

COR1-04



Fires of the Storm Tower

A One-Round D&D Core LIVING GREYHAWK™ Adventure

version 1

by Sean K. Reynolds

While on a ship from the city of Greyhawk to Gryrax in the Principality of Ulek, you are blown off-course by a freak storm, and stranded on the shores of the Pomarj. While the sailors do emergency repairs, you search for an important passenger missing since the shipwreck. An adventure for characters level 1-6.



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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted

to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute You have no living space, and must carry all your

gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

It is well-known Prince Olinstaad Corond of Ulek has petitioned Greyhawk and others for assistance in dealing with the Pomarjian invaders that have claimed his eastern lands. Recently, individuals in Greyhawk's Directing Oligarchy have discovered information that would benefit the dwarven prince's cause and have sent a message to Corond, born by Halgern, a young sorcerer and cousin of one of the Oligarchs. Halgern is to present the message to the king and offer his services for up to six months. He boarded a ship bound for Gryrax (as did the player characters, for their own reasons). Unfortunately, spies working for Turrosh Mak learned of Halgern's trip and the nature of the information he carries. The Despot sent word for his troops, particularly those with their own ships such as the Squid tribe of hobgoblins, to be on the lookout for ships heading from Greyhawk to the Principality.

After rounding the Pomarj peninsula, a freak storm caused many folk from the ship escorting Halgern to be swept overboard. Those thrown into the drink included Halgern and the heroes. The heroes manage to stay afloat by holding some debris but lose track of the ship in the storm. They eventually wash ashore on the southern coast of the Pomarj less than a mile from the ship, which is damaged, and has been moored in a shallow cove. On their way to the ship, the heroes have a chance to spot orc tracks and find Halgern's rapier, dropped during some kind of scuffle. Once they reach the ship, the captain tells them that Halgern is missing. Given the evidence in the area, he suspects foul play. He knows Halgern's mission (but not the message he carries) and suspects that the orcs have taken Halgern away for torture and interrogation. He needs all of his hands to get the ship in working order as soon as possible, and so he asks the player characters to search for the missing sorcerer and bring him back alive.

The heroes follow the orc tracks, but lose the trail within the territory of a small tribe of kobolds. The heroes can bargain with the kobolds, who know the location of the nearest orc lair. Once the negotiations are complete, the kobolds can show the player characters the way to the lair, which is a ruined keep called the Storm Tower. (If negotiations fail or never occur, the heroes can do a spiral search and eventually find the trail again).

Within the Storm Tower are orcs of the Red Fang tribe, easily identified because many of them have a nonfunctional third eye in their forehead. The Red Fang are preparing to torture, interrogate, and eat Halgern. The heroes intervene just before the torture begins (if they received help from the kobolds) or just after Halgern has been tortured and given them the message (if the heroes had to take extra time searching because they wouldn't work with the kobolds). Once the characters rescue Halgern (and, if necessary, catch any orcs fleeing with his message) they can return to the ship, which is being attacked by scraggs (aquatic trolls). Once the trolls are dealt with and ship has been patched

together again, they can leave for Gryrax.

Introduction

You have decided to make a journey from Greyhawk to Gryrax is the Principality of Ulek, a place known for its strong merchant trade, quality gems and silver goods, and the noble dwarves that have ruled the country for dozens of human generations. You should decide why your character wants or needs to go there, such as to visit a family friend, pay an old debt, carry a message, deliver a sentimental heirloom, or have an unusual item appraised.

You have arranged passage on the Slaver's Bane, an older but hardy two-masted sailing ship. In addition to the other player characters and the crew of twenty, there are three passengers: Halgern, a young Oeridian sorcerer from Greyhawk; Durmin Grommel, a middle-aged dwarf returning to his home city; and Jaras Klot, an Oeridian cleric of Eharlanghn from Dyvers. During the journey you have time to become acquainted with the other passengers. Halgern is going to Gryrax to find work, Durmin is going to visit an ailing relative, and Jaras is just traveling for the sake of travel.

At this time, it is a good time for the characters to introduce themselves. Have each player describe his/her character, and introduce himself or herself in character. The heroes are then free to make any preparations they wish for the journey ahead. Food and shelter are provided as part of their trip.

Make sure the players note what equipment the heroes are carrying with them and what is being left in a storage locker belowdecks—after all, a person with heavy armor isn't likely to be wearing it on the deck of a ship unless they have some magical means to swim.

Encounter 1: Freak Storm

The ship travels for several days with little incident save spotting a ship crewed with hobgoblins in the distance, which was deftly avoided. The sky has been particularly overcast, and dark clouds have occasionally been seen on the horizon. The captain (a half-elf named Loryn) has steered the ship closer to the coast in case of a sudden storm.

The captain's instincts have proven true, for less than an hour later the sky above darkens and you hear booms of thunder. The unexpected storm scours the ship with hard rain, and the water begins to churn.

At this point, if the characters are high level and have access to spells such as control weather and control winds or items such as a horn of the tritons, this is when they should have the opportunity to cast or use them. If so, have them make Concentration checks (DC 10 + spell level) to succeed at casting a spell. Control weather takes 10 minutes to cast and 10 more to take effect, so

there is still time to have the characters affected by the storm. Control winds occurs more quickly and means that the waves are less severe, allowing the heroes a Reflex saving throw (DC 25) to avoid being washed overboard. A horn of the tritons calms the waters, but the area around the calmed effect is still turbulent and soon (10 minutes) causes it to be agitated again until the situations are as extreme as they were before the horn's sounding.

Lacking this sort of intervention, proceed with the read-aloud text.

A bolt of lightning slams downward, splitting the foremast and causing it to tear itself free of the ship, unseating a dozen crates lashed to the deck. Then a large wave causes the ship to tilt, and water rushes over the deck, pulling you toward the Azure Sea.

The heroes may attempt a Fortitude saving throw (DC 20) to avoid being swept overboard by the force of the wave. Halgern, Durmin, and Jaras are swept overboard at this point and isolated from the heroes.

Heroes swept overboard are carrying everything except what they put in storage belowdecks. When swept into the sea, they are forced underwater momentarily, then bob to the surface with a little effort (no Swim check necessary). By this time they have already been separated from the ship by 30 feet (increasing 30 feet per round), and that distance is increasing. Other heroes on deck can attempt to help the swimmers from a distance or enter the water, but the sailors are too busy trying to minimize damage to deal with any lost passengers.

