



RETURN TO THE STORM TOWER

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

By Ron Lundeen

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Five years ago, a dwarven artisan and a cleric of Fharlanghn were stranded on the shores of the Pomarj. These two unfortunates have been presumed dead for years. New information has revealed they are alive in a mysterious keep called the Storm Tower and may be in great danger. Brave heroes are needed to venture into the Pomarj and bring them home. A one-round Core adventure set in the Pomarj for characters level 1-15 (APLs 2-12).

Resources for this adventure include *COR1-04 Fire of the Storm Tower* [Sean K. Reynolds], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], and *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Orcish Empire of the Pomarj. All characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In *COR1-04 Fires of the Storm Tower*, the PCs were making their way to the Principality of Ulek, skirting the coast of the Pomarj, on a ship called the *Slaver's Bane*. A sudden storm dumped the PCs overboard along with three other travelers: a spy from Greyhawk named Halgern, a dwarf artisan from Ulek named Durmin Grommel, and an Oeridian cleric of Fharlanghn named Jaras Klot. The PCs washed up on the shore and spotted Halgern's rapier near some orc tracks. Determined to

rescue Halgern, the PCs followed the tracks into the wilds of the Pomarj. They parleyed with (or battled) members of a kobold tribe and ultimately reached the orcs' home, a mysterious keep called the Storm Tower. The PCs killed or drove off the orcs therein, rescued Halgern, and returned to the coast before fighting off a few scrags and sailing away as heroes.

Two facts escaped the notice of these brave rescuers. First was the true extent of the Storm Tower itself: the small ruined keep is built atop a dungeon complex winding deep underground to a hidden armory. Second was the fate of the other two travelers, Durmin and Jaras.

THE DWARF WHO WOULD BE KING

Durmin and Jaras both barely survived the shipwreck by clinging to a wooden plank. They lay helpless upon the shore for days. By the time they recovered, the *Slaver's Bane* was long gone. Durmin and Jaras were determined to survive in the inhospitable Pomarj. Before long, they discovered the local tribe of kobolds and were able to awe the cowardly humanoids. Leading the kobolds, Durmin and Jaras explored the area until they discovered the ruined Storm Tower, recently vacated (the adventurers in *COR1-04 Fires of the Storm Tower* had killed or chased off the orcish occupants). Durmin and Jaras brought the kobolds to this defensible structure. The kobolds saw these men as powerful leaders, and Durmin and Jaras became the co-chieftains of the kobold tribe.

The personalities of the two survivors soon came into conflict. Jaras is Neutral with a bit of wanderlust (typical for clerics of the Dweller on the Horizon), and didn't see any reason to remain in one place – he wanted to escape home. Durmin is both wicked and power-hungry. Durmin found that he particularly enjoyed commanding kobold minions. However, Jaras' abilities (particularly his ability to create food and water, remove diseases, and provide healing) were too advantageous to let go.

With the help of the kobolds, Durmin imprisoned Jaras in the Storm Tower a few weeks after they arrived. Jaras managed to escape a handful of times, but he doesn't know the area well and was recaptured by Durmin's kobold scouts every time after mere hours. Jaras can't use many of his spells while imprisoned, because Durmin keeps his holy symbol and only gives it to Jaras when Jaras is needed to cast spells.

Under Durmin's stern leadership, the kobold tribe prospered. This brought the attention of Turrosh Mak, Emperor of the Pomarj. Although Turrosh Mak could have sent his troops to slaughter the kobolds and empty out the Storm Tower, the cunning ruler saw Durmin's potential and the wisdom of keeping the Storm Tower occupied. Turrosh Mak made an offer to Durmin: the Storm Tower's inhabitants could live, as long as they prepared themselves for the day when Turrosh Mak would call them to serve in his armies. Durmin hopes that by ruthlessly training the kobolds to be skilled fighters, he might earn a place of honor at Turrosh Mak's side when the call to war comes.

The last five years have brought prosperity and security to the kobolds and their dwarven chieftain. Durmin works the kobolds hard, but they have become skilled warriors under his tutelage. Months ago, while making repairs on the Storm Tower, kobold explorers discovered an underground passage. After a few hours of investigation in long-hidden rooms and stairs, the kobolds stopped explorations when they couldn't bypass the traps protecting the rooms and chambers beyond.

MAGIC OF THE STORM TOWER

The Storm Tower is a magical anomaly. The western walls of the keep glow with black and red fire that shoot upwards into the sky. The air above the keep crackles with green lightning. Locals call this impressive magical display the "Fires of the Storm Tower." The Fires of the Storm Tower can be seen from miles away. The magical energy playing around the Storm Tower was caused centuries ago when a human wizard battled a red dragon in the skies above the keep. A mishap occurred when the wizard tried to cast a *wish* spell from a scroll, resulting in the impressive—but ineffective—display of energy erupting from the Storm Tower's walls. The wizard was eaten by the dragon, before it returned to its lair many miles away. The magical discharge around the Storm Tower has existed for centuries, and it's likely to continue indefinitely.

There is also a secret reservoir of magical energy beneath the Storm Tower. The reservoir is a repository of martial might in an ancient armory. If Durmin and the kobolds are able to tap the well of martial power in the Armory, their influence within the Pomarj is sure to grow.

RECENT EVENTS

Throughout his imprisonment, Jaras has regularly prayed and meditated on the teachings of Fharlanghn. Jaras recently mastered the ability to travel instantly over short distances (he obtained 7th-level, providing him access to the *dimension door* spell from the Travel domain). Jaras knew that he couldn't get far enough traveling laterally to escape the kobold patrols. However, he'd heard about the passages beneath the Storm Tower and hoped to find a way out down there.

Four days before the PCs arrive at the Storm Tower, Jaras used *dimension door* to travel hundreds of feet straight down. This shunted him into the Armory (the closest open space to his destination point), wounded but alive. The Armory is split by a volcanic chasm that leads away from the Storm Tower. Jaras is determined to explore the chasm, but he is cautious. Because he doesn't have a holy symbol, many spells are inaccessible to Jaras. He can create food and water and cure wounds, but he can't cast *resist energy*, *protection from energy*, *fly* or other spells that a sensible cleric would prepare before exploring such a chasm. Jaras knows that he shouldn't linger in the Armory, however, so he's spent a few days preparing makeshift cleats and readying himself for his journey.

Meanwhile, Durmin and the kobolds have scoured the countryside for Jaras without any luck. Durmin

eventually realized that the cleric must have escaped down into the dungeon rather than out into the Pomarj, although Durmin isn't quite sure how the cleric bypassed the lethal traps in the dungeon. Fueled by his anger, Durmin is determined to push through the traps of the Storm Tower dungeon and find the escaped cleric. If he finds Jaras, Durmin intends to hack off Jaras' feet to prevent any further escapes.

ADVENTURE SUMMARY

This adventure begins when a relative of Durmin's asks the PCs to find Durmin, lost for many years in the Pomarj. A cleric of the Dweller on the Horizon also asks the PCs to find a missing brother, Jaras, as divinations have prophesied a dire fate for him.

The PCs sail to the coast near the Storm Tower and row ashore. Nearing the Storm Tower, they encounter a pair of kobolds hunting for Jaras. These kobolds can provide information if interrogated. The PCs may learn of Durmin's cruel ways and Jaras' imprisonment.

The Storm Tower itself is filled with kobolds, but the kobolds are unwilling to put up too much of a fight while their leader is away. The PCs can discover that Durmin is exploring the dungeons below the Storm Tower, looking for Jaras.

The dungeons beneath the Storm Tower are trapped, although some of the traps have been disarmed by the kobolds. The PCs find Durmin in the dungeon, suffering from an energy draining trap. The dwarf resists the PCs as well as he is able in his weakened state.

At the far end of the dungeon, the PCs find the well-protected treasure room of the Storm Tower, an armory of magical weapons and armor several centuries old. Split by a chasm, the Armory also unlocks the secrets of a powerful magical ritual. Jaras is hiding here, preparing to make his way through the chasm and away to freedom. He asks the PCs for help.

If the PCs return through the dungeons and the Storm Tower, they may have to contend with the emboldened kobolds before escaping the Pomarj.

By traversing the chasm, the PCs surface far from the Storm Tower and proceed back to their boat. Unfortunately, a pack of scraggs has discovered their boat as well, and the PCs must defeat the monsters before escaping the Pomarj with Jaras (and possibly Durmin).

PREPARATION FOR PLAY

Find out if any of the PCs participated in *COR1-04 Fires of the Storm Tower*, as those PCs will be somewhat familiar with some of the people and locations in this adventure. (Although those players should be praised for their good memory, if they remember details of a game so long ago!)

If there is a bard at the table with a substantial Perform modifier (at least +10) and a fairly popular method of performance (for example, singing or stringed instruments), you can decide that he or she is the bard the PCs are watching in the Introduction.

INTRODUCTION

With a final, sustained note the bard's performance ends. There is awestruck silence from the crowd for only a moment, rapidly replaced by thunderous applause.

If you have selected a PC bard to be the center of the evening's attention, encourage that player to bow, and have the other PCs applaud. Otherwise, the bard is a handsome half-elf lad named Yurther (as Yurther, feel free to bow and blow kisses to any ladies present).

Yurther's ballad was a new composition from recent tales he's heard regarding an uprising of orcs in the Pomarj and the unification of evil humanoids under the banner of Turrosh Mak. The ballad centered on two ill-fated warriors, a female human paladin from Verbobonc and an elven knight from Celene, tasked to fight their way out of the Pomarj to bring the news of the humanoid uprising to their nations. Along the way the two fall in love, and only barely escape to bring their news to civilization.

Your travels have brought you to the Boarhound, an upscale tavern in the city of Gryrax in the Principality of Ulek. You were fortunate that a skilled bard would be performing. Unfortunately, it seems half the city turned out to see the bard as well. The common room is packed this rainy evening.

Unless the characters have traveled together to Gryrax or have met each other before, the characters have not yet met and, in fact, can hardly see one other in the crowded Boarhound.

As the bard is packing up from the evening's last performance, but before the crowd in the Boarhound has had much of a chance to disperse, a rotund dwarf climbs up onto the stage. This is Deg Grommel, the proprietor of the Boarhound.

Deg motions for the room to be quiet by waving his arms. After a few moments, the crowd silences to hear what the proprietor has to say. Deg has a smile on his face, but characters that succeed at a DC 15 Sense Motive check notice that Deg is also worried about something. Deg addresses the crowd as follows:

"Ladies and gentlemen, my thanks to you for coming out on this wet night for such a fine performance. I have two brief announcements. First, in order to continue the celebrations tonight, I'm offering all drinks at half price. Second, and more seriously, I'm looking for a group of trustworthy souls to undertake a dangerous mission on behalf of myself and my clan. If you're interested in the first, belly up to the bar where my lads and I will fill your tankards; if you're interested in the second, be

sure to come back here tomorrow at sunrise for further information."

The PCs can approach Deg about the mission tonight, but he's very busy with tavern business and doesn't have much time to talk. If the PCs press him for details and seem to have a good reason for doing so (for example, if the PCs claim they want to know what spells to prepare), he'll mention that he's looking for volunteers for a rescue mission into the Pomarj.

ENCOUNTER 1: QUEST FOR THE MISSING

The next morning, Deg has heaped piles of eggs, bacon and biscuits ready for potential volunteers. The only takers, however, are the PCs. If any of the PCs don't seem interested in finding out about Deg's offer, you can engineer it so that whatever plans they did have fall through (a caravan they meant to travel with has been disbanded at the last minute, for example), and Deg's offer is the only work available.

Have the PCs introduce themselves to each other as they come in for the breakfast meeting with Deg.

Deg is a likeable, generous dwarf. Deg gets right down to business over breakfast. Use the following typical questions to guide the conversation with Deg:

- **What's this about a mission?** Five years ago, my cousin, Durmin Grommel, was on his way back here from Greyhawk when his ship hit a storm and he was shipwrecked in the Pomarj. Due to the quick action of some brave heroes, most of the crew and passengers were saved, the ship was repaired, and it finished its journey. However, two passengers were never accounted for: my cousin, an artisan here in Gryrax, and a human cleric named Jaras Klot. We assumed they had been lost at sea, and held a funeral ceremony for them.
- **But he's not dead?** My kinsman and I are working together to compile an extensive and accurate family record. Fortunately, my aunt's cousin is a diviner, and she's been able to help us immensely. One of her divinations implied that Durmin isn't dead. More specific divinations revealed that he's alive, in a place called the "Storm Tower." (If any PCs have actually been to the Storm Tower—by playing *COR1-04 Fires of the Storm Tower*, for example—Deg is genuinely surprised and pleased with such good luck.)
- **What's this Storm Tower?** I have a grandfather who collects maps. The Storm Tower is a very old keep in the Pomarj, near the south coast. It's not more than a few days' sail from here. Apparently, it predates the orcish settlement of the land. Also, it isn't very big. I'd like to hire you to go to this Storm Tower and retrieve my cousin, Durmin, in whatever way

you think best. (Deg provides a map of the south coast of the Pomarj, with major landmarks and the Storm Tower marked on it.)

- **What does your cousin look like?** He's stocky, like most of my kin, even for a dwarf. He's got weak eyes, and has worn spectacles since he was young.
- **Is there anything else you can tell us about him? What sort of dwarf is he?** Durmin is an artisan, working in stone and wood, mostly. He...well...I don't know much about him, actually. I didn't meet him more than once or twice, and he didn't really strike me as noteworthy. But he's family, all the same. (Deg has no more information to provide about Durmin. Deg doesn't suspect that Durmin might be evil.)
- **Do you think your cousin is in danger?** I'm sure he's in danger, although my aunt's cousin's divinations are unclear on that point. I can't think of why a dwarf would stay alive in a land infested with ruthless orcs unless he's a slave.
- **What's the reward?** My kinsmen and I have been able to pull together enough coin to charter your ship to and from the Pomarj—that's already been taken care of—and to pay each of you 100 gold coins. Believe me when I say it's all we can afford to give. We have no reason to skimp on payment for an important task such as this. I can give you up to half of it now, if you need supplies, but the rest of it is yours upon returning my cousin Durmin here to the Boarhound.
- **Isn't the Pomarj dangerous?** Well, yes. (At APL 2 through 8, add: At most times it would be much too dangerous for a group like yours.) Fortunately, the orcish forces should be occupied by their recent offensive against Narwell and Safeton, and you should be able to get in and out completely unnoticed.

