manual*®  
*Dungeon Master's Guide*®    D&D™ *Dungeon Tiles*  
D&D® *Miniatures*