Once they have surfaced, it is a simple Swim check (DC 5) to stay afloat and a somewhat difficult Swim check (DC 15) to move one-quarter of the character's speed as a move-equivalent action (or twice that as a full-round action). Note that the heroes cannot Take 10 on these checks, and their checks are penalized by -1 for every 5 pounds of gear they carry. Characters heavily laden with gear can divest themselves of items as a free action (three per round, except for armor, which follows the rule on page 105 of the *Player's Handbook*). A character that fails a Swim check by more than 5 goes underwater and must either hold his breath or begin to drown.

A character can aid another swimmer as a move-equivalent action; if the helping character succeeds at a DC 10 Swim check, the aided character gains a +2 bonus on their next Swim check. Furthermore, 1d6+1 crates were washed overboard by the wave and are floating 1d3 5-foot squares away from the heroes. Holding onto a crate provides a +4 circumstance bonus to Swim checks, or +2 if two characters are holding it.

Note: Anyone in the water effectively has total concealment from creatures more than 20 feet away (including those on the ship) because of the noise, waves, rain, and wind. Because of this, characters who return to the ship will have difficulty finding where the characters are, and will have to hope they can meet up again later.

Drowning

A drowning character immediately drops to 0 hit points and is disabled. A disabled character can only take a partial action each round, and takes 1 hit point of damage for performing any strenuous act (including trying to do anything other than stay afloat). One round after beginning to drown, on his turn the drowning character drops to -1 hit points, is dying, and (if carrying enough gear to give a penalty to Swim checks) begins to slowly sink (5 feet per round). On the third round, the character drowns.

Using Magic

Spells can help negate the water dangers, such as *alter self* (to acquire gills), *bull's strength*, *dimension door* (to return to the ship), *fly*, *freedom of movement* (allows normal swim movement despite the result of Swim checks, but drowning by failing by 5 or more is still possible), *gaseous form* (forces you to the surface), *levitate*, *minor creation* or *major creation* (to create wooden flotation devices), *Otiluke's freezing sphere*, *polymorph other*, *polymorph self*, *reduce* (to make a character small enough to be carried by a stronger one), *rope trick*, *solid fog* (it floats to the surface), *summon monster* (to summon a swimming creature), *telekinesis*, *teleport*, *Tenser's floating disk*, *unseen servant* (which can hold gear or support a light character), *wall of force*, *wall of ice*, *water breathing*, *water walk*, and *wind walk*. Casting a spell while swimming requires a Concentration check (DC 10 + spell level). Many magic items can be of use in this situation as well, such as an item that duplicates one of the above spells, an *apparatus of Kwalish*, *bottle of air*, *cloak of the manta ray*, *folding boat*, *gloves of swimming and climbing*, *helm of underwater action*, *horn of the tritons*, *immovable rod*, *iridescent spindle ioun stone*, *necklace of adaptation*, *pearl of the sirines*, *potion of Swimming*, *Quaal's feather token: swan boat*, or a *ring of swimming*.

Getting Ashore

Once all of the characters have succeeded at a Swim check three rounds in a row, they have been able to stabilize themselves in a calmer spot and no longer have to make Swim checks. By this time, the ship is out of sight (total concealment, as mentioned above) and has moved too far for the heroes to reach by swimming alone. The heroes will have to wait until the storm clears and paddle to shore.

After half an hour of rain, the storm weakens and moves on, leaving the heroes adrift about a mile from the coast. The ship is visible and apparently heading toward the coast. With care, the characters can reach the beach in about an hour, although the current prevents them from swimming directly to the ship. They reach the land about half a mile from the ship. Each character must succeed at a Swim check (DC 20) or suffer 1d6 points of subdual damage. Refer to *Player's Handbook* Table 9-3: Movement and Distance on page 143.

Two Discoveries

If the heroes head toward the ship, have them make Spot checks (DC 15) halfway there. Any character that succeeds notices a set of crawling tracks leads out of the water, moves toward the ship for about a hundred feet, then is surrounded by other tracks coming from further inland. Half buried in the churned sand is an unsheathed masterwork rapier stained with blood. A successful Intelligence check (DC 15) means a character recognizes the rapier as Halgern's. Beyond the muddle of tracks, the lone set of tracks does not continue. With a successful Wilderness Lore check (DC 15), a character can determine that the multiple tracks were made by orcs, and there were at least four of them.

At this point, the heroes can follow the tracks or return to the ship (where any of their gear stowed belowdecks should be). If they follow the tracks, skip forward to Encounter 2: Kobolds. If they return to the ship, continue on to Ship in a Cove, below.

Ship In A Cove

Early afternoon—about an hour after reaching the shore—you make it to the location of the Slaver's Bane, which is moored in a small cove. The ship is listing slightly in addition to missing its foremast. More than a dozen sailors are crawling over its surface and others are on the beach cutting wood. As you approach, an alarm is shouted, which dies down when you are recognized. Captain Loryn approaches.

"I see that you have survived! Do you have any news of Durmin, Halgern, or Jaras, or any of my crewmen? They were washed overboard shortly after you."

Once the captain knows they have not seen Halgern (and especially if they tell him they found the sorcerer's rapier), the half-elf becomes alarmed. He pulls the heroes a few steps away from the closest sailors so they are not within earshot and confides in them.

"Halgern is carrying a message from the Directing Oligarchs of Greyhawk to the dwarven prince of Ulek in Gryrax. I don't know what the message is, but I know it is information that can help the prince in his fight against the orcs of the Pomarj that press against his eastern border. We need to find him, but I need my sailors to repair the ship as quickly as possible. Can I trust you to bring him back, alive if possible, dead if that is how you find him, so that his message may reach its destination?"

At this point, the heroes can agree to search for Halgern (at which point Loryn directs them to search the beach for tracks in the direction they came, if they haven't discovered the tracks already) or decline and perhaps aid in the repair of the ship. If the heroes elect to search, they eventually spot the tracks (refer to the text above) and can follow them; go on to Encounter 2: Kobolds. If they decide to stay, skip on to Encounter 6: Uninvited Guests.

If the heroes refuse to search for Halgern, they have failed the main goal of this scenario.

Encounter 2: Kobolds

Having found the trail leading inland from the site of Halgern's rapier, you find that the creatures are easy to track on the sandy ground of the coast. However, the land is firmer two miles in, with occasional patches of low growth, and the trail grows faint.