The *Mermaid's Game*, the ship Deg chartered to take the PCs to the Pomarj, is ready to sail this very morning. Deg encourages the PCs to hurry to the docks and catch the ship.

Troubleshooting: Magical Solutions: If the PCs attempt to *scry* on Durmin, calculate Durmin's modified Will save, since Durmin resists this attempt. If the characters are able to *scry* on Durmin during the day, he's in his rooms (area E of encounter 5) by himself, sleeping, working on plans and generally going about harmless-looking business. If the PCs approach Deg with this news, he's happy to hear that his cousin is in good shape. If the PCs successfully *scry* on Durmin at night, Durmin is in the yard of the Storm Tower, drilling kobolds, which should seem like pretty unusual behavior. If the PCs approach Deg with the results of a night-time scrying

attempt, Deg is convinced that the PCs' magic is being tampered with.

The characters probably don't have any way to remotely view the Storm Tower, but if they manage to come up with something that works, use the area descriptions in encounter 5 to tell them what they see.

If the PCs have the means to *wind walk*, *mass teleport*, or some other method of speedy or instantaneous travel that allows them to reasonably bypass the dangers of the Pomarj, Deg is not opposed to them use it. However, he reminds the PCs that they need sufficient magic to bring his cousin Durmin back with them.

Go to encounter 4 if the PCs get near the Storm Tower but don't enter it. Go to encounter 5 if the PCs travel right to the Storm Tower itself. Go to encounter 2 if the PCs take ship to the Pomarj.

ENCOUNTER 2: ANOTHER ONE LOST

Once the characters decide to make their way to the *Mermaid's Game* at the docks, they have a not-so-chance encounter with someone else seeking their aid.

As you make your way to the docks, you see a stooped half-orc with worn green clothing leaning on a walking staff. He looks at you with clear eyes and asks, "Friends, can you tell an old traveler how to get to the Boarhound?"

This old half-orc is a cleric of Fharlanghn named Gurlar, a hoary old mystic whose youth and strength are gone. Walker Gurlar speaks coarsely, but fixes people he speaks to with clear eyes that seem piercing and wise. If the PCs are rude to Walker Gurlar, or ignore him, he passes them by. Skip to the next encounter. (The PCs will receive no rewards from the Church of Fharlanghn in this adventure.)

vWalker Gurlar: N half-orc barbarian 1/ cleric4 of Fharlanghn (Sense Motive +9, Spot +8, Listen +10).

If the PCs provide directions, or are at least not unfriendly to the old priest, he tells them the following:

"Ah, good, good. I know you are travelers yourselves, and compassion from one traveler to another keeps the world rolling on. I know your mission, and I'd ask you to do a favor for the humble vagabonds in service to the Dweller on the Horizon."

A DC 10 Knowledge (religion) check reveals that the Dweller on the Horizon refers to Fharlanghn, Neutral god of roads and travel. If the PCs express interest in his favor, the priest provides them with this additional information:

- He knows the PCs are going into the Pomarj to rescue a dwarf named Durmin Grommel. (Deg Grommel's announcement of the night before reached the ears of the followers of Fharlanghn in Gryrax. Since they know Deg is the cousin of one of Jaras Klot's former ship-mates, they suspect the nature of Deg's quest).
- One of his fellow priests, an Oeridian man named Jaras Klot, was also on the shipwreck of the *Slaver's Bane*. (The priest doesn't know Jaras personally.)
- When the clergy of Fharlanghn overheard that Durmin Grommel had survived the wreck of the *Slaver's Bane*, they became hopeful that Jaras had survived, as well.
- Divinations cast late last night revealed that Jaras is in fact alive.
- Unfortunately, when a divination about Jaras' location was cast, a dire message was the result (the half-orc removes a piece of parchment from his tunic and passes it to the PCs: give the Player Handout 1).
- "Fharlanghn's Stride," referred to in the divination, is a reference to either the *dimension door* spell or the *teleport* spell, which many clerics of the Dweller on the Horizon learn.
- The priest asks the PCs rescue Jaras Klot from his immediate danger, and bring him out of the Pomarj if such is his wish.
- In reward, the church of Fharlanghn offers access to certain travel-related magic items as well as access to certain secret lore (non-clerics of Fharlanghn gain a one-time use of the Travel domain granted power; clerics of Fharlanghn earn access to the Far Horizons feat). The priest has no coin to offer.

The priest can provide no other information to the PCs at this time, but wishes them good luck.

ENCOUNTER 3: A QUICK TRIP BY SHIP

Deg has already arranged the PCs' (and their animal companions and so on) passage along the Pomarj coast on a small, fast ship called the *Mermaid's Game*. The *Mermaid's Game* is captained by a dashing young man named Borolund. Borolund holds a Letter of Marque from the Principality of Ulek's Royal Navy, allowing him to raid the Pomarj as he pleases. Borolund looks disapprovingly at any Large or larger animals the PCs bring with them, but he doesn't forbid them.

If any PCs have a ship, Deg is happy to let the PCs use it instead. However, Deg loses the money he already spent for the PC's passage on the *Mermaid's Game*, as Captain Borolund rejected several other fares in anticipation of his mission to escort the PCs.

Although some of Turrosh Mak's ships patrol the waters off the disputed lands between Ulek and the Pomarj, the quick *Mermaid's Game* is able to slip past them. Two days later, as the *Mermaid's Game* hugs the coast, Borolund looks for signs of where to drop anchor (Deg gave Borolund a copy of the same map he gave the PCs).

The sky is cloudy and threatening, but the anticipated storm does not yet break. PCs may wish to use the Survival skill to foretell the weather. Success indicates that the PC knows that for the next few days, the skies will remain overcast but that it will not rain.

The *Mermaid's Game* waits a safe distance out at sea. The PCs are loaned the ship's rowboat to row for shore and they are cautioned to hide the boat (none of the sailors on the *Mermaid's Game* are willing to row to the coast of the dreaded Pomarj, much less loiter there waiting for the PCs' return). The *Mermaid's Game* waits two days for the PCs to return, but may have to leave and come back if approached by a dangerous vessel (such as a patrolling orcish warship, pirate ship, or Scarlet Brotherhood slave ship).

If the PCs have their own ship, of course, it waits as long as necessary. Once the PCs are ashore, move on to encounter 4.

ENCOUNTER 4: MEETING THE LOCALS

The PCs must travel north through the Pomarj for several hours before reaching the Storm Tower.

A few miles inland, after no more than a half-hour of travel, the PCs come upon a sight which indicates the level of recent activity in the Pomarj. Read the following:

Ahead, a crude path has been cut through the jagged, lightly wooded hills of the Pomarj. A section of forest perhaps sixty feet across has been clear-cut. Tree stumps stretch to the east and west as far as you can see. Some sort of long ridge about two feet high has been constructed across your path.

If the PCs investigate closer, this "ridge" is a slightly elevated gravel road approximately twenty feet across. This road was recently constructed under Turrosh Mak's orders to provide fast movement for troops. This road stretches for dozens of miles to the east and west, connecting powerful orcish strongholds.

The road was constructed within the past three years. A DC 10 Knowledge (architecture and engineering) check reveals that this road was hastily made but skillfully planned. The road consists of a bed of stones, with a latticework of timber atop the stones. The timber latticework was covered with a sludge made of clay and sand which has baked hard in the sun. Atop the road is a thick layer of gravel. Curbs on each side of the road drain water away, keeping the surface from becoming muddy. Roads like this dramatically increase the speed of foot and cart traffic.

A DC 12 Survival check by a character with the Track feat indicates that this road hasn't been used in weeks. A DC 20 Survival check by a character with the Track feat reveals that hundreds of medium-sized humanoids, likely orcs, have used this road in the past few months.

If the PCs investigate at all to the east or west, they notice that the roadbed has been carved through several hills in order to make a straighter path.

The PCs may be nervous that something awaits them on the road, but as Turrosh Mak's troops are concentrated in the northern Pomarj at this time, they encounter no enemies here.

After a few more hours of travel inland, the PCs approach the Storm Tower.

Ahead, you see a sudden blast of greenish lightning. The lightning did not spring from the thick clouds above, but up from something on the other side of the rise.

Atop the rise, silhouetted in the lightning flash you make out two small figures skulking toward you. They are reptilian, bipedal, and no bigger than children. They are, by all appearances, kobolds. They eye you warily from a distance, spears pointed in your direction.

The kobolds are about eighty feet away when this encounter begins. If the PCs are immediately hostile, the kobolds flee as best they can. If the PCs try to parley, the kobolds are suspicious and reserved as they suspect the PCs are interlopers in the Pomarj. These kobolds only speak Draconic, so the PCs must overcome the language barrier or communicate with hand signals.

The kobolds start with an attitude of Unfriendly to the PCs. If the kobolds are made Friendly through Diplomacy, are successfully bluffed into thinking the PCs belong in this region, are friends of Durmin's, or are demoralized by a successful Intimidate check, they reveal the following information when questioned:

- **We're looking for a dwarf:** Durmin is our leader. He is strong and mean, and trains us every day to make us tough. If you don't train hard enough, Durmin will cut off your hand or foot. He runs the Storm Tower and all us kobolds in it. He talks to the Big Over-Chief and keeps the orcs away. (The kobolds can confirm that this "Big Over-Chief" is Turrosh Mak. They clearly idolize Turrosh Mak for his power, and admit that even Durmin obeys whatever Turrosh Mak says).
- **We're looking for a cleric:** Jaras came with Durmin a long time ago. Jaras wanted to leave after a little while, but Durmin wouldn't let him, since Jaras has powerful magic. Durmin keeps Jaras locked up in the Storm Tower. Sometimes Jaras escapes and we hunt him down and bring him back. Jaras escaped the day before the day before yesterday, and we haven't found him yet. We haven't even seen his tracks outside the

Storm Tower. It's like he just disappeared. Durmin's really smart, though, and Durmin thinks maybe Jaras never left the Storm Tower. Durmin thinks Jaras might have run into the dungeons, so Durmin went into the dungeons after him earlier today.

- **When did Durmin and Jaras come here?** Oh, a long time ago. They were in a ship crash. We weren't doing so good then, kicked around by orcs and ogres hereabouts. Durmin and Jaras found the Storm Tower and we moved into it. We get to stay in the Storm Tower where it's safe, as long as we do what Durmin says and train to be good fighters.
- **Why does Durmin train you to be fighters?** We don't ask Durmin why he does what he does. We just obey, or he hurts us. If we work hard, he gives us presents, like extra food and better weapons, and lets us boss around the other kobolds.
- **What does Jaras do?** Jaras does whatever Durmin says! Mostly he makes us food when we can't find any and heals us when we're sick or hurt. If Jaras doesn't do what Durmin says, Durmin doesn't feed him for a few days. That teaches Jaras who's in charge!
- **What are those strange lights?** The Storm Tower spits magic all the time. It's not dangerous, even though it looks scary.
- **What's under the Storm Tower?** Really dangerous dungeons! They are filled with stairs, and the stairs are trapped. We found them a little while ago, and Durmin helped us get past some of the traps. They're broken good and won't hurt anybody. But there's one stairs we can't get past. It's got blades that cut your head off. No one can figure out how to keep it from cutting heads off. No one goes down there anymore, except Durmin. He went down there today, looking for Jaras. Maybe he figured out how to get past the blades this time. Durmin's smart.
- **Where's Jaras?** We don't know. We're out looking for his tracks, maybe we'll get lucky and see some, even though Durmin doesn't think Jaras left the Storm Tower. Maybe we'll even find Jaras and bring him back to the Storm Tower. Durmin will give us big presents then, for sure. But if Durmin thinks Jaras is in the dungeons, that's probably where Jaras is. Durmin's smart.
- **Where's Durmin?** Durmin went into the dungeons with two of his favorite kobolds. They're mean, too, and try to hurt whoever they can when Durmin isn't looking.
- **Where are the dungeons?** You get there through a trapdoor in the back corner of the Storm Tower. We found the trapdoor a little while ago while fixing up the Storm Tower. It

goes into a room that has stairs to a room that has stairs.

- **Can we go into the Storm Tower? Can we go into the dungeons?** Durmin sometimes makes us fight anyone that gets close to the Storm Tower. But you look tough. If you are tough, kobolds will probably leave you alone. If Durmin was here, he'd make us fight you, no matter how many of us you beat. There's so many of us, we might beat you even if you beat most of us. But Durmin's not here, so most kobolds will run and hide rather than fight you.
- **What was that road we crossed to get here?** The orcs use that to go from one big orc-camp to the other. They get together in numbers bigger than you can count to make war. The road doesn't go here because we're just kobolds and nobody thinks we can fight. But we can! Durmin shows us how!
- **Where are all the orcs around here?** They all marched north many nights ago. The Big Over-Chief was going to send them to war, I heard.

These kobolds prefer to flee than fight (unless they can gang up on a single lone, weak-looking PC), so no experience is awarded if the PCs catch and kill them.

🐉 **Storm Tower kobolds (2):** kobold warrior 4; hp 24 each; Appendix 1.

Treasure: Loot from the kobolds.

All APLs: Loot: 16 gp.

From here, the PCs don't really have anywhere to go except the Storm Tower. If PCs search the area around the Storm Tower, they don't find anything other than a few other kobolds scouts and signs that this area of the Pomarj has been mobilized for war (deserted orcish campsites, crude iron mines, and so forth). Whether the PCs approach the Storm Tower openly or with stealth, proceed to the next encounter.

ENCOUNTER 5: ARRIVAL AT THE TOWER

The Storm Tower is home to approximately one hundred kobolds. When the PCs get their first glimpse of the Storm Tower read the following description:

The Storm Tower is a small keep sitting atop a low hill. Sixty feet square, this one story structure looks weathered and partially collapsed, particularly on the western side. Some parts of the keep appear to have been recently rebuilt. A parapet runs around the top, except along the rebuilt western wall.

