

The Old Tower By LuciusT

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A short adventure for 4-6 characters of 6th - 7th level.

This lonely watchtower once stood guard over the Blight Border, but the ceaseless advance of the Blight has transformed it from a stronghold of the Light into a fortress of the Shadow. The upper levels of the Tower have fallen into ruin, but the lower portions remain serviceable. Recently, a band of trollocs has taken up residence in the old ruin, using it as a base from which to launch raids into the Borderlands.

1) South Hillside: The southern slope of the hillside, leading up to the Tower, is covered in scattered bones and refuse thrown out of the guardhouse doors by the trollocs. A swarm of rats, twisted and grown massive under the influence of the Blight, feed upon the refuse but will attack anyone who approaches the Tower.

12 Dire Rats EL 5

CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3 (Dex); Spd 40 ft, climb 20 ft; Def 15; Atk +4 melee (bite 1d4 and disease); SA Disease (filth fever, DC 12, incubation 1d3 days, damage 1d3 temp Dex and 1d3 temp Con); SQ Scent; SV Fort +3 Ref +5 Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills and Feats: Climb +11, Hide +11, Move Silently +6, Weapon Finesse (bite)

2) North Hillside: The northern slope of the hill is covered in a thick growth of vines and brambles. Hidden among this wild growth is a patch of Assassin Vines which attacks anything foolish enough to move along the hillside. Make a secret Knowledge (Blight) check (DC 20) for each PC who examines the hillside, on a success they recognize the Vines.

The trollocs are fearful of the Vines and will not approach them, though given the opportunity the trollocs will attempt to drive foes into them.

3 Assassin Vines EL 6

CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 0 ft; Def 15; Atk +7 melee (slam 1d6+7); SA Entangle, Constrict 1d6+7; SQ Camouflage, Improved Grab, Electricity Immunity, Cold and Fire Resistance 20, Blindsight; SV Fort +7 Ref +1 Will +2; Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9; (conversion notes: The Assassin Vine's Entangle ability is not related to the One Power. It is a natural ability of the plant's extensive root system.)

3) Hunting Party: A gang of four trollocs are returning from a hunt in the Blight. Two of the trollocs carry the carcasses of unidentifiable creatures, twisted by the Blight, and thus do not have any readied weapons. The other two carry drawn weapons and are alert, expecting an attack from Blight-twisted scavengers who would steal their prey. Unhindered, these trollocs will enter the Tower and join the trollocs in the Guardhouse (area 6).

4 Trollocs EL 6

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def 14; Atk +4 melee (scythsword 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9;

Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness

4) Spider's Grove: This grove of twisted, half rotting trees is covered in thick sheets of sticky webbing, marking it as the home of swarm of Blight-corrupted spiders. The spiders live off of anything that wanders past and will attack anything that enters the grove. The Trollocs avoid this place, but do not fear it.

11 Small Monstrous Spiders EL6

CR 1/2; Small Vermin; HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft, climb 20ft; Def 14; Atk +4 melee (bite 1d4-2 and poison) SA poison (DC 11, 1d3 Dex/1d3Dex), web; SQ vermin; SV Fort +2 Ref +3 Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2;

Skills and Feats: Climb +10, Hide +14, Jump -2, Spot +7, Weapon Finesse (bite)
5) Blighted Woods: This dark corner of the rotting forest appears to be a mound of rotting vegetation surrounded by the broken, skeletal remains of unidentifiable creatures. Anything unfortunate enough to come near this mound of vegetation will be torn apart. The Trollocs fear this place and will not go near it.

Tendriculos EL 9+

CR 9+; Huge Plant; HD 9d8+54; hp 94; Init -1 (Dex); Spd 20 ft; Def 14; Atk +13 melee (bite 2d8+9), +8/+8 melee (2 tendrils 1d6+4/1d6+4); Face/Reach 10ft by 40ft/15ft; SA improved grab, swallow whole, paralysis; SQ planet, regeneration 10; SV Fort +12 Ref +2 Will +2; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3;

6) Guardroom: The outer guardroom of the Tower is piled with debris, ruined furniture and refuse. There are two doors and three high windows. The north door is blocked by refuse and unused by the trollocs. It requires a Strength check (DC21) to force open and any attempt to do so will alert the trollocs inside. The south door opens freely. The windows are small, barred and set 8 feet from the ground. Four trollocs are stationed here as guards. The trollocs are generally lazy and not particularly alert.