At this point, the DC of the trail increases to 18 (20 for hard ground, -2 for the number of creatures in the group being tracked), which means that it cannot be tracked without the Track feat. If no character in the group has the feat, they automatically lose the trail. Fortunately, the orcs agitated a nearby band of kobolds, who can easily be convinced to tell where the bigger savage humanoid's lair.

If the heroes can track and don't lose the trail, proceed to Encounter 3: Storm Tower. If they cannot track or lose the trail, have the characters make Spot checks (DC 18). If they fail use the read-aloud text under the Humanoid Surprise header, if they succeed use the read-aloud text under Hidden Adversaries header. See the Kobolds map.

Hidden Adversaries

While trying to rediscover the trail, you notice eyes peering from within some of the underbrush. They seem aware that you are aware of them.

At this point, the heroes can challenge the kobolds (skip to Kobold Fight), ignore them (skip to Humanoid Surprise), or try to parley (skip to Negotiation).

Humanoid Surprise

Three small reptilian humanoids step out from nearby underbrush. All three carry halfspears and two wear leather armor, while the third wears simple clothing of gray and brown cloth. All three bear signs of very recent injury. They seem more cautious than hostile, but have a firm grip on their weapons.

The unarmored kobold (the white circled "K" on the map) speaks to the characters in Draconic, challenging them for invading the kobolds' territory. The kobolds attempted to stop the orcs and were beaten, managing to escape with their wounded before any were killed. The leader is challenging the heroes to save face, but is ready to flee again if threatened. If the heroes try to parley with the kobolds, move on to Negotiation. If they fight, skip to Kobold Fight.

Negotiation

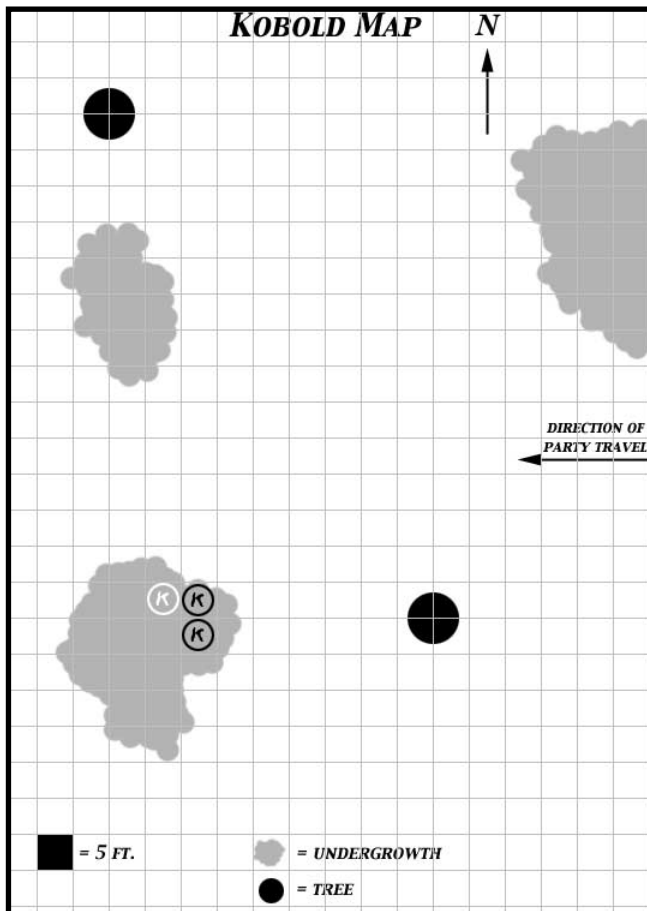
If the heroes can communicate with the kobolds, the leader, Koshek, explains that six orcs of the Red Fang tribe (easily recognizable because some of the orcs have a third eye in the center of their forehead) traveled through their territory earlier today. They were carrying a human man. When the kobolds challenged

the Red Fangs, the orcs attacked and forced the kobolds to scatter, continuing on in the direction of their closest lair, a ruin called the Storm Tower about two miles west of this point. If the humans pay them for their trouble (the kobolds want 100 silver coins, three masterwork bolts, or a potion of any kind as payment), they agree to lead the heroes to the vicinity of the Storm Tower. If the characters won't pay, the kobolds simply point roughly in the direction of the tower and leave angrily.

If the player characters do not speak Draconic, they can only communicate with gestures. The leader does a reasonable pantomime of orcs, making a loop with his finger and thumb on his forehead while he does so (although the heroes probably won't know what that means). The leader also points at one of the humans in the group (or an elf or half-elf, if no humans are present) and shambles along unhappily with the "orcs." He then draws the shape of a stone tower in the dirt and mimes receiving a payment and leading the heroes to the tower. If the heroes pay (the kobolds can point at what they want), the kobolds take them to the tower (skip to Encounter 3: Storm Tower). If not, the kobolds leave in a huff (skip to Failed Negotiations).

Kobold Fight

If attacked, the three kobolds do nothing on their turn but flee,



scattering in different directions to deter pursuit. If attacked while still hiding (such as with a damaging area spell), they probably die instantly. Skip on to Failed Negotiations.

Tier 1-4 (EL3):

Koshek: Male kobold Sor2: CR 2; Small humanoid; HD 2d4+0; hp 5 (currently 2); Init +1; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Atk +0 melee (1d6-2/x3, halfspear), or +3 ranged (1d8/19-20, light crossbow); SQ darkvision 60 ft., light sensitivity; AL NE; SV Fort +0, Ref +1, Will +3; Str 6, Dex 13, Con 11, Int 12, Wis 10, Cha 12.

Skills and Feats: Concentration +4, Craft (trapmaking) +3, Hide +7, Knowledge (arcana) +3, Listen +2, Profession (mining) +3, Search +4, Spellcraft +3, Spot +2; Alertness

Special Qualities—Darkvision: The creature can see in the dark as though in normal daylight.

Light Sensitivity (Ex): The creature is sensitive to light and gets a -1 circumstance penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells Known: (6/5, currently at 5/4; base DC = 11 + spell level): 0—detect magic, ghost sound, mage hand, mending, ray of frost; 1st—burning hands, expeditious retreat.

Equipment: halfspear, light crossbow, 5 bolts, 1 gp, 15 sp.

Kobolds (2): hp 2 (currently 1) (x2); See *Monster Manual*, page 123.

Failed Negotiations

Should the heroes kill the kobolds or not learn of the Storm tower, they can search (preferably in a spiral pattern) for a continuation of the trail. After an hour, they rediscover the trail and can continue on to Encounter 3: Storm Tower.