Strangest of all are the black and red flames that occasionally fire skyward from the western

walls and the bolts of green lightning that crackle in great arcs above the keep.

Once the PCs get closer, they can tell that the Storm Tower is inhabited. Kobolds armed with spears move back and forth along the parapet, keeping watch in all directions. If the PCs approach the Storm Tower from the south, they can see the entrance to the keep and some of the buildings inside. Read or paraphrase the following:

The gates in the south wall stand open. Inside, you see a courtyard around a single building in the center of the keep. Small lodges of wood and thatch dot the courtyard. Several similar lodges cluster around the eastern exterior of the keep, as though seeking safety next to the Storm Tower's solid walls.

Refer to map 1 for a map of the Storm Tower and map 2 for a map of the parapet. The outer wall is fifteen feet high and made of two-foot thick stone. The stone walls of the Storm Tower have the following statistics:

🛡️ **Storm Tower Walls:** 2 ft. thick; hardness 6; hp 360; AC 5; Break DC 40; Climb DC 20 (DC 15 on the western side).

There are the following areas of interest within the Storm Tower:

Area A is the front gate, made of sturdy but old hardwood. The gate has a heavy bar to keep it closed, but the gate is usually left open so the kobolds can easily come and go. If danger looms, the kobolds can close the heavy gate in three rounds. Once closed and barred, the gate has the following statistics:

🛡️ **Storm Tower Gate:** 1 ft. thick; hardness 5; hp 120; AC 5; Break DC 25; Climb DC 20.

Area B is the courtyard of the keep. It is heavily traveled and muddy. Most of the area is taken up by huts that the kobolds live in. Approximately seventy kobolds live in the courtyard, and nearly all are well-trained warriors. When the PCs enter the courtyard, read:

The courtyard beyond the gate is a muddy area filled with small wood-and-thatch huts. To the north is a one-story stone building with a pair of stairways leading to its roof. To the east is a stone room attached to the interior wall of the fort. You can see another, similar room ahead and to the east in the adjacent corner as well. Although there were likely two similar buildings on the west side of the keep, only rubble now remains.

The PCs also notice the remnants of a catwalk clinging to the inner perimeter of the outer wall.

Area C is a corner room that is mostly intact. Koshek,

the kobold sorcerer, lives here along with a couple of sycophantic pupils (ordinary kobolds). Koshek keeps several chunks of burned wood on makeshift shelves in this room. This wood was all charred by Koshek's *burning hands* spell over the years, and he thinks the shapes of the burn marks hold some hidden meanings. Of course, his pupils agree.

Koshek doesn't like Durmin, and that's made Koshek unpopular in the tribe. Koshek is also one of the most craven kobolds in the tribe. He postures and hurls insults if he feels he isn't in any danger, but if trouble breaks out he's the first to flee.

The PCs may have use for this reprehensible coward as a translator, however, as Koshek is the only kobold in the tribe that can speak a language other than Draconic. Koshek is fluent in Orc as well.

All APLs

🔮 **Koshek:** male kobold sorcerer 3: hp 9; Appendix 1.

Area D is another corner room. This room has a sturdy wooden door with a heavy bar. The door is currently open. This is the cell where Jaras has spent most of the last five years. There is nothing in it now other than a worn sleeping mat and a filthy bucket. If all of the PCs are foolish enough to step inside while the kobolds are present, the kobolds seize the opportunity to shut the PCs in this room and bar the door.

🔨 **Corner Room Door:** 6 in. thick; hardness 5; hp 60; AC 5; Break DC 25.

Area E is the main building of the keep. A sturdy stone door, far newer than the other stone of the keep, allows access to the keep's interior. The door is currently ajar. The door is carved with a stylized image of a stocky dwarf in spectacles standing above a mass of kobolds. Inside, a stone wall bisects the building, dividing it into two rooms.

The western room is Durmin's room. It has a comfortable cot, a large wooden chest and a desk covered with plans, woodworking tools, and stonemasonry tools.

The eastern room is where Durmin holds his council with the kobolds he favors at the time. There is a throne-like wooden chair at the far end of the room and kobold-sized benches throughout the room.

Area F is a pile of rubble that was once the western wall and part of the corner room here. When Durmin and the kobolds moved around some rubble to rebuild the western wall some months ago, they uncovered a trapdoor leading to the dungeons beneath the Storm Tower. After a few hours of dungeon exploration, the kobolds discovered the scything blade trap and couldn't disarm it. The kobolds shun the dungeon now, and the only visitors that have been in the dungeon recently are Durmin and a pair of kobolds. Durmin and his two bravest warriors entered the dungeon to search for Jaras

this morning. The dungeon layout is provided on map 3, and described in encounters 6 through 9.

Area G consists of several more wood and thatch huts build outside the walls of the keep. The poorest of the kobolds live in these huts, outside the safety of the walls. About thirty kobolds, mostly women and children, live in these huts, which tend to be a little larger but dirtier than the ones inside the keep.

Map 2 shows the portion of the parapet that still remains. Kobolds patrol the parapet fairly vigilantly, as the Pomarj is a dangerous place.

Interacting with the kobolds: The kobolds are paranoid and cowardly without Durmin to lead them. If the PCs appear to be weak, or attempt diplomacy, the kobolds jeer at them and a few casually throw spears. Koshek, in particular, may put in an appearance to try to bully the PCs.

If the PCs put on a show of force (which includes casting any flashy spell or easily defeating any kobold within sight of the others), all the kobolds flee and hide as best they can. If caught they try and curry favor with their captors by answering all questions as truthfully as possible.

If the PCs offer bribes to the kobolds, any kobold will take 20 gold coins or a similar value of useful items (crossbow bolts, food, tools, and so on) in exchange for providing the PCs all the information they ask.

Any captured or bribed kobold loudly laments the loss of their cleric prisoner and their mighty leader, Durmin. The kobolds can't speak highly enough of their dwarf chieftain. Use the information in encounter 4 to guide a conversation with the kobolds.

Note that if Durmin is actually present (as he may be in encounter 10), the kobolds are substantially braver and willing to fight even clearly superior foes. The kobolds should seem harmless and cowardly when the PCs first meet them, but quickly turn dangerous if Durmin is around to lead them. The kobolds are even braver if they know Jaras has been recovered, because they know Durmin will force the cleric to heal them if they get hurt. Use the tactics and statistics in encounter 10 if the PCs return Durmin to the kobolds.

None of the kobolds dare to venture very far into the dungeon because they know the scythe trap is dangerous and fear other deadly traps may be present. If the PCs try to force any kobold down into the dungeon, the kobold tries to flee as best as possible, or sinks to the ground and grumbles or cries. No amount of bribery, intimidation or diplomacy can convince a kobold to venture far into the dungeons, as every kobold is convinced the place holds certain death.

ENCOUNTER 6: INTO THE STORM TOWER DUNGEON

To descend into the dungeons beneath the Storm Tower, the PCs have to squeeze through a small stone trap door

and descend fifteen feet on a rickety ladder to a small landing. The landing room is bare, but a tracker may discover (with a DC 21 Survival check) three sets of recent footprints leaving the room by the stairs: two sets of kobold tracks and the booted prints of a dwarf.

Map 3 shows the layout of the Storm Tower dungeons.

The dungeons consist of several rooms, fifteen feet square, carved lower and lower beneath the Storm Tower. Steep narrow stairs connect the rooms to each other. The first two rooms have been cleared of treasure by kobold explorers, and hold nothing of interest. The two traps on the first set of stairs have been disarmed. Except for the final set of stairs, the dungeons are entirely dark.

The Storm Tower dungeon was built to protect an armory deep underground. Originally, six traps of increasing lethality guarded the way to the armory. The first two traps (a poisoned spear trap and a falling block trap) have been successfully disarmed by the kobolds. The sixth trap has been damaged and no longer functions. The other three traps, however, are active.

ENCOUNTER 7: THE SCYTHE TRAP

The area marked on Map 3 contains a scything blade trap. As the blades swing through a wide section of the stairs, and the trap is difficult to disarm, the kobolds have not been able to bypass or disarm it. Therefore, the kobolds don't know what's beyond this trap.

Just before the scything blade trap is a crude drawing on the wall in chalk (give the Players Handout 1). The drawing serves as a warning that there is a bladed trap nearby. Lying on the stairs are two kobolds, neatly decapitated. These kobolds accompanied Durmin into the dungeons, but were killed by the trap while Durmin watched. Durmin noted that there is a few seconds delay while the trap resets, and has was able to run past alone after the second kobold was killed.

The Third Trap

Although the PCs should easily guess that there is a trap here, it remains difficult to bypass without a skilled rogue. The scything blades sweep through the entire area marked on Map 3 whenever anything enters the center area (even flying) and swing back into the walls, automatically resetting after 2 rounds (that is, once the trap is activated there is a "safe" round in which the trap does not spring).

APL 2 (EL 2)

↗ **Wall Scythe Trap:** CR 2; mechanical; proximity trigger (whenever a character enters the 5 ft. square marked on Map 3); automatic reset; multiple targets (all targets in the 5-ft.-by-15-ft. area marked on Map 3); hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (2d4+2/x4, scythe); Search DC 22; Disable Device DC 18.

APL 4 and 6 (EL 4)

↗ **Wall Scythe Trap:** CR 4; mechanical; proximity trigger (whenever a character enters the 5 ft. square marked on Map 3); automatic reset; multiple targets (all targets in the 5-ft.-by-15-ft. area marked on Map 3); hidden lock bypass (Search DC 35, Open Lock DC 30); Atk +16 melee (2d4+9/x4, scythe); Search DC 24; Disable Device DC 21.

APL 8 (EL 6)

↗ **Wall Scythe Trap:** CR 6; mechanical; proximity trigger (whenever a character enters the 5 ft. square marked on Map 3); automatic reset; multiple targets (all targets in the 5-ft.-by-15-ft. area marked on Map 3); hidden lock bypass (Search DC 35, Open Lock DC 30); Atk +19 melee (2d4+15/x4, scythe); Search DC 26; Disable Device DC 22.

APL 10 (EL 7)

↗ **Wall Scythe Trap:** CR 7; mechanical; proximity trigger (whenever a character enters the 5 ft. square marked on Map 3); automatic reset; multiple targets (all targets in the 5-ft.-by-15-ft. area marked on Map 3); hidden lock bypass (Search DC 35, Open Lock DC 30); Atk +21 melee (2d4+15/x4, scythe); Search DC 28; Disable Device DC 23.

APL 12 (EL 8)

↗ **Wall Scythe Trap:** CR 8; mechanical; proximity trigger (whenever a character enters the 5 ft. square marked on Map 3); automatic reset; multiple targets (all targets in the 5-ft.-by-15-ft. area marked on Map 3); hidden lock bypass (Search DC 35, Open Lock DC 30); Atk +23 melee (2d4+18/19-20/x4, scythe with improved critical range); Search DC 29; Disable Device DC 24.

Past the scything blade trap is another square room. The stone door to this room is closed but unlocked. Once the PCs are in the room read:

This square room contains several shelves and low tables, all crowded with dozens of jars. Each of the jars contains some sort of organ, preserved in a translucent viscous jelly. Inside each jar, just visible through the jelly, is an ivory stickpin carved with writing in some obscure language.

Dust covers everything and the tracks that wind through this room and to the door on the right wall are obvious.

This room is a gruesome sort of repository or museum. Each ivory stickpin is carved in Flan with the name of the creature type from which the organ came (none of the creatures were intelligent creatures). The ivory stickpins are slick and decaying. They are worth approximately 120 gp in total, if the PCs want to collect all the pins from the hundreds of jars.

The tracks in this room belong to Durmin. Once the dwarf realized that Jaras wasn't hiding in here, he lost interest in the room and left.

The stone door leading out of this room is not locked, but it does have a *Leomund's trap*-type effect on the handle, making it appear to be trapped. Once the PCs are finally through this door, move on to the next encounter.

Treasure: Take all the ivory stickpins.

All APLs: Coin: 20 gp.

ENCOUNTER 8: THE TREACHEROUS STAIRS

Once out of the gruesome museum, the PCs are faced with a very long stairway.

This set of stairs is the longest you have seen in these dungeons, slanting downward at a dangerous angle. These stairs are lit all the way down to a metal door at the bottom. Small alcoves set into the floor on each side of every seventh stair hold small balls of orange fire. Heat wafts up from this stairway.

Not twenty feet from you, a dwarf rests feebly on the stairs, barely able to hold himself up. He looks up at you through cracked spectacles, sneers, and fumbles for a short sword at his side.

The heat coming up from the stairway has nothing to do with the floor-level lighting (which are in fact *continual flames* cast on the stone stair in each alcove). Rather, the heat comes from the lava in the room at the bottom of the stairs. The metal door is quite warm, and it conducts the heat into this stairwell. The air becomes noticeably warmer near the bottom of the stairs.

The dwarf is Durmin Grommel, the would-be warlord of the Storm Tower. Durmin made it this far, but fell victim to the necromantic trap on the stairs. He currently has 5 negative levels which disappear in 15 hours. At APL 2 through 6 Durmin has also suffered 9 points of Strength damage (reducing his Strength score to 2), but he only remains weakened for 10 minutes after the PCs encounter him.

All APLs

♣ **Durmin Grommel: male dwarf expert 3/ fighter 3:** hp 54 (currently 29); Appendix 1.

Treasure: Take all of Durmin's possessions.

All APLs: Loot: 35 gp.

Interacting with Durmin: Durmin is an unpleasant, bossy, and evil dwarf. Durmin assumes that the PCs are not his friends, particularly if they display holy symbols of any well-known good faith. He is hostile to interlopers in "his" dungeon. He curses his weakness and demands the PCs return him to the Storm Tower above. Durmin assumes (probably correctly) that the kobolds above fled from the PCs. If the PCs claim they want to take him back to Ulek, he rudely dismisses them, saying he'd rather stay

in the Pomarj where he's made a future for himself. If the PCs are insistent, Durmin professes that he'd at least like to return to his room in the Storm Tower and collect a few personal belongings (a DC 20 Sense Motive reveals that he is lying; he only wants to get back among his loyal kobold minions).