If the hunting party (area 3) returns to the tower unopposed they will join the trollocs here and begin to feast on their catch.

4 Trollocs EL 6

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def 14; Atk +4 melee (scythsword 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9;

Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness

7) Tower: The Watchtower itself has fallen into ruin. The higher levels of the Tower have collapsed inward, forming a thick layer of rubble just above the high ceiling of the main level, making it essentially impossible for someone to enter from above. The main floor of the chamber is strewn with debris, both from the collapse of the Tower and from the trollocs' less than neat occupation of the Tower. The walls are stone and solid. A staircase climbs the south wall, rising 20 ft, to the ceiling before being blocked by rubble. In the center of the floor is a heavy stone trap door with a large metal ring. It is obvious to any observer, but is also extremely heavy. A Strength check (DC 22) is required to lift it.

8) Cellar: Once a storage room below the Tower, this chamber is now full of refuse and broken wooden crates. The floor is 10 ft below the level of the trap door. The original occupants of the Tower used a ladder, now destroyed, to climb down. The Trollocs just jump. The Trollocs only use this room to pass through into their lair.

9) Passage: This rough corridor leads to the Trollocs' den. It is strewn with rubble and debris, making a stealthy approach difficult. (-2 to all Move Silently rolls).

10) Trolloc Den: This old storeroom is now the Trollocs' den. The chamber is filthy, smoky and dank. The floor is covered in refuse and Trolloc bedrolls. Two torches, in brackets on the north wall, provide the only light. Fully a dozen Trollocs are resting at their ease in this chamber.

Since the Trollocs are at rest they are not wearing their armor, nor do they have weapons ready. If they are somehow alerted to the PCs' presence, they will hastily don their armor (which takes 5 rounds), grab their weapons and attack. If the PCs manage to catch them unawares, some Trollocs will attack immediately, while others try to hastily don armor.

12 Trollocs EL 9

CR 2; Large Shadowspawn; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft; Def *; Atk +4 melee (scythsword 2d4+2); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light

Sensitivity, Myrddraal Link; SV Fort +4 Ref +3 Will +1; Str 15, Dex 12, Con 13, Int 9, Wis 10, Cha 9;

Skills and Feats: Climb +2, Hide +2, Listen +3, Move Silently +3, Spot +3, Alertness
*Def 10 if caught unarmored, Def 13 if armor is donned hastily, Def 14 if given a chance to don armor normally.

11) Sergeant's Den: This chamber has been taken by the Trolloc leader as his private room. It is a bit neater than the other Trollocs quarters. In the southeast corner the leader has a nest of heavy furs. The walls are decorated with trophies of old victories, including bits of armor, skulls (both human and Trolloc), weapons and a few tattered banners. Sorting through these trophies, an enterprising group will find a fairly intact brigandine shirt, 3 long swords and a masterwork warder's sword. The rest of the trophies are too badly damaged to be of any use.

The Trollocs Sergeant rests in this chamber. If alerted by the sounds of fighting in the Trolloc Den (which it will automatically be unless the PCs manage to defeat all 12 Trollocs quickly and quietly), hastily don it's armor and join the fray 5 rounds after the battle begins.

Trolloc Sergeant, Armsman 3rd, EL 5 (EL 10 with the Trollocs from Area 10.)

CR 5; Large Shadowspawn; HD 3d8 +3d10 +6; hp 35; Init +1 (Dex); Spd 30 ft; Def 16*;
Atk +8/+4 melee (scythesword 2d4+3); Face/Reach 5ft by 5ft/10ft; SQ Low Light Vision, Scent, Light Sensitivity, Myrddraal Link; SV Fort +7 Ref +5 Will +2; Str 16, Dex 12, Con 13, Int 9, Wis 10, Cha 9;

Skills and Feats: Climb +2, Hide +5, Listen +6, Move Silently +6, Spot +6, Alertness, Power Attack, Cleave

*Def 13 if caught unarmored, Def 16 if armor is donned hastily, Def 17 if given a chance to don armor normally.

12) Escape passage: This old escape passage was once used by the human occupants of the Watch Tower to send for help or flee in case of a siege. Where it leads is up to the GM. It is possible the passage is simply blocked by rubble or it may lead to another adventure.