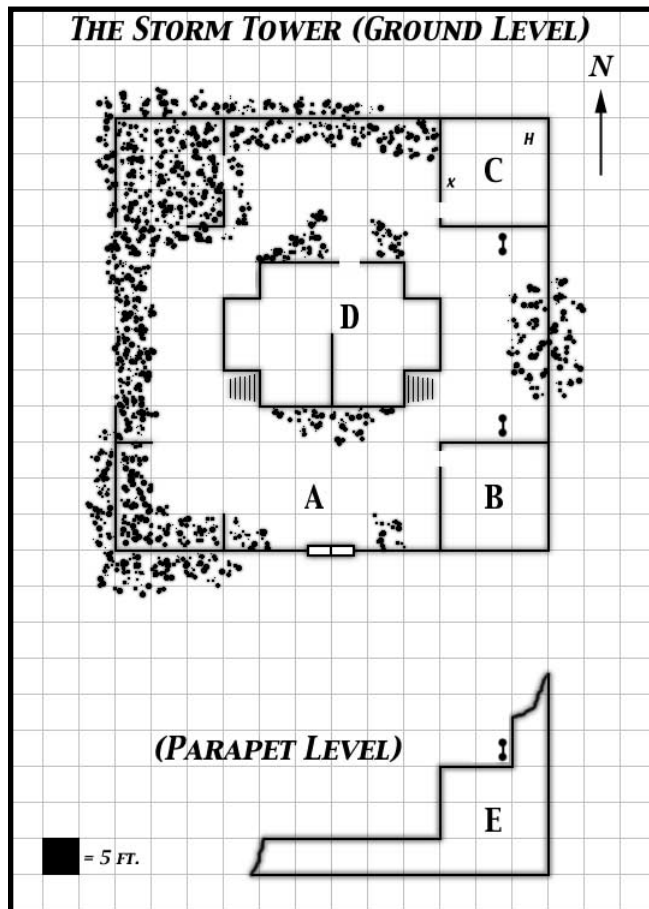
Encounter Three: Storm Tower

A ruined keep, which presumably is the Storm Tower, has come into view on a nearby hill. Sixty feet on a side, this one story structure has partially collapsed on its western end. A parapet runs around the top except in the ruined areas. Strangest of all are the black and red flames that occasionally fire skyward from the western walls, or the bolts of green lightning that crackle in great arcs above the ruin.

Orc tracks are all over the ground here. It is early evening; the sun should set within the hour.

At this point, the heroes are about a thousand feet from the tower. Because the orcs are light-sensitive, they do not patrol the land around their outpost during the day. Starting about two hours after sunset a pair of orcs will begin to patrol the territory.

The storm tower's outer wall is fifteen feet high and made of two-foot thick stone. Each corner has a fifteen-foot diameter



room with a single entrance. A five-foot wide catwalk once ran along the inner edge of the outer wall, merging with the roof of each of the corner rooms, but all that remains are small portions extending from the southeastern roof. Most of the western wall has broken apart and is no more than eight feet high in most places. The center of the western wall has almost completely collapsed, but the orcs have rebuilt a crude barrier (8 feet high) in that area from available rubble. The barrier slopes down to the ground level on the inside of the tower, making it easy for defenders to reach the top and attack invaders trying to climb the steep (outer) side.

The gates in the outer wall are made of sturdy but old hardwood. The western gate is hanging by only one hinge and is rusted shut. If forced open (Strength check, DC 23) it squeaks loud enough that any creature within the ruins hears it. The eastern gate works normally, but the barring mechanism broke years ago and so the door can be opened (it opens outward) easily. It tends to squeak when opened or closed (Listen check, DC 10 for a creature within the tower to hear it).

The small building within the tower is made of stone and is one story, with a parapet wall on the roof (the parapet has collapsed on the north and south ends). Stone stairs lead to the roof of this building. A single orc sentry named Dench stands guard on the roof, paying attention mostly to the front gates and the improvised barrier to the west.

The strange fires and lightning on and above the tower are the result of a battle between a human wizard and a young red dragon (the human suffered a mishap while casting a *scroll of wish*) and are completely harmless. They are sufficient to light the western half of the tower with the equivalent of torches, and the lights are visible at night for over a mile.

There are a total of eight orcs within the tower. If the heroes attack the tower overtly and without any stealth (such as a shouting charge on the front gates), the orcs fight from within their tower, using their familiarity with its defenses to their best advantage when repelling invaders (use this encounter). If the heroes sneak into the tower, the orcs are less prepared and some may be eliminated singly before the situation devolves into a mass battle (skip to Encounter 4: Inside the Tower). Once the heroes have entered the tower, refer to Encounter Four for descriptions of each of the rooms within it.

Remember that gouts of red and black flame rise from this area at least once a round, which may deter invaders from approaching from this side. The orcs know it is harmless and are not afraid to be hit by it, which may lead some characters to think the orcs are protected from fire—by way of fiendish heritage or worse. Their vestigial third eyes also lend an unnatural appearance, maybe convincing heroes that the orcs are not what they seem.

If left alone for the night, the orcs torture Halgern some more (which the heroes can hear if they are in the vicinity), then kill and eat him after they get the information they need. They rest the day and move out the next night so they may report the information to their leader.

Tactics: If the tower is attacked, Dench, the orc on top of the central building (or any other orc that recognizes the tower is being attacked) shouts an alarm and prepares to attack/invaders at a range his javelins. He uses the edge of the roof to provide one-quarter cover for himself (+2 cover AC bonus, +1 cover Reflex save bonus) against attacks from the ground, or one-half cover (+4 cover AC bonus, +2 cover Reflex save bonus) against creatures to the east or west of the building.

Two orcs (Feng and Gell) climb the ladder to the southeast tower and launch javelins at foes, using the parapet wall for one-half cover (+4 cover AC bonus, +2 cover Reflex save bonus) against attacks from the ground and one-quarter cover (+2 cover AC bonus, +1 cover Reflex save bonus) against attacks from their elevation (such as flying characters).

Two orcs (Henk and Keth) approach within 10 feet of the gate and ready actions to charge enemies that come through the gate. Should enemies enter from the western wall of rubble, on their next turn they alter position to defend against attacks from that direction and the gate. Should no characters enter from either side by the time it is the orcs' turn, they fall back near the corner of the southeast tower and ready javelins against opponents that approach.