Durmin admits that he's in the dungeons to recapture an escaped prisoner, but he doesn't volunteer the information that it's a human cleric, particularly if there are humans among the PCs. He promises dire consequences for the escapee (starting with cutting off his feet to prevent future escapes).

Durmin has no idea how Jaras escaped, much less how he might have bypassed the traps in the dungeons. Durmin is dimly aware that clerics have access to spells that find traps (that is, the *find traps* spell), but he doesn't know much about the spell; therefore, he assumes Jaras must have used that spell, or one like it, to bypass the traps in the dungeon. Durmin has only a vague knowledge of the *dimension door* spell, and he has no idea that clerics can cast it.

If the PCs seem to be unsavory types, Durmin makes them a deal: if they let Durmin go and recapture Jaras for him, Durmin lets them keep any treasure they find in the dungeon and keep three kobolds each as personal slaves. Durmin doesn't intend to keep his bargain.

If the PCs ever return Durmin to within earshot of the Storm Tower kobolds, he shouts at the kobolds to kill the PCs. The kobolds attempt to do so, hurling themselves at the PCs. Use the tactics and statistics in encounter 10 if the PCs return Durmin to the kobolds.

Durmin's primary motivation is his own survival, at any cost. If he can, Durmin wants to get back among his kobold minions and resume the search for Jaras at a later time. If it looks like the PCs might hurt or kill him, Durmin goes along with them. He certainly doesn't wish to accompany the PCs any further down the stairs, particularly in his enervated state, but he may have little choice in the matter.

The Fourth Trap

The indicated spot marked on map 3 is trapped. The *continual flame* spells on either side of this stair cover a pair of necromantic traps. These traps are easy to locate with a *detect magic* spell.

Durmin inadvertently triggered these traps, leaving him in a substantially weakened condition. At APLs 2, 4 and 6, Durmin has already triggered the *enervation* trap on the left side of the stairs, and this trap does not reset for 24 hours. The other trap, however, is still active as it resets immediately. Any living being passing by the trap is attacked by one ray.

At APL 8 and above, both traps have reset. Any living being passing between the traps is attacked by two rays simultaneously, one from each side.

Durmin knows right where this trap is, as he fell victim to it minutes before the PCs arrived. However, Durmin either pretends not to know or lies about its location, hoping to weaken the PCs (oppose Durmin's Bluff with Sense Motive checks from the party). A tracker might be able to identify where the trap is with a DC 12

Survival check by identifying Durmin's tracks in the dust on the stairs.

Durmin chortles with glee if he's present when the PCs are hit by this or any other trap in the dungeon.

APL 2 (EL 4)

↗ **Empowered Ray of Enfeeblement Trap:** CR 4; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (empowered *ray of enfeeblement*, 1d6+5 x 1.5 Strength loss for 15 minutes); Search DC 28; Disable Device DC 28.

APL 4 and 6 (EL 5)

↗ **Extended Empowered Ray of Enfeeblement Trap:** CR 5; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (extended empowered *ray of enfeeblement*, 1d6+5 x 1.5 Strength loss for 30 minutes); Search DC 29; Disable Device DC 29.

APL 8 (EL 7)

↗ **Enervation Trap (2):** CR 5; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (*enervation*, 1d4 negative levels for 15 hours); Search DC 29; Disable Device DC 29.

APL 10 (EL 8)

↗ **Enervation trap:** CR 5; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (*enervation*, 1d4 negative levels for 15 hours); Search DC 29; Disable Device DC 29.

↗ **Empowered Enervation trap:** CR 7; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (empowered *enervation*, 1d4 x 1.5 negative levels for 15 hours); Search DC 31; Disable Device DC 31.

APL 12 (EL 9)

↗ **Empowered Enervation Trap (2):** CR 7; magical; *alarm* trigger; automatic reset (immediate); Atk +8 ranged touch (empowered *enervation*, 1d4 x 1.5 negative levels for 15 hours); Search DC 31; Disable Device DC 31.

Although disarming or dispelling these traps is possible (each trap has a caster level of 15), clever parties may also block the path of the rays with a solid object (providing total cover and blocking line of effect) in order to move past. Note that a carried object, such as a shield, is not sufficient to block the rays, as a touch attack on the carried object delivers the spell to the person carrying it.

The Fifth Trap

Further down the stairs, is a pit trap that opens under the feet of anyone stepping onto those stairs. This pit is no ordinary shaft, however; it flares outward, increasing from a 5 ft. square to a 15 ft. square at the bottom. This means that the slow fall ability does not help a PC stumbling into this pit. Also, the pit trap automatically resets, as the cover swings back up into place unless held down (a DC 13 Strength check is sufficient to accomplish

this, if a PC intentionally triggers the pit trap with the intent to hold it open). Furthermore, something dangerous lurks at the bottom of the pit at most APLs.

APL 2 (EL 3)

↗ **Pit Trap:** CR 3; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 feet deep (2d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+2 each) Search DC 26; Disable Device DC 19.

APL 4 (EL 4)

↗ **Pit Trap with Brown Mold:** CR 4; mechanical; location trigger; automatic reset; DC 21 Reflex save avoids; 20 feet deep (2d6, fall); Search DC 27; Disable Device DC 20.

At the center of the bottom of this pit is a patch of brown mold (3d6, cold nonlethal): refer to the *Dungeon Master's Guide*, page 76.

APL 6 and 8 (EL 7)

↗ **Pit Trap with Yellow Mold:** CR 7; mechanical; location trigger; automatic reset; DC 23 Reflex save avoids; 40 feet deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+4 each); Search DC 28; Disable Device DC 22.

At the bottom of this pit in the center, growing on the spikes, is a patch of yellow mold (DC 15 Fort save or 1d6 Constitution damage): refer to the *Dungeon Master's Guide*, page 76.

APL 10 (EL 10)

↗ **Pit Trap with Yellow Mold and Summon Monster VII:** CR 10; mechanical; location trigger; automatic reset; DC 27 Reflex save avoids; 40 feet deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+4 each); Search DC 31; Disable Device DC 24.

At the bottom of this pit in the center, growing on the spikes, is a patch of yellow mold (DC 15 Fort save or 1d6 Constitution damage): refer to the *Dungeon Master's Guide*, page 76.

As soon as anyone enters the bottom ten feet of the pit, a *summon monster VII* spell activates (15th-level caster) and summons a bone devil into the pit with the unfortunate PC.

The bone devil is immune to the poisonous spores of the yellow mold, and pursues PCs out of the pit if necessary (although it must squeeze to fit into the narrow hall). The *summon monster VII* trap at the bottom of the pit can be independently discovered and disarmed: Search DC 32, Disable Device DC 32.

➡ **Bone Devil (Devil):** hp 95; *Monster Manual* 52.

APL 12 (EL 11)

↗ **Pit Trap with Yellow Mold and Summon Monster IX:** CR 11; mechanical; location trigger; automatic reset; DC 29 Reflex save avoids; 40 feet deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+4 each); Search DC 32; Disable Device DC 24.

At the bottom of this pit in the center, growing on the spikes, is a patch of yellow mold (DC 15 Fort save or

1d6 Constitution damage): refer to the *Dungeon Master's Guide*, page 76.

As soon as anyone enters the bottom ten feet of the pit, a *summon monster IX* spell activates (17th-level caster) and summons a barbed devil into the pit with the unfortunate PC.

The barbed devil is immune to the poisonous spores of the yellow mold, and pursues PCs out of the pit if necessary. The *summon monster IX* trap at the bottom of the pit can be independently discovered and disarmed: Search DC 34, Disable Device 34.

☙ **Barbed Devil (Devil):** hp 126; *Monster Manual* 51.

The Sixth Trap (Nonfunctional)

When the PCs finally reach the base of the stairs, they can feel the heat radiating from the door. Read:

The metal door at the bottom of the stairs is studded with sharp spikes. Each is as long as a dagger and points back up the stairs. The door radiates heat.

There is one final trap on this door, designed to shoot the door spikes up the stairs when anyone approaches within 10 feet. However, the delicate firing mechanisms inside the door have been warped by the heat on the other side and no longer function. A Search DC of 28 reveals the original intent of this trap, as well as its broken state.

The iron door is locked. Once through, the PCs may enter the armory itself.

☙ **Armory Door:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 35.

ENCOUNTER 9: THE ARMORY

Stifling heat assails you as the metal door opens. This wide room is in ruins. A chasm splits the room in two. This room has all the look of an armory. Hooks and racks on the walls display weapons of various types and sizes. Three metal weapon stands are scattered around the room.

Furtively crouched behind the weapon stand is a thin Oeridian man wearing little more than green rags. He has a light mace of some ancient design in his hand, and he eyes you warily. At his feet is a collection of other weapons, most of them broken.

If Durmin is with the PCs, read:

Seeing the dwarf, the human cries, "Get back! If you're friends of his, you're no friends of mine!"

Once the players direct their attention to the chasm, read:

The dull red glow of magma is visible from deep in the chasm. The flooring on the far side looks safe, but on your side the cracked and broken floor slants toward the chasm. A narrow ledge of broken stone runs along the edge of the chasm and out of sight.

If the PCs look over the weapon stands, read:

The three weapon stands each bear weapons: a greatsword, a dagger and a smooth spear of some dark metal. This room may have held other weapon stands at one time, but the chasm has swallowed them up.

The air in this room is hot and stifling. This room counts as very hot, meaning PCs must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. PCs wearing heavy clothing or armor of any sort take a -4 penalty on their saves. Jaras has survived by casting *endure elements* on himself daily.

This room is just as it appears: an ancient armory holding treasured weapons. The weapons hanging around the room are many different kinds of ordinary weapons; most are badly damaged but serviceable (they fetch 250 gp if sold, but weigh 150 pounds in total). In much better condition are the three weapons on the weapon racks. These weapons are of much higher quality, and are of the following types (by APL):

- **APL 2:** masterwork greatsword, masterwork dagger, adamantite longspear.
- **APL 4:** masterwork greatsword, +1 dagger, adamantite longspear.
- **APL 6:** +1 greatsword, +1 dagger, +1 adamantite longspear.
- **APL 8:** +1 ghost touch greatsword, +1 dagger, +1 adamantite longspear.
- **APL 10:** +1 ghost touch greatsword, +1 defending dagger, +1 adamantite longspear.
- **APL 12:** +1 ghost touch greatsword, +1 defending dagger, +1 vicious adamantite longspear.

Development: Essence of the Armory: To any PC in the Armory with a Base Attack Bonus of at least +5 and proficiency with all martial weapons, read:

There is some subtle magic you feel here, a resonating hum that only one with your martial prowess can detect. It is as though there is some intangible skill or knowledge here in this room, waiting to be plucked.

As soon as any creature with a Base Attack Bonus of at least +5 and proficiency with all martial weapons enters the armory, there is a blaze of light as bright letters appear along the top edge of the walls, near the ceiling. Note that if none of the PCs meets these requirements, Durmin does.

The message is in Flan, and spells out the following invocation, reading around the room, starting from the left wall and reading clockwise across the back wall and along the right wall. The rune fade after a minute, but reignite if a creature meeting the requirements exits and then reenters the room. If none of the PCs read Flan, a DC 25 Decipher Script check suffice to uncover the rune's meaning. Note that because the room has been split by the chasm, the message is incomplete:

Praise to the Weapons of Legend. Skulk with the sword of the Betrayer. Spar with the Cudgel's weapon. Shatter the Tool of the Wizard. Hurl...(split by the chasm)...se to the Weapons of Legend.

This invocation refers to commonly known artifacts that are also weapons. Complete, the message would read as follows: "Praise to the Weapons of Legend. Skulk with the sword of the Betrayer. Spar with the Cudgel's weapon. Shatter the Tool of the Wizard. Hurl the bane of the Giants. Praise to the Weapons of Legend." The first is a reference to the Sword of Kas (a bastard sword), the second is the Mace of St. Cuthbert (a heavy mace), the third is the Staff of the Magi (a staff), and the final reference is to the Hammer of Thunderbolts (a warhammer).

A DC 15 Knowledge (history), Knowledge (arcana), Knowledge (religion) or bardic knowledge reveals that this phrase refers to powerful artifacts.

A DC 15 Knowledge (history) or Knowledge (religion) or a DC 20 Knowledge (arcana) or bardic knowledge is sufficient to identify the "Betrayer" as Kas, Vecna's lieutenant. If the check succeeds by 5 or more, reveal that the Sword of Kas is often represented as a bastard sword.

A DC 10 Knowledge (religion) or bardic knowledge or a DC 15 Knowledge (local: any) or Knowledge (history) is sufficient to identify the "Cudgel" as St. Cuthbert. If the check succeeds by 5 or more, reveal that the Mace of St. Cuthbert is a heavy mace. Followers of St. Cuthbert know this information automatically.

A DC 15 Knowledge (arcana) or bardic knowledge or a DC 20 Knowledge (the planes) is sufficient to identify the "Tool of the Wizard" as a Staff of the Magi.

The clue that starts with "Hurl" is much more difficult. Let the players talk it out, and if it sounds like they're speculating that it might be a thrown hammer or axe (that is, if they're in the ballpark), allow a DC 15 bardic knowledge or Knowledge (arcana) or a DC 20 Knowledge (history) to identify the Hammer of Thunderbolts as a powerful artifact in the form of a warhammer.

The invocation describes a ritual, which must be performed while in the Armory in the following order:

- Succeed at a DC 10 Hide check while wielding a bastard sword.
- Make a melee attack roll against AC 10 with a heavy mace.

- Sunder a wooden staff or any long sturdy stick (AC 4; hardness 5; hp 20).
- Make a ranged attack roll against AC 10 with a warhammer. Note that since warhammers cannot normally be thrown, the thrower takes a -4 penalty to attack rolls.

