

LEVEL 4: GREAT SONG

A statue of a phoenix-like creature is on the central raised platform. Inscribed around the base: **A great song?** On the outer wall, 7 large bells hang, each inscribed with the letters A-G, corresponding to the notes they each sound. Through the immovable portcullis on the back wall is a short cavern passage to the clifftops and the land beyond. If the bells are struck and sounded in order of the message on the bard's parchment (A-C-A-G-E-D-D-E-E-D-B-E-B-A-D) the flames beneath the creature are manifested, the Rilkebeast comes to life, and with a booming voice says, "Rise up like a flame and cast great shadows for me to live in!" before entering combat (see Rilkebeast info at bottom right). Players may figure out that the eight columns surrounding the space can be used to prevent shadows cast by the beast's fire-light. When the Rilkebeast is defeated, its body turns to ash and a lever to raise the portcullis leading to the exit is revealed on the ashy pediment.

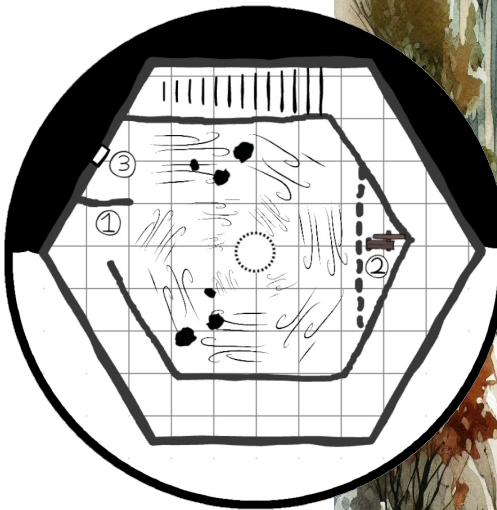
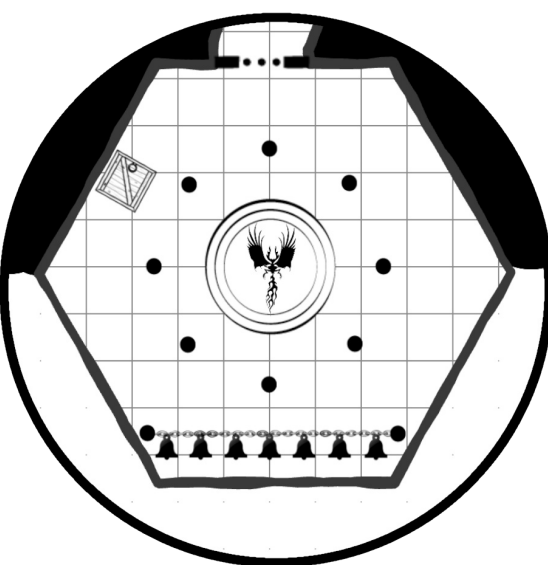


THE RILKEBEAST!

The **Rilkebeast** is a mysterious enchanted statue that animates on a triggering action, with flames engulfing it from the base. Though it cannot move from its pediment, it can attack anyone in melee range with two claw attacks each turn, dealing significant slashing damage.

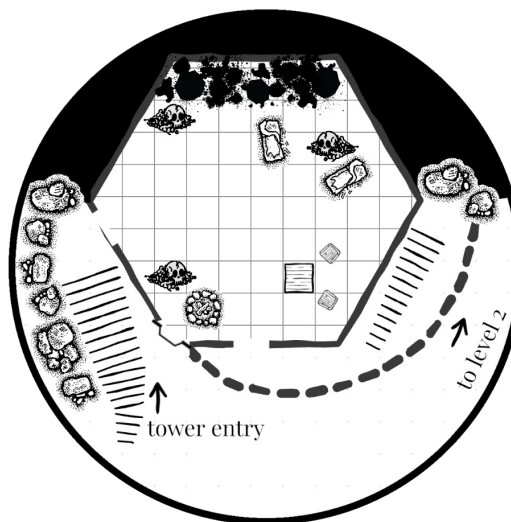
It is unaffected by poison or psychic damage and attacks from non-magical weapons or spells. It is immune to charm, exhaustion, fright, paralysis, petrification. It is vulnerable to water damage and darkness spells.