The last orc (Ront) is the cleric, who waits near the door to

the central building and casts *bless* (along as he doesn't move more than 5 ft. north or east, spell's radius is sufficient to affect all of his allies). He then moves counterclockwise around the central building, supporting his fellows with spells or using attack spells against invaders, whichever seems more appropriate.

If all of the orcs are wounded below half their normal hit points, they attempt to flee. Ront flees if he feels the battle is going against them, whether or not he has been wounded. If the heroes choose to pursue the fleeing orcs, skip to Encounter Five: Hot Pursuit. If they defeat all of the orcs, refer to individual room descriptions in Encounter Four: Inside the Tower.

Tier 1 (EL5)

Dench, Feng, Gell, Henk, Keth: Male orcs; hp 6 each; See *Monster Manual*, page 146

Ront: Male orc Clr2 (Gruumsh); CR 2; Medium-size Humanoid (orc); HD 2d8+2; hp 12; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atks +5 melee (1d8+3/x3, masterwork shortspear), +1 ranged (1d6+2, javelin); SA rebuke undead 2/day; SQ darkvision 60 ft., light sensitivity (-1 to attack in bright light or *daylight* spell), spells; AL CE; SV Fort +4, Ref +0, Will +5.

Str 15, Dex 11, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +6, Heal +5, Knowledge (religion) +2; Combat Casting.

Spells Prepared (4/3+1): 0—*create water, cure minor wounds* (2), *virtue*; 1st—*bless, cure light wounds, magic weapon**, *shield of faith*.

*Domain spell. Domains: Strength (feat of strength: once per day as a free action adds +2 to Strength score for one round), War (proficiency & Weapon Focus with shortspear).

Equipment: masterwork shortspear, 3 javelins, scale mail, bedroll, trail rations, 11 gp, 21 sp.

Tier 2 (EL6)

Dench, Feng, Gell, Henk, Keth: Male orcs Bbn1; CR 1; Medium-size Humanoid (orc); HD 1d12+0; hp 8; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +3 melee (1d12+3/x3, greataxe); or +1 ranged (1d6+2 javelin); SQ darkvision 60 ft., fast movement, light sensitivity (-1 to attack in bright light or *daylight* spell), rage 1/day; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Listen +3, Spot +3; Alertness.

Special Attacks—Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 19, Con 15, hp 10, Will +1, AC 12, greataxe attack bonus +7, greataxe damage 1d12+6/x3, javelin damage bonus 1d6+4. His fit of rage lasts for 5 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter

and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Equipment: greataxe, 3 javelins, scale mail, 50 ft. hemp rope, bedroll, trail rations, 10 sp.

Ront: Male orc Clr3 (Gruumsh); CR 3; Medium-size Humanoid (orc); HD 3d8+3; hp 18; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d8+3/x2, masterwork shortspear); or +2 ranged (1d6+2 javelin); SA rebuke undead 2/day; SQ darkvision 60 ft., light sensitivity (-1 to attack in bright light or *daylight* spell); AL CE; SV Fort +4, Ref +1, Will +5; Str 15, Dex 11, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Heal +5, Knowledge (religion) +3; Combat Casting, Weapon Focus (shortspear)

Cleric Spells Prepared: (4/4/3; base DC = 12 + spell level): 0—*create water, cure minor wounds* (2), *virtue*; 1st—*bless, cure light wounds, magic weapon**, *shield of faith*; 2nd—*cure moderate wounds, hold person, spiritual weapon**.

*Domain spell. Deity: Gruumsh. Domains: Strength (feat of strength 1/day), War (Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Equipment: masterwork shortspear, 3 javelins, scale mail, bedroll, trail rations, 11 gp, 21 sp.

Tier 3 (EL8)

Dench, Feng, Gell, Henk, Keth: Male orcs Bbn2; CR 2; Medium-size Humanoid (orc); HD 2d12+0; hp 15; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe); or +2 ranged (1d6+2, javelin); SQ darkvision 60 ft., fast movement, light sensitivity (-1 to attack in bright light or *daylight* spell), rage 1/day, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +2, Jump +0, Listen +4, Spot +4; Alertness.

Special Attacks—Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 19, Con 15, hp 19, Will +1, AC 12, greataxe attack bonus +7, greataxe damage 1d12+6/x3, javelin damage 1d6+4. His fit of rage lasts for 5 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Equipment: greataxe, 3 javelins, scale mail, 50 ft. hemp rope, bedroll, trail rations, 10 sp.

Ront, Male orc Clr6; CR 6; Medium-size Humanoid (orc); HD 6d8+6; hp 34; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d8+3/x3, masterwork shortspear); or +4 ranged (1d6+2 javelin); SA rebuke undead 2/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +4, Will +7; Str 15, Dex 11, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Heal +5, Knowledge (religion) +4, Spot +3; Combat Casting, Lightning Reflexes, Weapon Focus (shortspear)

Spells Prepared: (5/5/5/3; base DC = 12 + spell level): 0—*create water, cure minor wounds (2), detect magic, virtue*; 1st—*bless, cure light wounds, divine favor, magic weapon**, *shield of faith*; 2nd—*cure moderate wounds (2), hold person (2), spiritual weapon**; 3rd—*cure serious wounds, magic vestment**, *prayer*.

*Domain spell. Deity: Gruumsh. Domains: Strength (feat of strength 1/day), War (Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Equipment: masterwork shortspear, 3 javelins, scale mail, bedroll, trail rations, 11 gp, 21 sp.

Tier 4 (EL10)

Dench, Feng, Gell, Henk, Keth: Male orcs Bbn3; CR 3; Medium-size Humanoid; HD 3d12+0; hp 21; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d12+3/x3, greataxe); or +3 ranged (1d6+2 javelin); SQ darkvision 60 ft., fast movement, light sensitivity (-1 to attack in bright light or *daylight* spell), rage 1/day, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +3, Jump +0, Listen +6, Spot +4; Alertness, Weapon Focus (greataxe)

Special Attacks—Rage (Ex): The barbarian can fly into a screaming blood frenzy and gain phenomenal strength and durability, though he also becomes reckless and less able to defend himself. The following changes are in effect as long as he rages: Str 19, Con 15, hp 27, Will +2, AC 12. His fit of rage lasts for 5 rounds. The barbarian may voluntarily end the rage prematurely. After raging, the barbarian is fatigued (-2 Strength, -2 Dexterity, can't charge or run) for the duration of that encounter. He can fly into a rage only once per encounter and only one time per day. Entering a rage takes no time by itself, but the barbarian can do it only during his action, not in response to someone else's action.