Retries are permissible at any step along the way; the ritual isn't intended to be difficult. However, if a PC attempting the ritual leaves the Armory and returns, he must begin the ritual anew.

All of the weapons required in the ritual are present in the room, among many other kinds of weapons, but there are only two old, worn staves. Therefore, if more than two PCs want to complete the ritual, they'll have to retrieve staves and bring them into the armory with them (or have brought them along already).

A PC completing all four steps of the ritual has drawn upon the Essence of the Armory. The PC knows that he or she can form a connection with one of his or her weapons. The next weapon the PC wields (as long as the PC is proficient with that weapon) becomes the focus of the ritual. Each successful hit with that weapon causes an additional 2 points of damage for the next 24 hours. If the weapon wielded is the adamantite spear in this room, the damage bonus increases to +4 instead.

Note that the steps of the ritual have nothing to do with the dagger or greatsword in this room, although PCs may think that they do. The dagger and greatsword are just valuable weapons that were kept safe here.

Development—Interacting with Jaras: Jaras is, in most circumstances, a happy-go-lucky fellow with an optimistic attitude. The past five years have been hard on him, but he knew an opportunity for escape would come along sometime, and he's determined not to let this opportunity get away.

Jaras has been in the Armory for four days. In that time, he's been able to create food and water for himself and heal his injuries (those spells don't require a divine focus) but he hasn't discovered any method of escape other than exploring the ledge along the chasm. Jaras has broken up many of the weapons on the walls to create gripping spikes for his hands and feet. In effect, Jaras has fashioned an improvised toolkit providing +1 circumstance bonus to Balance checks. Fashioning these gripping spikes took Jaras several days, and he's quite proud of them. Jaras could make another set in a few days, but he doesn't want to wait around that long. Now that his set is finally ready, he wants to leave the Armory. These gripping spikes are crudely made, and fall apart after a few hours of use (that is, they don't survive this adventure).

Jaras hasn't touched the three weapons in the weapon racks. He assumes they are trapped (although they aren't).

If the PCs seem hostile, Jaras tries to *enthrall* the PCs while he makes his escape along the ledge.

If the PCs befriend the ragged cleric, Jaras is very eager to escape the Storm Tower and get back to Ulek

(although he'd be just as happy getting anywhere out of the Pomarj, really). If the PCs seem committed to helping him escape the Storm Tower, Jaras doesn't hesitate to use his spells to assist the PCs in any way he can.

If the PCs can provide a holy symbol of Fharlanghn for Jaras to use (Durmin currently carries Jaras' holy symbol), he's very grateful, although his currently-memorized complement of spells are those that require no divine focus to cast.

All APLs

☛ **Jaras Klot:** male human cleric 7; hp 42; Appendix 1.

Treasure: Take all of the weapons from the room.

APL 2: Loot - 75 gp; Magic - adamantine longspear, 250 gp per character.

APL 4: Loot - 50 gp; Magic - +1 dagger (191 gp), adamantine longspear (250 gp).

APL 6: Loot - 21 gp; Magic - +1 dagger (191 gp), +1 greatsword (195 gp), +1 adamantine longspear (417 gp).

APL 8: Loot - 21 gp; Magic - +1 dagger (191 gp), +1 ghost touch greatsword (695 gp), +1 adamantine longspear (417 gp).

APL 10: Loot - 21 gp; Magic - +1 defending dagger (691 gp), +1 ghost touch greatsword (695 gp), +1 adamantine longspear (417 gp).

APL 12: Loot - 21 gp; Magic - +1 defending dagger (691 gp), +1 ghost touch greatsword (695 gp), +1 vicious bane (constructs) adamantine longspear (1,750 gp).

Development—Durmin in the Armory: If Durmin enters the Armory, he feels the Essence of the Armory and ignites the phrase. Durmin believes that this magical power is rightly his, and intends to use it to empower his kobolds once he's able to lead them again. Note that Jaras hasn't felt the Essence of the Armory, as clerics aren't proficient with all martial weapons. Any PC that felt the Essence of the Armory can make a DC 15 Sense Motive check to realize that Durmin felt it, too, and that Durmin may be able to use the power of the Armory to enhance his kobold fighting force.

Development—Leaving the Armory: Ultimately, the PCs will want to leave the Armory.

The PCs may prefer to head back up the stairs through the Storm Tower dungeon. Durmin thinks this is a really good idea, and encourages this direction. Jaras thinks this is a bad idea, pointing out that there are dozens of well-trained kobolds in the Storm Tower fanatically loyal to Durmin.

Jaras is eager to use the ledge to escape. Durmin, however, proves resistant to traveling along the ledge. Durmin loudly proclaims the foolishness of traversing an unknown, unstable ledge over molten lava that, more than likely, doesn't lead anywhere. To go this way the PCs have to force Durmin onto the ledge, or carry him. Note that Durmin is stocky and clumsy, even for a dwarf.

If the PCs elect to go back through the dungeon to the Storm Tower, go to encounter 10. If they decide to follow the ledge along the chasm, go to encounter 11.

ENCOUNTER 10: ESCAPE THROUGH THE STORM TOWER

If the PCs ascend through the dungeon, they may have to contend with the traps again, as they automatically reset unless disabled.

The kobolds mill around above the trapdoor into the dungeons, hoping that Durmin will return triumphantly through it. As soon as Durmin escapes the trapdoor, he shouts for the kobolds to kill the intruders. Emboldened by the sight of their leader, the kobolds hurl themselves into battle.

If any PCs are left down in the dungeon after Durmin has given his command (which is likely, unless Durmin is the last one up the ladder through the trapdoor), eight kobolds atop the rubble start rolling boulders down into the trapdoor, hoping to seal it (this takes them a full-round action). Anyone standing directly under the trapdoor when the rubble comes raining down takes 3d6 damage (a DC 12 Reflex save reduces the damage by half). The larger boulders plug the trapdoor, blocking it entirely. A DC 25 Strength check is required to clear the boulders out of the way and open up the passage to the surface again. This excavating can be done from outside the dungeon or inside the dungeon (that is, from underneath the boulders). Up to six PCs can coordinate on clearing the boulders outside of the dungeon (although the attacking kobolds and shouting Durmin might prove distracting), and only two PCs can coordinate from inside the dungeon.

As long as Durmin directs them or is obviously in trouble, the kobolds make a coordinated attack on the PCs. At APLs 2-10 Koshek the sorcerer, if still alive, cries for the fires of the Storm Tower to smite the invaders, but nothing happens. True to his cowardly nature, Koshek flees if confronted or endangered.

APL 2 (EL 3)

☛ **Storm Tower Kobolds (3):** kobold warrior 4; hp 24 each; Appendix 1.

These three warriors are the only kobolds brave enough to engage the PCs. Spurred by their leader's presence, they fight to the death. The other kobolds shout encouragement, but run off and hide if things go badly.

APL 4 (EL 5)

☛ **Storm Tower Kobolds (6):** kobold warrior 4; hp 24 each; Appendix 1.

These six warriors are the only kobolds brave enough to engage the PCs. Spurred by their leader's presence, they fight to the death. The other kobolds shout encouragement, but run off and hide if things go badly for these six warriors.

APL 6 (EL 8)

➤ **Mob of Storm Tower Kobolds (1):** hp 180; Appendix 1.

Enough of the kobolds get together to form a mob, a gargantuan-sized creature composed of several dozen kobolds. Although the mob can freely trample the tents and rubble inside the Storm Tower grounds, it probably has to squeeze to move around much within the keep.

APL 8 (EL 10)

➤ **Mob of Storm Tower Kobolds (2):** hp 180 each; Appendix 1.

Enough of the kobolds get together to form two mobs, gargantuan-sized creatures each composed of several dozen kobolds. Although the mobs can freely trample the tents and rubble inside the Storm Tower grounds, they probably have to squeeze to move around much within the keep.

APL 10 (EL 11)

➤ **Mob of Storm Tower Kobolds (2):** hp 180 each; Appendix 1.

Enough of the kobolds get together to form two mobs, gargantuan-sized creatures composed of several dozen kobolds. Although the mobs can freely trample the tents and rubble inside the Storm Tower grounds, they probably have to squeeze to move around much within the keep.

If Koshek is still alive, the sorcerer cries for the fires of the Storm Tower to smite the invaders. To his surprise, a malevolent force of fire and lightning answers the call and descends on the PCs. Reveal Player Handout 3.

➤ **Fire Element Will-o'-wisp:** hp 40; Appendix 1.

This creature targets lone PCs if possible.

APL 12 (EL 14)

➤ **Mob of Storm Tower Kobolds (2):** hp 180 each; Appendix 1.

Enough of the kobolds get together to form two mobs, gargantuan-sized creatures composed of several dozen kobolds. Although the mobs can freely trample the tents and rubble inside the Storm Tower grounds, they probably have to squeeze to move around much within the keep.

If Koshek is still alive, the sorcerer cries for the fires of the Storm Tower to smite the invaders. To his surprise, a malevolent force of air and fire answers the call and descends on the PCs. Reveal Player Handout 3.

➤ **Living Holocaust:** hp 112; Appendix 1.

This creature targets lone PCs if possible with its fiery windspike and holocaust winds. Due to its appetite for

destruction, however, it does not particularly mind if it damages the kobolds as well.

A less confrontational way of exiting the dungeons is to fool the kobolds with magic or disguises. Using illusion magic to appear as Durmin, for example, may fool the kobolds long enough for the PCs to escape the Storm Tower. If a ruse runs counter to the kobolds' good sense, make opposed Bluff and Sense Motive checks, providing modifiers to either check as you feel appropriate. For example, if a dwarven PC, disguised to look like Durmin, commands the kobolds to let all the PCs and Jaras go free, the kobolds should roll to sense something suspicious is going on. If "Durmin" clearly doesn't speak Draconic, the kobolds would *know* something suspicious is going on.

If the kobolds get suspicious, they call on Koshek to figure things out. Koshek is belligerent and rude, as usual. If he's able to figure out that there's some trickery going on (remember, Koshek is the only one of the tribe able to cast *detect magic*, and he doesn't hesitate to do so if he thinks it might be useful), Koshek probably reveals it to his tribe and screeches for them to attack while he backs away. However, if Koshek is able to understand that the PCs are secretly stealing away with Durmin as a prisoner, Koshek is likely to aid their bluff in order to be rid of the hated rival once and for all.

For any ruse to have a real chance of success, the PCs must keep Durmin quiet, and probably hidden. Durmin exposes any trick or bluff the PCs use if he can do so. However, Durmin is crafty and deceitful. He may pretend to go along with a ruse the PCs plan, only to expose them at the most inopportune time and shout for his kobold minions to attack.

Treasure: Loot the kobolds.

APL 2: Loot - 24 gp.

APL 4: Loot - 48 gp.

APL 6: Loot - 384 gp.

APL 8 - 12: Loot - 768 gp.

Development—Jaras' Help: Jaras tries to be helpful in any plan the PCs come up with to sneak past or bluff past the kobolds. His *dimension door* spell might prove handy: Jaras can take up to two willing PCs with him (Durmin is unlikely to be willing). Although Jaras has *enthrall* prepared, that spell is language-dependent, and Jaras doesn't speak Draconic.

Experience Note: The goal of the PCs is to escape the keep with Jaras and Durmin. As long as the PCs evade the angry kobolds, award them full experience as though they defeated the kobolds in combat.

Development: Once the PCs have left the Storm Tower, they are able to make their way through the Pomarj to their boat mostly unhindered. If the PCs stop to rest for more than a few hours, the remaining kobolds mass for another strike against them, preferably at night. The PCs can hear the kobolds long before they approach,

however, which should encourage them to get on the move.

The PCs can flee the Pomarj in the boat they've stashed and return to the *Mermaid's Game*. Go to the Conclusion.

ENCOUNTER 11: ESCAPE ALONG THE LEDGE

The volcanic chasm is narrow (ranging from 15 feet to 30 feet wide), and it winds along for nearly a mile before breaking the surface in a narrow rift. Locals (such as Durmin or any of the kobolds) know of the rift—it's a local landmark—but don't suspect that it connects to the Storm Tower dungeons. As several high hills stand between the rift and the Storm Tower, the volcanic chasm makes an excellent escape route. The PCs could traverse the chasm, emerge through the rift, and be long gone before the kobold scouts discover their tracks.

The main difficulty with traversing the chasm, of course, is that the chasm is hundreds of feet deep with molten lava at the bottom. Falling into the lava deals no falling damage but 20d6 fire damage as a falling PC is immersed in the lava. Even after escaping the lava, the sticky lava continues to burn for 1d3 rounds, dealing 10d6 points of damage each round to a PC that has been immersed. Suffice to say, few PCs could survive a fall into the lava.

The ledge that leads out of the Armory runs along the length of the chasm all the way to the rift. Unfortunately, it is not an even path. There are several uneven spots in the ledge. Furthermore, the ledge widens and narrows over its one-mile course. However, it is not impossible to navigate.

The ledge varies from 6 inches to one foot wide. Traversing the ledge requires a DC 10 Balance check. Balancing PCs only move at half speed, and the PCs have nearly a mile to travel (although they don't know that until they scout the chasm). The total distance of the chasm is 4,760 ft. Thus the PCs must make a number of Balance checks:

- PCs with a movement rate of 20 ft. must make 476 Balance checks. The journey takes
- PCs with a movement rate of 30 ft. must make 317 Balance checks.
- PCs with a movement rate of 40 ft. must make 238 Balance checks.
- PCs with a movement rate of 50 ft. must make 190 Balance checks.
- PCs with a movement rate of 60 ft. must make 159 Balance checks.
- PCs with a movement rate of 70 ft. must make 136 Balance checks.

Encourage the PCs to take 10 on these checks, removing armor or distributing weight as necessary to succeed. If this Balance check is failed by 4 or less (that is, the PC makes at least a 6), the PC can't move forward but doesn't fall. If the Balance check is failed by 5 or more, the PC

slips and falls. A falling PC may make a DC 15 Reflex save to catch himself on the ledge, and hangs there until succeeding at a DC 15 Climb check (failing this Climb check by 5 or more means the PC falls). Falling off the ledge is virtually certain death.