Additionally, its flames cast shadows of creatures in view that become **shadow dogs** (fierce, evasive and moderately strong) attacking the player. The statue and dogs have flanking attacks unless players steps out of the statue's melee range. The mastiffs disappear if the light source is blocked but reappear if unblocked; previous damage taken remains upon their reappearance. They only attack their shadow caster until either has fallen.



LEVEL 2: THE FALCON

The poem continues on the back wall: **Am I a falcon?** A falcon statue faces the rear-right wall. In the rear-left is a portcullis (immovable) adorned with raptor claws staking in the stone floor. An successful investigation reveals the statue's circular track. With great effort, the statue base can be moved around the track (easier with multiple players helping). If the statue is moved so that the falcon gaze points out the window, the portcullis raises. Players can enter the stairs by stepping under the raised claws.



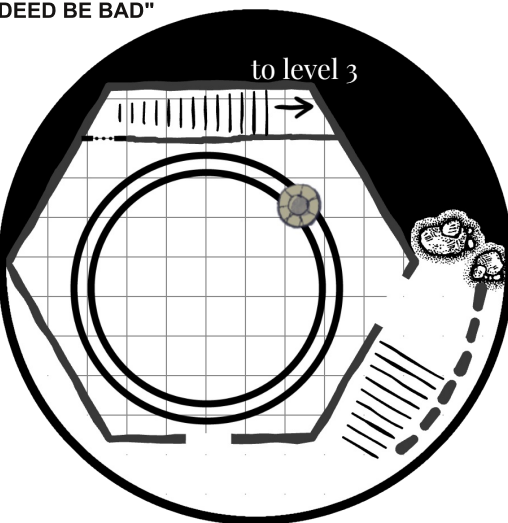
LEVEL 3: THE STORM

A roaring wind grows louder on the winding approach.

1. Writing on the wall reads: **A storm?** Players can see a powerful swirl of wind carrying rubble, even a skeleton. A successful investigation reveals the calm eye in the tornado. Winds will lift players, but with a chance of rubble striking for 1d6 damage/turn. With a tough agility check they can reach the eye in one turn or be flung to the ledge in two.

2. 15 feet above the floor is a ledge with a large crank mechanism. Paddles on the crank can be moved with spells doing force or lightning damage. Strong players atop the ledge can turn it by hand with a roll. The crank pulls a chain that closes the port at Area 3, calming the wind.

3. When the wind stops, an iron ladder it held aloft drops, leading to Level 4. The skeleton also drops; it is that of a bard, a scroll case around his neck contains a parchment that reads: **"Great Song — A CAGED DEED BE BAD"**



LEVEL 1: ABANDONED HOVEL

Filled with detritus — beds, a table, chairs, a fire pit near the window, and weathered bones — of those who lived (and died) living in the space. Amid the rubble at the back of the room is one of the skeletons, crushed by a rock-fall. Scrawled along the out-facing walls is the start of a poem:

*I live my life in widening circles
that reach out across the world.
I may not complete this last one
but I give myself to it.
I circle around the primordial tower.
I've been circling for thousands
of years and I still don't know...*

Through the arched doorway is a stone-rail balcony leading around to steps to Level 2.

THE TOWER OF GREATSONG

This abandoned tower, built ages before by an ancient bardic conservatory, is the only pass through tall cliffs of ragged, razor-sharp rocks. Traversing through the tower will save a party many days' journey in search of another way across this forbidding terrain.

Inspired by the poems "Widening Circles" and "Go to the Limits of Your Longing" by Rainer Maria Rilke.

Art was created by Bradley Barnes with assistance from Microsoft Copilot AI.