Equipment: greataxe, 3 javelins, scale mail, 50 ft. hemp rope, bedroll, trail rations, 10 sp.

Ront, Male orc Clr8: CR 8; Medium-size humanoid; HD 8d8+8; hp 45; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +10/+5 melee (1d8+3/x3, masterwork shortspear); or +6/+1 ranged (1d6+2 javelin); SA rebuke undead 2/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 11, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Heal +5, Knowledge (religion) +4, Spot +4; Combat Casting, Lightning Reflexes, Weapon

Focus (shortspear)

Spells Prepared: (6/6/5/4/3; base DC = 12 + spell level): 0—*create water, cure minor wounds (2), detect magic, detect poison, virtue*; 1st—*bless, cure light wounds, divine favor, magic weapon**, *protection from good, shield of faith*; 2nd—*cure moderate wounds (2), hold person (2), spiritual weapon**; 3rd—*cure serious wounds, invisibility purge, magic vestment**, *prayer*; 4th—*cure critical wounds, divine power**, *greater magic weapon*.

*Domain spell. Deity: Gruumsh. Domains: Strength (feat of strength 1/day), War (Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Equipment: masterwork shortspear, 3 javelins, scale mail, bedroll, trail rations, 11 gp, 21 sp.

Encounter Four: Inside the Tower

This encounter assumes that the heroes have managed to enter the tower, either by stealth (in which case the orcs are unawares in the various rooms) or after defeating all of the orcish defenders (in which case most areas are empty of inhabitants).

If the heroes are careful, they can eliminate the orcs quietly one by one. If reckless, they are likely to draw all of the forces upon themselves at once (similar to Encounter Three) and may become surrounded.

Should any orcs escape and the heroes wish to pursue them, go on to Encounter Five: Hot Pursuit. If all orcs are slain, Halgern is found, and the heroes wish to return to the ship, go to Encounter Six: Uninvited Guests.

Area A: Courtyard

The courtyard beyond the gate has been mostly cleared of rubble. To the north is a one-story stone building, to the east is a stone room or tower attached to the interior wall of the fort, and to the east is the rubble of a similar structure. A pair of stone stairways flanking the central building lead to its roof. The remnants of a catwalk are visible clinging to the inner perimeter of the outer wall.

The ground is slightly muddy and covered in tracks, some of which are clear enough to be recognized as orc tracks.

If the heroes have entered the tower by stealth, a Spot check (DC 15) allows them to see Dench, the sentry on top of the central building, before he sees them. If they fail to spot him, have the heroes make Hide rolls opposed by Dench's Spot check (Dench is taking 10 on his Spot check). If he makes his check, he notices them and calls an alarm. Otherwise the group can move about the tower without being spotted by him. Repeat the opposed Spot/Hide checks every other round until a fight starts or Dench notices the heroes.

If the heroes notice Dench before he sees them, they gain a +2 circumstance bonus on their Hide checks to avoid being spotted by him, as they had a moment to notice his walking pattern and plan their movement accordingly. Check every other round as

described above, starting with the round after the heroes noticed Dench.

Creatures: Dench, orc (see Encounter Three for statistics block).

Tactics: Dench shouts an alarm if he spots and intruders, and uses the tactics described in Encounter Three.

Area B: Southeast Tower

The door to this fifteen-foot-square room was broken off long ago. Inside are two piles of furs that probably serve as beds. Orc feet have tracked mud into the room, but despite the mess you can see the room does have a floor made of flat stones.

This is the sleeping-place of Feng and Gell. During the early evening hours they are talking quietly in Orc, sharpening their weapons, and so on, and that is how the heroes encounter them if caught unawares.

Creatures: Feng and Gell, orcs (see Encounter Three for statistics blocks).

Area C: Prisoner's Room

The door to this room is missing, having apparently been torn off its hinges years ago. A small pile of kindling is stacked in the southeast corner as if ready to be lit. A bruised Oeridian man in fine clothes sits bound in the northeast corner of the room—you recognize him as Halgern.

Halgern has taken damage from the initial fight with the orcs and is in poor shape. If the heroes didn't negotiate with the kobolds, he has been tortured by the orcs as well, and has revealed the secret message he is carrying to Ulek. He has been unable to free himself from his bonds, and has passed out from the pain and exertion. If fighting begins within the tower, he awakens and calls weakly for help (audible only to people within ten feet of his prison). He knows of the trap in the room, and if awake when the heroes approach, he warns them about it before they try to enter. If rescued, Halgern is very appreciative.

If he was tortured, he is at 0 hit points and cannot exert himself without dealing damage to himself, passing out, and starting to die (he will need at least 1 point of healing to be able to make the journey back to the ship on his own feet). He tells the heroes that he is carrying a secret message and the orcs were able to torture the information out of him. He insists that all of the orcs must be slain to prevent this news from reaching the armies of Turrosh Mak, even to the point of volunteering to stay in the tower while the heroes pursue the orcs.

If the heroes reach Halgern before he is tortured (and therefore before his message was revealed), he thanks them and insists on getting out of danger and back to the ship as quickly

as possible, even if that means that the orcs escape—to him, his mission is more important than revenge.

If the heroes have his rapier (he recognizes it immediately if he sees it) he asks to have it returned to him.

Trap: Ront has placed a crude tripwire across the doorway into this room. The tripwire connects to a crossbow pointed at the door, and if tripped it fires a single bolt coated with greenblood oil.

Poisoned Bolt Trap: CR 2; +10 ranged (1d8/19-20/x2 plus poison): Search DC 15; Disable Device DC 20. Note: The bolt fires from the point marked "X" on the map toward the central building. The target is determined randomly between anyone in the square directly west of the doorway to area C and the square directly south of that square. Greenblood Oil: Injury DC 13, 1 Con/1d2 Con.

Halgern: Male human Arii/Sorri; CR 1; Medium-size humanoid; HD 1d8+0, 1d4+0; hp 10 (currently 3, or 0 if he has been tortured); Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d6-1/18-20/x2, masterwork rapier); Face/Reach 0 ft. x 0 ft./0 ft.; AL LN; SV Fort +0, Ref +1, Will +5; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +5, Diplomacy +6, Disguise +4, Gather Information +5, Innuendo +3, Intimidate +3, Knowledge (arcana) +4, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nobility and royalty) +3, Ride (horse) +2, Sense Motive +2, Spellcraft +4, Spot +3, Swim +1; Improved Initiative, Scribe Scroll

Sorcerer Spells Known: (5/4, currently at 5/3); base DC = 12 + spell level): 0—*detect magic, detect poison, mage hand, read magic*; 1st—*color spray, sleep*.