The PCs probably have a number of ideas to assist each other in their long trek along the ledge, including roping each other together or aiding each other on Balance or Climb checks. Encourage the use of these ideas and err on the side of the PCs if you're not certain whether one of their ideas would work.

Certain magic spells or items, such as the *fly* spell or *slippers of spider climbing*, may eliminate the need for Balance checks entirely. Carefully note the duration of these items, and remember that the PCs might have to provide for Jaras, Durmin and any animal companions as well.

Development—Jaras' Help: Jaras tries to be helpful as the PCs make their way along the ledge. If the PCs have been particularly good to him, Jaras he be able to save them from certain death. If a PC falls off the ledge, Jaras could immediately leap after the PC, grab him, and *dimension door* back onto the ledge (although the PC fell first, you should let Jaras "catch up": as the PC flails and scrabbles along the chasm wall, Jaras falls freely until he reaches the PC). Note that Jaras can only perform this trick once.

GOING, GOING...WAIT, WHAT HAVE WE HERE?

Once the PCs have left the Storm Tower, they are able to make their way to their boat mostly unhindered. If the PCs stop to rest for more than a few hours, the kobolds mass for a strike against them, preferably at night. The PCs can hear the kobolds long before they approach, however, which should encourage them to get on the move.

The PCs break through the tangled trees and brush along the beach near where they hid their boat. However, one or more aquatic giants have sniffed out its hiding place. If the PCs didn't have a boat to hide (for example, they all decided to swim over, or they used a *folding boat*), or if they hid it extremely well (such as in an extradimensional space), then the giants are just poking around on the beach.

Unless the PCs are unusually noisy, they surprise the giants.

If the PCs are playing APL 2, 4 or 10, read:

Far out to sea, you can just make out the tall masts of the Mermaid's Game. Closer at hand, however, you see a large, hunched creature poking around the brush near the shore, its wide nostrils flaring. This giant has glistening wet skin, and the rank smell of rotting seaweed it wears as clothing strikes you from even this distance. With a triumphant cry, the creature pulls your boat from its hiding place. It picks up a nearby rock, intent on smashing the boat

to pieces. It doesn't seem to have noticed your presence.

If the PCs are playing APL 6, 8 or 12, read:

Far out to sea, you can just make out the tall masts of the Mermaid's Game. Closer at hand, however, you see three large, hunched creatures poking around the brush near the shore, wide nostrils flaring. These giants have glistening wet skin, and the rank smell of rotting seaweed they wear as clothing strikes you from even this distance. With a triumphant cry, one of the creatures pulls your boat from its hiding place. The others pick up heavy rocks, intent on smashing the boat to pieces. They don't seem to have noticed your presence.

The layout of this encounter is found on map 4. The rocky beach is open terrain. The tangled scrub along the treeline counts as difficult terrain and provides concealment for anyone inside it. If left alone, the giants smash the boat to pieces in two rounds. Give the PCs a surprise round against the giants (or, if the PCs were exceptionally noisy, allow the giants to make Listen checks against a DC of 12 to avoid being surprised).

Once the PCs have revealed themselves, the giants forget about the boat and attack the PCs with abandon.

APL 2 (EL 3)

➤ **Merrow (Aquatic Ogre):** hp 29; *Monster Manual* 199. Instead of Weapon Focus (greatclub), this creature has Weapon Focus (longspear) and uses a longspear to attack: +8 melee (2d6+7/x3, longspear).

APL 4 (EL 5)

➤ **Scrag (Aquatic Troll):** hp 63; *Monster Manual* 247.

APL 6 (EL 8)

➤ **Scrags (Aquatic Trolls) (3):** hp 63 each; *Monster Manual* 247.

APL 8 (EL 10)

➤ **Scrags (Aquatic Trolls) (6):** hp 63 each; *Monster Manual* 247.

Only three of these brutes are present on the shore when the encounter begins; the other three lurk under the water 80 feet away from the shore. They splash their way to the shore as soon as fighting begins.

APL 10 (EL 11)

➤ **Scrag (Aquatic Troll) ranger 6:** hp 130; *Monster Manual* 247.

APL 12 (EL 14)

➤ **Scrags (Aquatic Trolls) ranger 6 (3):** hp 130 each; *Monster Manual* 247.

Tactics: The giants are straightforward combatants. If reduced to one-third of their hit points, a giant retreats into the water. The ogre flees underwater if possible, but the trolls return to fight once their wounds have regenerated.

NPC Reactions: Although Jaras won't run into battle with the giants, he's very willing to provide what healing he has to the party if they ask him.

Durmin, on the other hand, uses this combat as an opportunity to escape, if possible, back to the Storm Tower. If Durmin can try to sneak away, make a Hide check for him, with a +2 bonus due to the distraction of battle, against the Spot check of the PCs (and Jaras). If he succeeds, Durmin is able to get a bit of a lead on the PCs. They are likely to track the dwarf down before he gets back to the Storm Tower, as they probably move much faster than he does, but the dwarf tries to throw off the PCs as best he can.

Treasure: Loot the giants.

APL 2: Loot - 3 gp.

APL 4, 6 and 8: Nothing.

APL 10: Magic - +1 chain shirt (112 gp), +1 battleaxe (193 gp).

APL 12: Magic - +1 chain shirt (3) (112 gp each), +1 battleaxe (3) (193 gp each).

CONCLUSION

The *Mermaid's Game* takes the characters back to Gyrax in only a few days.

If the characters have escaped with Durmin alive, the dwarf is sullen and dejected the entire trip. Upon arrival at the Boarhound, Deg comes out to greet the characters happily, as he received word that the *Mermaid's Game* was back in port. Deg greets his cousin warmly, and Durmin clasps his hand with affection despite the sour look on his face. Deg pays the characters and thanks them for a job well done.

If the characters return without Durmin, Deg demands an explanation. If the characters tell Deg that Durmin was bullying a tribe of kobolds, Deg is initially skeptical and requires some proof of their words (which Jaras can provide). As long as the PCs explain Durmin's evil tendencies, Deg pays them their reward anyway and remarks that he now must deal with the shame of having such a dark kinsman. If the characters don't have a really good reason as to why they didn't return with Durmin, Deg refuses to pay their reward.

If the characters have returned Jaras alive, he is in the best of spirits and clearly happy to be out of the Pomarj. Once back in Gyrax, Jaras thanks the characters heartily, pumping their hands and clapping them on the back. Jaras wishes the characters the best in their travels, confirming that the followers of the Dweller on the Horizon owe them a great debt, indeed.

If the characters were rude to Walker Gurlar in encounter 2, or rejected the priest's mission and did not return with Jaras, cross out the items on the AR with "Core" access and cross out the *Boon of the Dweller on*

the Horizon. The Church of Fharlanghn does not reward rudeness to its agents.

CAMPAIGN CONSEQUENCES

Email answers to the below questions to creighton@greyworks.co.uk.

1. Was Durmin returned to Ulek?
2. Was Jaras returned to Ulek?
3. Did the characters manage to tap the essence of the Armory?
4. Did at least half of the Storm Tower Kobolds survive?

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 7

Disable, bypass or survive the scythe trap:

APL 2	60 XP
APL 4	120 XP
APL 6	120 XP
APL 8	180 XP
APL 10	210 XP
APL 12	240 XP

Encounter 8

Disable, bypass or survive the necromancy trap:

APL 2	120 XP
APL 4	150 XP
APL 6	150 XP
APL 8	210 XP
APL 10	240 XP
APL 12	270 XP

Disable, bypass or survive the pit trap:

APL 2	60 XP
APL 4	120 XP
APL 6	210 XP
APL 8	210 XP
APL 10	300 XP
APL 12	330 XP

Encounter 10/Encounter 11

Flee the kobolds or defeat the giants:

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	330 XP
APL 12	420 XP

Story Awards

Return to Ulek with Jaras:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Return to Ulek with Durmin:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Good roleplaying:

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 4

Loot the kobolds.

All APLs: Loot - 16 gp.

Encounter 6

Take all the ivory stickpins.

All APLs: Coin - 20 gp.

Encounter 8

Take all of Durmin's earthly possessions.

All APLs: Loot - 35 gp.

Encounter 9

Take all of the weapons from the room.

APL 2: Loot - 75 gp; Magic - adamantine longspears, 250 gp per character.

APL 4: Loot - 50 gp; Magic - *+1 dagger* (191 gp), adamantine longspears (250 gp).

APL 6: Loot - 21 gp; Magic - *+1 dagger* (191 gp), *+1 greatsword* (195 gp), *+1 adamantine longspears* (417 gp).

APL 8: Loot - 21 gp; Magic - *+1 dagger* (191 gp) *+1 ghost touch greatsword* (695 gp), *+1 adamantine longspears* (417 gp).

APL 10: Loot - 21 gp; Magic - *+1 defending dagger* (691 gp), *+1 ghost touch greatsword* (695 gp), *+1 adamantine longspears* (417 gp).

APL 12: Loot - 21 gp; Magic - *+1 defending dagger* (691 gp), *+1 ghost touch greatsword* (695 gp), *+1 vicious bane (constructs) adamantine longspears* (1,750 gp).

Encounter 11

Loot the kobolds.

APL 2: Loot - 24 gp.

APL 4: Loot - 48 gp.

APL 6: Loot - 384 gp.

APL 8 - 12: Loot - 768 gp.

Encounter 11

Loot the giants.

APL 2: Loot - 3 gp.

APL 4, 6 and 8: Nothing.

APL 10: Magic - *+1 chain shirt* (112 gp), *+1 battleaxe* (193 gp).

APL 12: Magic - *+1 chain shirt* (3) (112 gp each), *+1 battleaxe* (3) (193 gp each).

Conclusion

Deg Grommel's reward.

All APLs: L: 0; C: 100 gp; M: 0.

Maximum Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Items to be Listed on the AR:

Cross out any item not gained.

Special

† Essence of the Armory: You drew upon the essence of the Armory beneath the Storm Tower and have learned a ritual to improve your combat prowess. If you have a Base Attack Bonus of +5 or more and proficiency in all martial weapons (even if you didn't meet these requirements at the time this adventure was played), you may perform a short ritual with a single weapon with which this character is proficient. You gain a +2 bonus on all damage rolls with the specific weapon used in the ritual for the next 24 hours. If the weapon used in the ritual is the Storm Tower Spear (see below), this damage bonus is +4 instead. This ability can be used six times, after which time the knowledge of the ritual fades from your mind. Mark uses of this ability here: [] [] [] [] [] []

† Boon of the Dweller on the Horizon: You gain the use of a power similar to the Travel domain's granted power. For a duration of 1 round, you may act normally regardless of magical effects that impede movement, as if affected by the spell *freedom of movement*. Unlike the Travel domain granted power, the character must consciously enact the use of this power as a purely mental immediate action. This boon may only be used once and should be marked off when used.

If you are or become a cleric of Fharlanghn, you also gain access to the Far Horizons feat from *Races of Destiny*. Learning the feat does not expend the favor and you may learn the feat even if you have used the boon listed above.

ITEMS FOR THE ADVENTURE RECORD

APL 2

- The Storm Tower Spear, adamantine longspears (Adventure; DMG; 3,005 gp).
- *Boots of striding and springing* (Core; DMG; 5,500 gp).
- *Cape of the mountebank* (Core; DMG; 10,080 gp).
- *Ring of climbing* (Core; DMG; 2,500 gp).
- *Ring of swimming* (Core; DMG; 2,500 gp).

APLs 4 and 6 (as APL 2 plus the following)

- The Storm Tower Spear, *+1 adamantine longspears* (Adventure; DMG; 5,005 gp).

APL 8 (as APL 2-6 plus the following)

- *+1 ghost touch greatsword* (Adventure; DMG; 8,350 gp).

APL 10 (as APL 2-8 plus the following)

- Large *+1 battleaxe* (Adventure; DMG; 2,320 gp).
- Large *+1 chain shirt* (Adventure; DMG; 1,350 gp).
- *+1 defending dagger* (Adventure; DMG; 8,302 gp).

APL 12 (as APL 2-10 plus the following)

- The Storm Tower Spear, *+1 vicious bane (constructs) adamantine longspears* (Adventure; DMG; 21,005 gp).

APPENDIX 1: ALL APLS

ENCOUNTER 4: MEETING THE LOCALS

➤ **Storm Tower Kobold (dozens):** male and female kobold warrior 4; CR 1; Small humanoid (reptilian); HD 4d8; hp 24; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +4; Grp +0; Atk +5 melee (1d6/x3, spear) or +6 ranged (1d3, sling); SQ darkvision 60 ft., light sensitivity; AL usually LE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide +3, Listen +1, Move Silently +1, Profession (miner) +1, Search +2, Spot +2, Survival +2; Alertness, Endurance.

Languages: Draconic.

Possessions: chain shirt, several spears, sling.

Physical Description: Short and lean, this reptilian humanoid is no bigger than a child, but is clad in sturdy chain armor and hefts a spear expertly.

ENCOUNTER 5: ARRIVAL AT THE TOWER

➤ **Koshek:** male kobold sorcerer 3; CR 3; Small humanoid (reptilian); HD 3d4; hp 9; Init +7; Spd 30 ft.; AC 15, touch 14, flat-footed 12; Base Atk +1; Grp -6; Atk -1 melee (1d6-3/x3, spear) or +5 ranged (1d3, sling); SA spells; SQ darkvision 60 ft., light sensitivity, summon familiar (snake); AL NE; SV Fort +1, Ref +4, Will +3; Str 4, Dex 17, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +11, Concentration +6, Craft (trapmaking) +3, Diplomacy +4, Disguise +2 (+4 to act in character), Hide +9, Intimidate +4, Listen +2, Move Silently +5, Profession (miner) +2, Search +3, Spellcraft +7, Spot +2; Alertness, Improved Initiative, Stealthy.

Languages: Draconic, Orc.

Sorcerer Spells Known (6/6; CL 3rd, save DC 12 + spell level): 0—*detect magic, ghost sound, mage hand, mending, ray of frost*; 1st—*burning hands, expeditious retreat, sleep*. *Possessions:* spear, sling, spell component pouch.

Physical Description: This barely-clad reptilian humanoid is, even by kobold accounts, a runt. His beady eyes gleam with a malicious intelligence and hatred.

ENCOUNTER 8: THE TREACHEROUS STAIRS

➤ **Durmin Grommel:** male dwarf expert 3/ fighter 3; CR 5; Medium humanoid (dwarf); HD 3d6+9 plus 3d10+9 hp 54; Init +3; Spd 20 ft.; AC 12, touch 9, flat-footed 12; Base Atk +5; Grp +5; Atk +6 melee (1d6/19-20, masterwork short sword); SQ darkvision 60 ft., dwarf traits; AL LE; SV Fort +7 (+9 vs. poison or spells), Ref +1 (+3 vs. spells), Will +8 (+10 vs. spells); Str 11, Dex 8, Con 17, Int 14, Wis 14, Cha 10.

Skills and Feats: Appraise +8 (+10 metal, stone or wood items), Craft (stoneworking) +8, Craft (woodworking) +8, Intimidate +8, Knowledge (architecture and engineering) +8, Open Lock +5, Search +8 (+10 for secret doors and compartments or unusual stonework), Sense Motive +8, Survival +10 (+12 following tracks); Improved Initiative, Iron Will, Leadership.

Languages: Common, Dwarf, Gnome and Draconic.

Possessions: masterwork short sword, studded leather, thieves' tools, manacles, Jaras' holy symbol of Fharlanghn, explorer's outfit.

Physical Description: Stout even for a dwarf, this sturdy dwarven man wears cracked spectacles over calculating eyes. His mouth is fixed in a sneer.

Note: When the characters find him, Durmin has 5 negative levels for the next 15 hours. As a result, he has lost 25 hit points. At APL 2 to 6, he also has a -9 to Strength for the next 10 minutes.

ENCOUNTER 9: THE ARMORY

➤ **Jaras Klot:** male human cleric 7; CR 7; Medium humanoid (human); HD 7d8; hp 42; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, light mace); SA spells, spontaneous casting, turn undead; AL N; SV Fort +5, Ref +6, Will +8; Str 12, Dex 14, Con 10, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +5, Heal +8, Knowledge (nature) +4, Survival +8 (+10 in natural environments); Dodge, Endurance, Lightning Reflexes.

Languages: Common.

Turn Undead (Su): 4/day; 1d20+1; turning damage 2d6+8.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*detect magic, detect poison, guidance* (2), *mending, purify food and drink*; 1st—*cause fear, command, ~~endure elements~~, longstrider*, obscuring mist, remove fear*; 2nd—*enthrall, lesser restoration, longstrider*, make whole, silence*; 3rd—*~~create food and water~~, daylight, longstrider*, searing light*; 4th—*dimension door*, inflict critical wounds*.

***Domain spell.** Fharlanghn; Domains: Travel (ignore magical affects impeding movement for 7 rounds/day); Protection (protective ward +7, 1/day).

Possessions: light mace (note that Jaras has no holy symbol and therefore none of his memorized spells require one).

Pre-Cast Spells: Jaras has already cast *create food and water* today (there's still plenty of leftovers). He also casts *endure elements* on himself daily in order to withstand the stifling heat of the Armory.

Physical Description: This thin Oeridian man wears little more than green rags. He has a light mace of some ancient design in his hand, ready for trouble, and he eyes you warily.

ENCOUNTER 10: BACK THE WAY WE CAME

☛ **Mob of Storm Tower Kobolds:** CR 8; Gargantuan humanoid (mob of small kobolds, reptilian); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 9, flat-footed 7; Base Atk +22; Grp +34; Atk melee (5d6, mob); Space/Reach 20 ft./0 ft.; SA expert grappler, trample 2d6; SQ darkvision 60 ft., light sensitivity mob anatomy; AL NE; SV Fort +9, Ref +10, Will +16; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide -13, Listen +1, Move Silently +1, Profession (miner) +1, Search +2, Spot +2, Survival +2; Alertness, Endurance, Improved Bull Rush, Improved Overrun.

Languages: Draconic.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature damage equal to 2d6 points + 1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Strength modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss.

A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and some spells.

Possessions: chain shirt, several spears, sling.

Physical Description: These armed and armored kobolds flail around with an angry roar, pointing spears.

Source: *Dungeon Master's Guide II*.

ENCOUNTER 10: BACK THE WAY WE CAME

☛ **Mob of Storm Tower Kobolds (2):** CR 8; Gargantuan humanoid (mob of small kobolds, reptilian); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 9, flat-footed 7; Base Atk +22; Grp +34; Atk melee (5d6, mob); Space/Reach 20 ft./0 ft.; SA expert grappler, trample 2d6; SQ darkvision 60 ft., light sensitivity mob anatomy; AL NE; SV Fort +9, Ref +10, Will +16; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide -13, Listen +1, Move Silently +1, Profession (miner) +1, Search +2, Spot +2, Survival +2; Alertness, Endurance, Improved Bull Rush, Improved Overrun.

Languages: Draconic.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

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Possessions: chain shirt, several spears, sling.

Physical Description: These armed and armored kobolds flail around with an angry roar, pointing spears.

Source: *Dungeon Master's Guide II*.

ENCOUNTER 10: BACK THE WAY WE CAME

☛ **Mob of Storm Tower Kobolds (2):** CR 8; Gargantuan humanoid (mob of small kobolds, reptilian); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 9, flat-footed 7; Base Atk +22; Grp +34; Atk melee (5d6, mob); Space/Reach 20 ft./0 ft.; SA expert grappler, trample 2d6; SQ darkvision 60 ft., light sensitivity mob anatomy; AL NE; SV Fort +9, Ref +10, Will +16; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide -13, Listen +1, Move Silently +1, Profession (miner) +1, Search +2, Spot +2, Survival +2; Alertness, Endurance, Improved Bull Rush, Improved Overrun.

Languages: Draconic.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

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A mob takes half again as much damage (+50%) from spells or effects that affect an area, such a splash weapons and some spells.

Possessions: chain shirt, several spears, sling.

Physical Description: These armed and armored kobolds flail around with an angry roar, pointing spears.

Source: *Dungeon Master's Guide II*.

☛ **Fire Element Will-O'-Wisp:** CR 8; Small elemental (air, fire); HD 9d8; hp 40; Init +13; Spd fly 50 ft. (perfect); AC 29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20; Base Atk +6; Grp -3; Atk +16 melee touch (2d8 electricity plus 1d6 fire); Full Atk +16 melee touch (2d8 electricity plus 1d6 fire); SA burn, heat; SQ damage reduction 5/magic, darkvision 60 ft., immunity to magic, natural invisibility; AL NE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 to act in character), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind Fight, Dodge, Improved Initiative, Weapon Finesse(B).

Burn (Ex): Those hit by the natural weapons of a fire element will-o'-wisp must succeed at a DC 16 Reflex save or catch fire.

Heat (Ex): In addition to damage from its attack, a fire element will-o'-wisp deals an additional 1d6 fire damage with its natural weapons.

Creatures hitting a fire element will-o'-wisp with natural weapons or unarmed attacks take 1d6 fire damage as though hit by the fire element will-o'-wisp's attack, and also catch fire unless the succeed at a DC 16 Reflex save.

Immunity to Magic (Ex): A fire element will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened fire element will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Power Up Suite: This will-o'-wisp generally fights defensively, which changes its statistics as follows: AC 31, Atk +12 melee touch.

Physical Description: This creature is a ball of fire approximately two feet in diameter. It crackles with bursts of lightning.

Source: *Manual of the Planes*.

ENCOUNTER 10: BACK THE WAY WE CAME

☛ **Mob of Storm Tower Kobolds (2):** CR 8; Gargantuan humanoid (mob of small kobolds, reptilian); HD 30d8; hp 180; Init +0; Spd 20 ft.; AC 10, touch 9, flat-footed 7; Base Atk +22; Grp +34; Atk melee (5d6, mob); Space/Reach 20 ft./0 ft.; SA expert grappler, trample 2d6; SQ darkvision 60 ft., light sensitivity mob anatomy; AL NE; SV Fort +9, Ref +10, Will +16; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +2, Hide -13, Listen +1, Move Silently +1, Profession (miner) +1, Search +2, Spot +2, Survival +2; Alertness, Endurance, Improved Bull Rush, Improved Overrun.

Languages: Draconic.

Attack/Full Attack: Mobs don't make standard attacks. Rather, they are treated similar to swarms in combat. A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. A mob's attacks are nonmagical, unless the base creature's attacks are considered magical. Damage reduction applies to mob attacks.

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Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature damage equal to 2d6 points + 1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Strength modifier) to take half damage.

Mob Anatomy (Ex): A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss.

A mob takes half again as much damage (+50%) from spells or effects that affect an area, such a splash weapons and some spells.

Possessions: chain shirt, several spears, sling.

Physical Description: These armed and armored kobolds flail around with an angry roar, pointing spears.

Source: *Dungeon Master's Guide II*.

☛ **Living Holocaust:** CR 13; Small elemental (air, extraplanar, fire); HD 15d8+45; hp 112; Init +9; Spd fly 50 ft. (perfect) (can't run); AC 16 (+1 size, +5 Dex), touch 16, flat-footed 11; Base Atk +11; Grp —; Atk +18 melee (1d6/19-20 plus 1d6 fire); Full Atk +18/+13/+8 melee (1d6/19-20 plus 1d6 fire); SA burn, fiery windspike, fiery aura, holocaust winds, whirlflame; SQ air mastery, damage reduction 10/—, darkvision 60 ft., elemental traits, fire subtype, gaseous, regeneration 5, spell resistance 24; AL CE; SV Fort +8, Ref +12, Will +10; Str —, Dex 20, Con 17, Int 14, Wis 16, Cha 15.

Skills and Feats: Diplomacy +4, Hide +17 (+7 outside of a fire, +27 inside of a fire), Listen +21, Sense Motive +21, Spot +21; Combat Reflexes, Improved Critical (fiery windspike), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (fiery windspike).

Air Mastery (Ex): A living holocaust gains a +1 bonus on its attack and damage rolls if its opponent is airborne.

Burn (Ex): Any creature that it hit by the living holocaust's fiery windspike attack, or that hits the living holocaust with a natural weapon or an unarmed attack, must succeed on a DC 20 Reflex save or catch on fire. The fire burns for 1d4 rounds (see Catching on Fire in the *Dungeon Master's Guide*).

Elemental Traits (Ex): A living holocaust is immune to poison, sleep, paralysis and stunning. It is not subject to critical hits or sneak attacks or flanking, and it cannot be raised or resurrected. The creature also has darkvision (60-foot range).

Fiery Aura (Ex): Anyone within 30 feet of a living holocaust must succeed on a DC 18 Fortitude save or take 1d6 points of fire damage from the intense heat. Treat this effect as a burst that continually radiates from the creature.

Fiery Windspike (Ex): Although gaseous, a living holocaust can whirl its form into a spike of superheated air and fire dealing 1d6 points of damage plus 1d6 points of fire damage. A living holocaust can also make a melee touch attack to deal 1d6 points of fire damage.

Gaseous (Ex): The body of a living holocaust is naturally gaseous as though by a gaseous form spell. Despite its gaseous nature, it can speak, cast spells that have only a verbal component, and use its supernatural abilities. A living holocaust can pass through small holes or narrow openings. However, it can't run.

Holocaust Winds (Su): A living holocaust can command the winds in an area at will, filling them with fire. This works like a control winds spell as cast by a 10th-level sorcerer, except that creatures and objects in

the area of the holocaust winds effect also take 3d6 points of fire damage each round (Reflex DC 18 half). A living holocaust can use this ability or dismiss its use as a standard action, but it can only have one holocaust winds effect in operation at one time.

Regeneration (Ex): A living holocaust takes normal damage from cold, and also from good-aligned weapons.

Whirlflame (Su): A living holocaust can transform itself into a whirlwind of flame once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the creature can move through the air or just above a solid or liquid surface at a fly speed of 60 feet (perfect). The whirlflame is 5 feet wide at its base, 10 to 20 feet tall, and 10 to 30 feet wide at the top. The living holocaust controls its dimensions within these parameters.

Creatures caught in the whirlflame take 3d6 points of fire damage each round. In addition, Large or smaller creatures can take damage from the wind and be lifted into the air by its powerful force. A Large or smaller creature caught in the whirlflame's area must succeed on a DC 18 Reflex save or take 2d6 points of damage due to the force of the winds. It must also make a second DC 18 Reflex saving throw or be picked up bodily and held suspended in the powerful winds and burning flames. A creature that can fly is allowed a DC 18 Reflex save each round to escape the whirlflame. The creature still takes damage but can leave the whirlflame if the save is successful.