Gear (all except the rapier is currently held by Ront): masterwork rapier (missing, possibly discovered by the heroes earlier), *scroll of change self, scroll of detect thoughts*, 50 gp.

Area D: Main Building

This larger building is missing its door. The room inside has been divided into two sections, east and west, by a stone wall running north-south that almost completely bisects the room. In the west side is one set of sleeping furs, on the east side are two sets. A skinned rabbit on a crude spit is positioned over a small, cold fire pit inside the room immediately to the east of the door.

This is the sleeping area of Ront (the west portion) Henk, and Keth (the east portion). If the heroes have not caused an alarm, Henk and Keth are arguing about who's going to go hunting for more food, and Ront is praying quietly (having already finished preparing his spells).

Creatures: Henk, Keth, Ront, orcs (see Encounter Three for statistics blocks).

Area D: Main Building Roof

The roof of this building is surrounded by a low parapet wall, which has fallen apart on the north and south ends, leaving nothing to prevent a person from accidentally walking off the edge of the building.

Dench the orc is on patrol for the first few hours of the evening, and is eventually relieved by Henk or Keth.

Creatures: Dench, orc (see Encounter Three for statistics blocks).

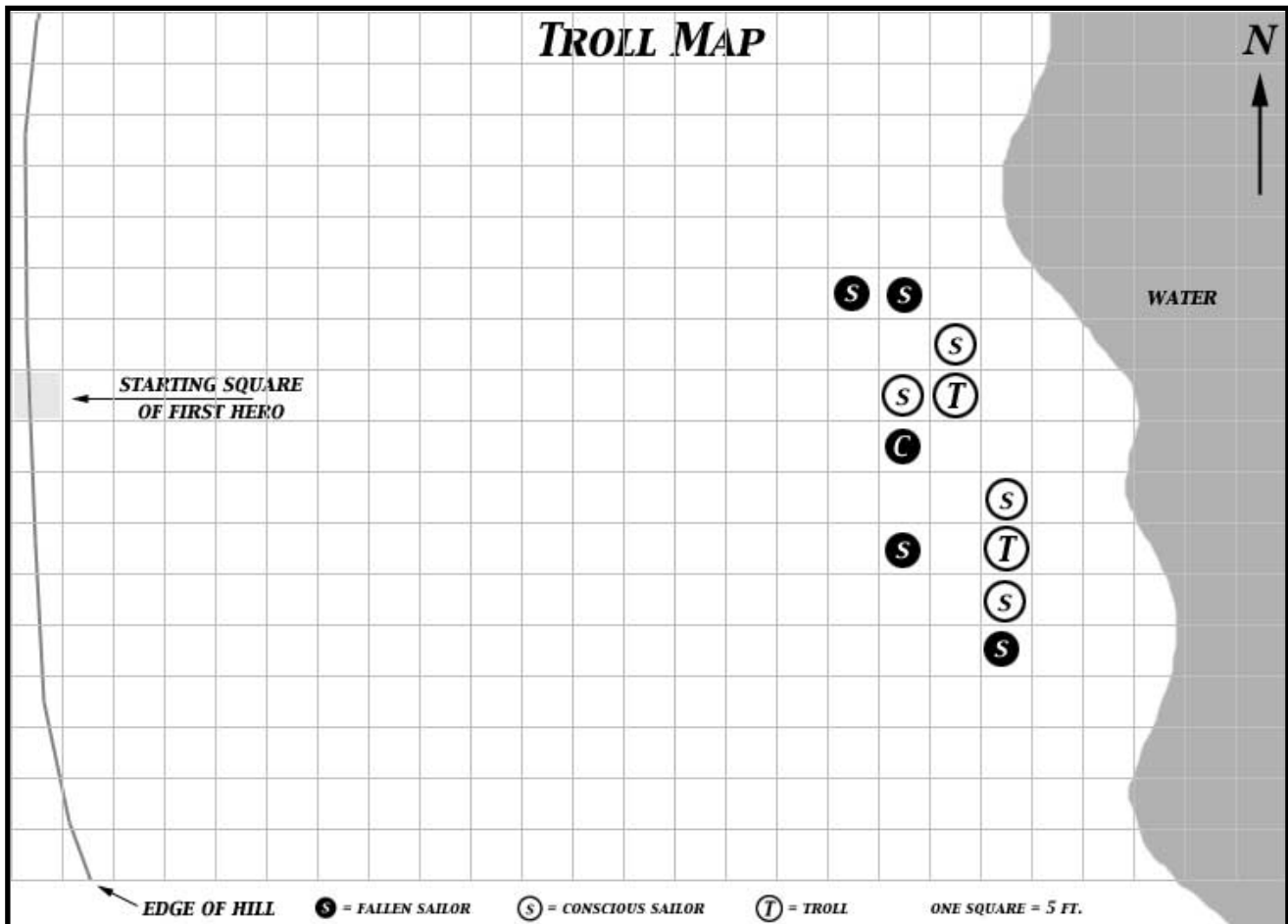
Encounter Five: Hot Pursuit

The orcs are still in somewhat hostile territory (nearly tribes serving under the banner of Turrosh Mak might not be adverse to slaying a few orc stragglers and taking their loot) and so they choose to stick together. They are restricted to the speed of their

slowest member (Ront, if present). If they can get a lead of at least five minutes and suspect that they are being pursued by creatures faster than them, they take off their armor (which takes one minute) and carry it—with their Strength scores, carrying all of their gear rather than wearing their armor means they have only a light load, which makes their base speed 30 feet (40 feet for barbarians) instead of 20 feet (30 feet for barbarians). The heroes will have to move fast to catch them. If both groups are the same speed, use the Pursuit rule in Chapter 3 of the DUNGEON MASTER'S GUIDE to determine if the orcs escape or if the heroes catch them (in which case a battle occurs).

If the orcs have learned Halgern's message, it is very important for the heroes to keep the orcs from relaying the message to their superiors. The information in the message will allow Turrosh Mak's orcs to thwart the Prince of Ulek's plans or even gain more of a foothold in the eastern part of the Principality.

Once the heroes have captured or killed the orcs or have given up on pursuit, they should take Halgern back to the ship. Proceed to **Encounter Six: Uninvited Guests**.