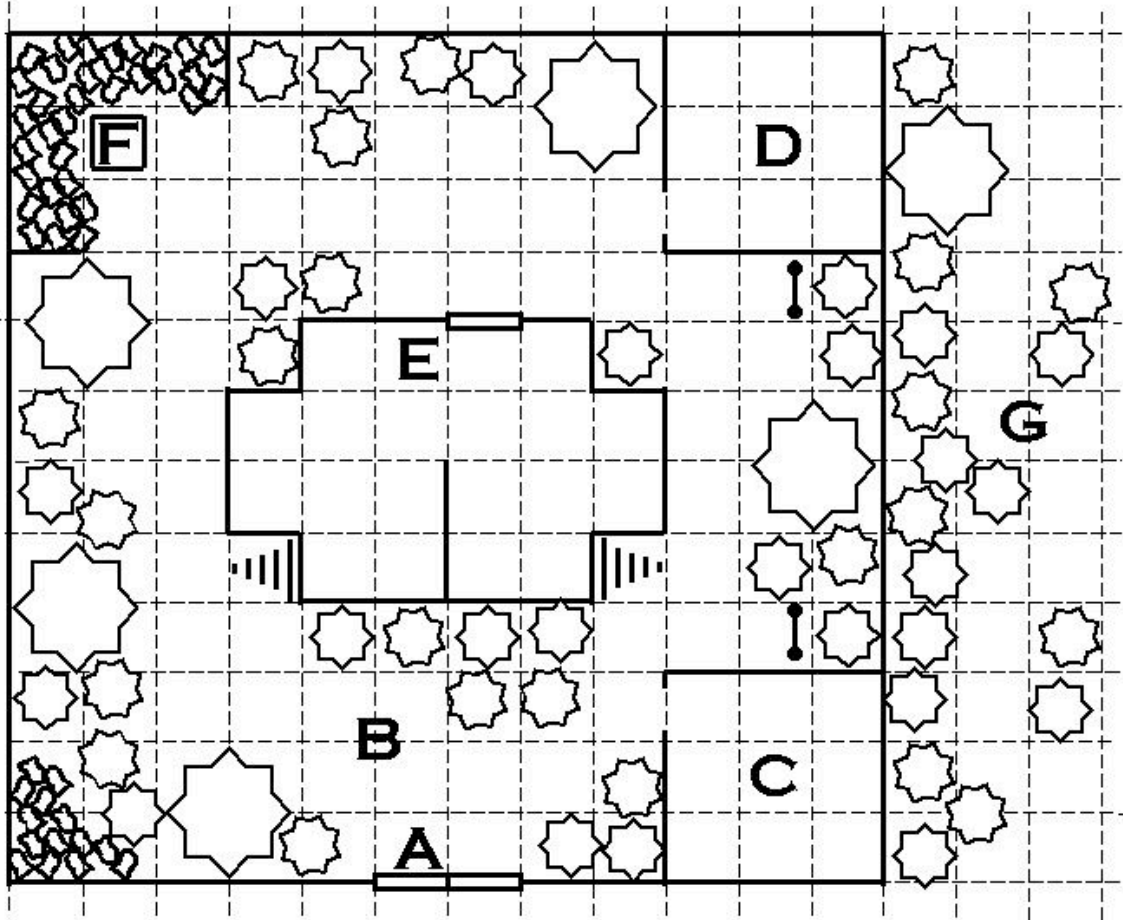
A living holocaust can eject any carried creature whenever it wishes, depositing it wherever the whirlflame happens to be.

Physical Description: This creature is a flickering mass of fire approximately two feet in diameter. It crackles ominously.

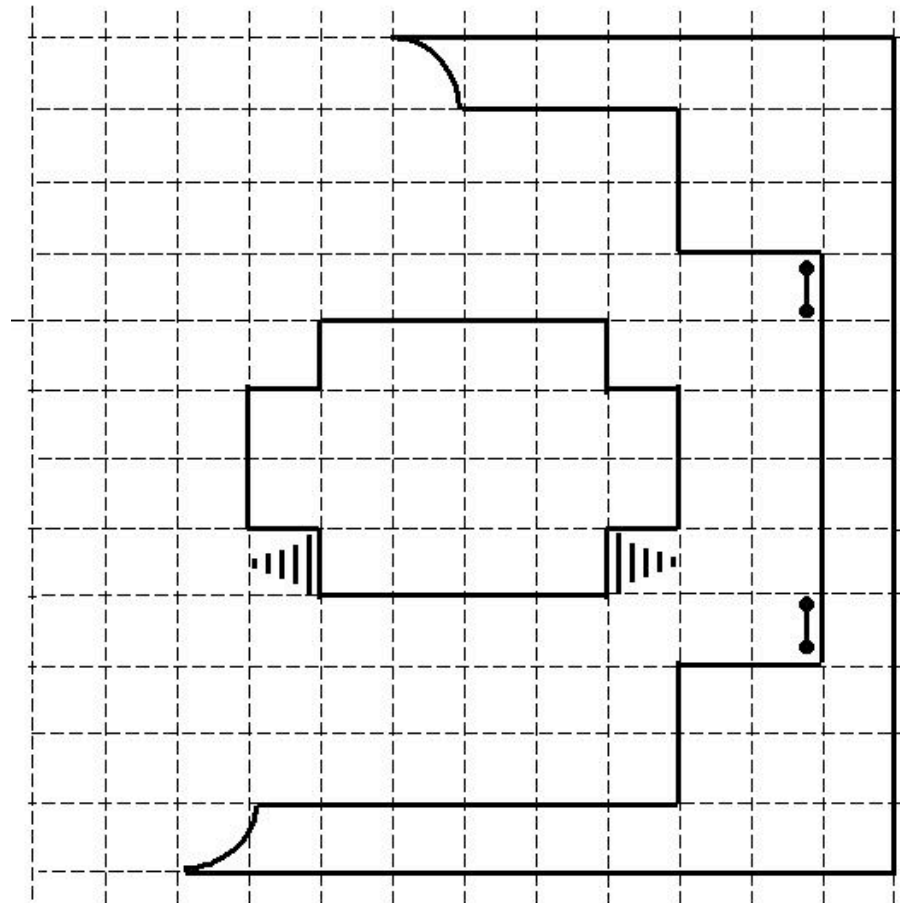
Source: *Fiend Folio*.

APPENDIX 2: MAPS

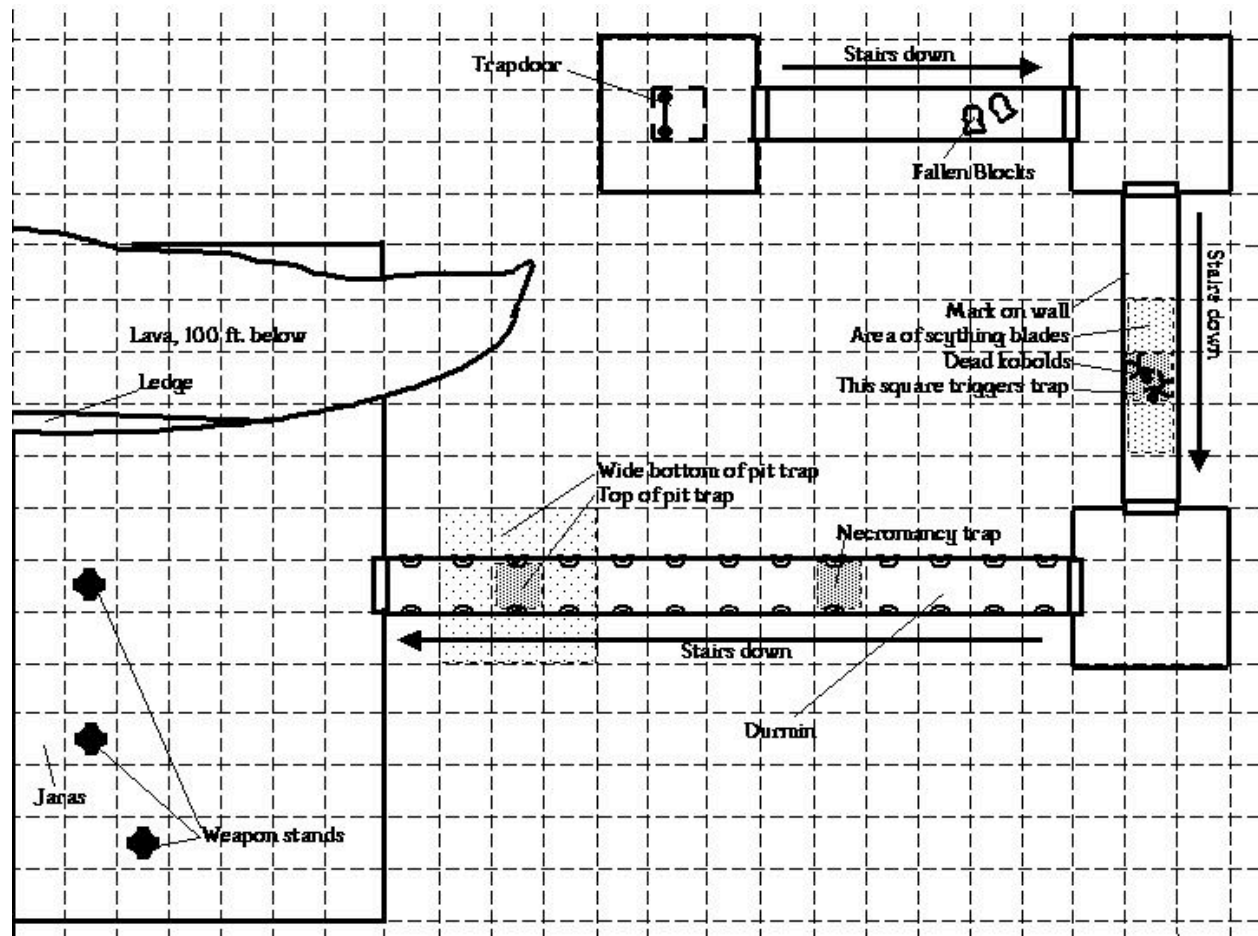
MAP 1: STORM TOWER GROUND LEVEL



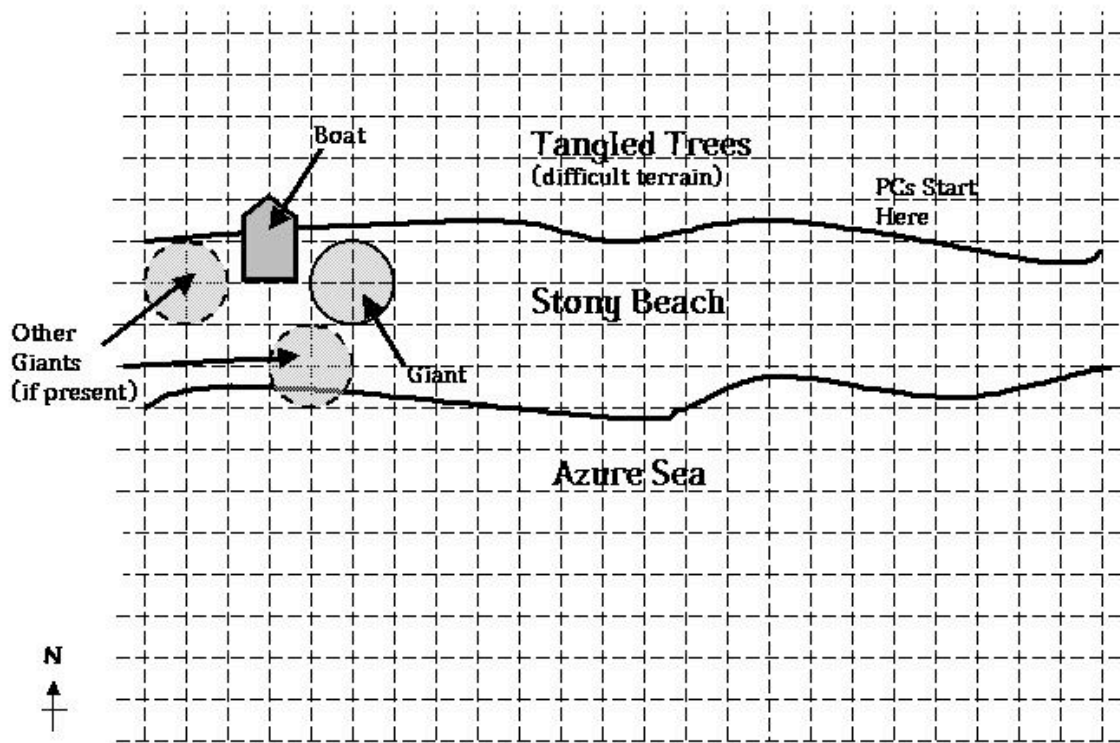
MAP 2: STORM TOWER PARAPET LEVEL



MAP 3: STORM TOWER DUNGEON



MAP 4. GIANT ENCOUNTER



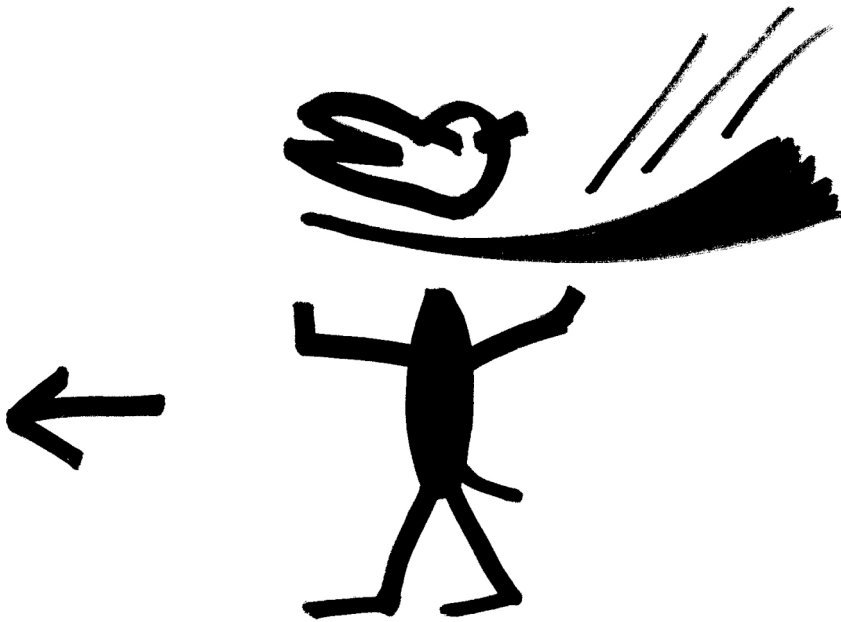
PLAYER HANDOUT 1: THE DIVINATION

This divination is the result of questioning Fharlanghn about the cleric Jaras Klot's whereabouts:

'Neath the fiery Storm Tower he hides
Fled his captors with Fharlanghn's Stride
But if they brave the stairs
They'll find him down there
And he'll probably rather he died

PLAYER HANDOUT 2: THE WALL MARKING

This picture is scribbled on the right-hand wall at the height of a human's waist.



PLAYER HANDOUT 3: THE FIRE CREATURE (APL 10 AND 12 ONLY)

This creature looks like an ill-tempered whirl of fire. It appears from within the black and red fires playing around the Storm Tower and descends hungrily.