Encounter Six: Uninvited Guests

The heroes can easily retrace their steps or head generally eastward for the four miles back to the coast. As they approach the ship, they find that the sailors are under attack by several sea trolls.

After about an hour of travel, you begin to smell the salty sea air again. As you crest what should be the last hill before the beach, you hear the sounds of battle and see a pair of strange trolls battling the sailors. Several sailors have already fallen.

There are 4 unconscious sailors on the beach, plus the captain, and 4 unharmed sailors trying to fight the trolls. The 8 remaining sailors are on the ship, which is moored offshore, about 40 feet away. The shipboard sailors haven't been able to fire upon the scraggs for fear of hitting their comrades.

Human Sailor War1 (4): CR 1/2; Medium-size humanoid (human); HD 1d8+0; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d6/19–20, short sword); or +2 ranged (1d8/19–20, light crossbow); AL N; SV Fort +2, Ref +1, Will +1; Str 11, Dex 13, Con 10, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +2, Jump +2, Listen +3, Profession (sailor) +4, Spot +3, Swim +2; Alertness, Skill Focus (Profession [sailor])

Tactics: The scraggs are hoping to drag some sailors off for food, and now have plenty of fallen targets. If the difference between a scrag's subdual damage and actual hit points ever drops below 20, it grabs a fallen sailor and retreats into the water (probably taking a swim move of 40 ft. once in the water as soon as possible). It will then hide from the sailor, giving it time for its water-activated regeneration to occur. Once it has fully regenerated, it emerges again to acquire another sailor. If confronted with fire or acid and wounded under the above conditions, it retreats with one sailor's body and does not return.

Remember that the scraggs have scent and 10 ft. reach, and will use these abilities to non-adjacent foes and locate invisible creatures.

The sailors' tactics come down to using flanking if possible and avoiding being killed. Once the heroes are visible, the sailors expect them to intervene, and use the total defense action (no attacks, +4 dodge AC bonus) to keep the trolls busy until the heroes can help.

Development: The fallen sailors (including the captain) are each at –5 hit points when the heroes first witness the battle. If the heroes join the fight, the fighting sailors disengage at the first opportunity to stop the bleeding of their allies, particularly the captain (untrained Heal check DC 15). If any sailors die, the crew is demoralized, and particularly so if the captain is killed. If the captain is killed, the first mate assumes command for the voyage

to Gryrax and back, at which point the owner of the ship will hire a new captain or promote the first mate to that position.

Tier 1 (EL3)

Wounded Scraggs (1): CR 5; Large giant; HD 6d8+36; hp 63 (with 33 points of subdual damage); Init +2; Spd 20 ft., swim 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +9 melee (1d6+6, 2 claws) or +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ darkvision 90 ft., aquatic regeneration 5 (fire and acid deal normal damage), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will

Aquatic Regeneration (Ex): Damage dealt to the creature is treated as subdual damage, which automatically heals at a rate of 5 per round *only when the scrag is mostly immersed in water*. Certain attack forms (fire and acid) deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost parts of their bodies and can reattach severed limbs and body parts. Severed parts that are not reattached wither and die normally.

Tier 2-3 (EL5)

Wounded Scraggs (2): CR 5; Large giant; HD 6d8+36; hp 63 (with 33 points of subdual damage); Init +2; Spd 20 ft., swim 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +9 melee (1d6+6, 2 claws) or +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ darkvision 90 ft., aquatic regeneration 5 (fire and acid deal normal damage), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will

Aquatic Regeneration (Ex): Damage dealt to the creature is treated as subdual damage, which automatically heals at a rate of 5 per round *only when the scrag is mostly immersed in water*. Certain attack forms (fire and acid) deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost parts of their bodies and can reattach severed limbs and body parts. Severed parts that are not reattached wither and die normally.

Tier 4 (EL7)

Scraggs (2): CR 5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 20 ft., swim 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +9 melee (1d6+6, 2 claws) or +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ darkvision 90 ft., aquatic regeneration 5 (fire and acid deal normal damage), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will

Aquatic Regeneration (Ex): Damage dealt to the creature is

treated as subdual damage, which automatically heals at a rate of 5 per round *only when the scrag is mostly immersed in water*. Certain attack forms (fire and acid) deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost parts of their bodies and can reattach severed limbs and body parts. Severed parts that are not reattached wither and die normally.

Conclusion

Hopefully, the heroes have managed to rescue Halgern, return to the ship, and defeat or drive away the scrag. Once the heroes return, enough repairs are completed after a full day of work by the sailors that the ship has reasonable maneuverability and full seaworthiness. The other two missing NPCs (Durmin Grommel the dwarf and Jaras Klot the cleric of Fharlanghn) never turn up.

The trip to Gryrax continues without problems, and Halgern is able to deliver his message to the prince. As a gesture of gratitude Halgern gives each PC an amethyst (100 gp).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One: Freak Storm

No characters begin to drown	25 xp
Characters recognize the rapier as belonging to Halgern	10 xp

Encounter Two: Kobolds

Characters scare off or kill the kobolds	30 xp
Characters successfully negotiate with kobolds for information	25 xp

Encounter Three: Storm Tower

Recognize that strange flames are harmless without directly testing it	10 xp
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Encounter Four: Inside

Each normal orc defeated	25 xp
Ront defeated	50 xp
Rescue Halgern before he has revealed his message to the orcs	50 xp
Rescue Halgern after he has revealed his message to the orcs	20 xp
Bypass poison bolt trap	15 xp

Encounter Five: Hot Pursuit

[Use the xp awards from the above encounter if an orc escapes but the heroes pursue and defeat it.]

Encounter Six: Uninvited Guests

Defeat scrag	100 xp
Captain kept from dying	10 xp

Maximum experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Maximum possible experience 500 xp

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One: Freak Storm

- Masterwork rapier (320 gp, 3 lb., steel): this masterwork rapier has a basket hilt woven in abstract patterns. It belongs to Halgern of Greyhawk, an NPC in this adventure, and keeping it is effectively theft.

Encounter Three: Storm Tower

- Masterwork shortspear (302 gp, 5 lb., wood and steel,): this shortspear is carved with profane symbols of Gruumsh, the evil god of orcs. The symbols can be filled or sanded off without reducing the weapon's usefulness. It is carried by Ront, a cleric of Gruumsh.

Encounter Four: Inside

- As Encounter Three (same item)

Conclusion

Each PC gets an amethyst (100 gp) value for saving Halgern.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions: