



Castles & Crusades

SURNE

Chimera's Roost

Davis Chenault



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CHIMERA'S ROOST

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This module is designed for 4-6 characters of level 6-8. All classes are useful in the adventure but a cleric or healer is probably necessary for the long term survival of any party's members.



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CHIMERA'S ROOST

INTRODUCTION

Many ages ago trolls ruled over this land. The king of trolls ordered a great complex be constructed to house himself and his people. Troll engineers, artisans, and workers had their backs bent to the task and into the cliffs along the foothills of a mountain chain, a palace of stone and dark tunnels was built.

For many, long years the trolls remained there and terrorized the lands 'round about. In time, the trolls, being voracious eaters, whittled away their food source until only small varmints and their gnomish kin remained. It took some time, but they dispersed and moved on to more plentiful pastures. The complex was abandoned and left nearly empty.

The kingdoms of man eventually expanded into this area and the region was settled. The complex was, of course, eventually discovered. Some brave and adventurous sorts even dared to go there in search of gold and treasure. Many never returned. Some returned with nothing to report but empty halls and passages. A few spoke of great demons roaming the depths of the dungeon. And a tiny few spoke of great treasure piled in heaps too large to carry.

Yet no treasures have ever materialized, no demon has wandered into the lands, no armies sallied forth from its depths and, well, nothing really of any interest to anyone is associated with the dungeon. The only lasting impact of the trolls and their complex are terrifying tales of monsters, demons, orcs, and other creatures told to young children. Hardly a soul believes them. They are told, one might surmise, to keep young children and the foolhardy away from the cliffs into which the complex was built, for many chimeras roost in those jagged cliffs these days and for that reason, the area around the complex is exceedingly dangerous.

As it happens, trouble has come to this otherwise peaceful and contented (even boring) region. It began with cows and sheep disappearing from farmers fields. Then farmsteads were broken into and ransacked. At first, it was thought that nothing more than bandits or petty thieves were responsible, so the local constabulary simply rounded up itinerants and other ne'er-do-wells and carted them off to jails, prisons, or worse.

Yet the thieving continued and increased to a feverish pace around those farmsteads nearest the cliffs. Tales of wild fey and nasty goblins robbing farmsteads and even stealing children reached the baron's ears. He dutifully sent forth his sheriff and men to investigate. They have recently 'confirmed' that goblins are the culprits and that they have holed up in the ridge nearby. They are currently devising plans to drive out or eradicate the goblins.

The local constabulary is wrong. Goblins are not the culprits. This is not entirely their fault. Most of those in this region have never seen a goblin and would not be able to discern their tracks from

any of the various other humanoids one can find on the edges of the civilized world – much less that of trolls. For that is what the trackers have discovered, troll prints. Specifically, they came across the prints and signs of young trolls. Also, neither the sheriff nor his men ever went near the cliffs to investigate further due to the chimeras nesting there.

All this, and the long accepted tales and myths surrounding the cliffs and the complex have combined to convince the sheriff, his men, the constables, and others that goblins are in the region. Their reports have grown with each telling as well. It is now the common currency of the region that a great goblin war chief has arrived and made residence in the old dungeon in the hills and intends to lay waste to the whole area. People are fearful.

In all of the tales and reports and discoveries and myths, there are some truths to be found. The complex does exist. It is occupied, but not by goblins. Rather, a lot of bats, a band of trolls, their troglodyte slaves, a demon, and a few other odd creatures. The mounds of 'cartable' treasure may or may not be true depending upon one's idea of treasure, mounds, and portability (the nature of the treasures shall become apparent shortly.)

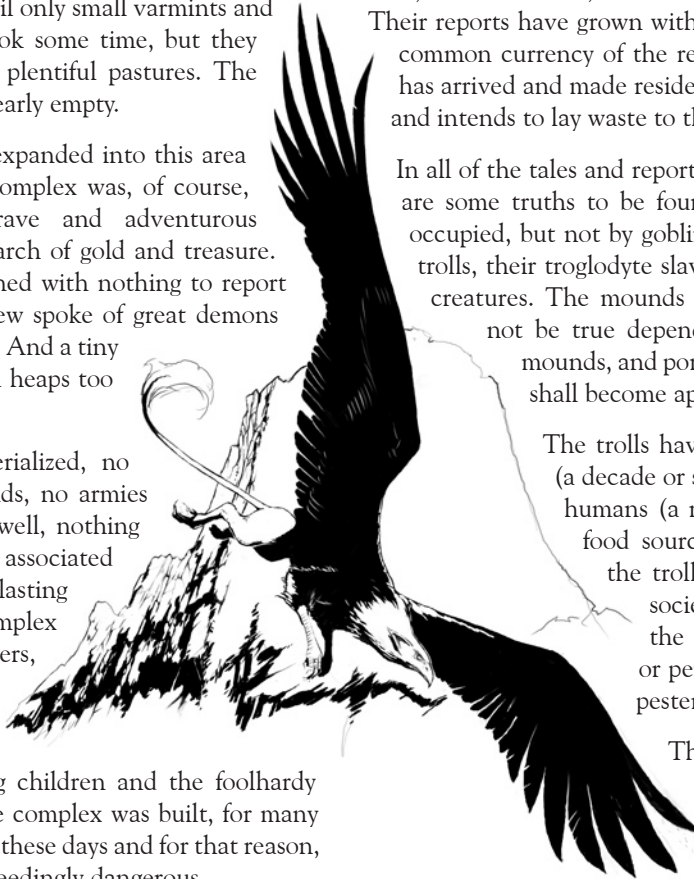
The trolls have been here for only a short time (a decade or so) and have avoided pestering the humans (a result of laziness and having other food sources) until very recently. However, the trolls are making babies who, as troll society dictates, make their way into the world alone and bring back food, or perish. The young trolls are the ones pestering the humans.

The demon that resides in the bowels of the complex was summoned there by a troll priest shortly after the complex was built and served that priest for many years. Being bound to the place and the priest having long since perished, it has remained there ever since. Now, it simply wants to leave.

The complex is located in an area called the Chimera's Roost, named so because of all the chimeras which roost there. It is a dangerous place. This is where the characters must travel to in order to get to the bottom of the 'goblin' problem.

FOR THE CASTLE KEEPER

This module is designed for 4-6 characters of levels 6-8. All classes are useful in the adventure, but a cleric or healer is probably necessary for the long-term survival of any party's members. If a cleric or plentiful healing spells are not available, be sure to place some healing potions or other healing magic in the dungeon for the characters to make up for this deficiency. Alternately, the Castle Keeper can lower the hit dice, hit points, and/or armor class of the various occupants therein.



PLACEMENT

Chimera's Roost can be placed in virtually any fantasy setting. The only necessary ingredients are a fairly sparsely populated area (though civilized), a baron who pays little attention to his holdings, a rather inexperienced constabulary and a chain of hills or cliffs in which to place the dungeon. Boom, you're ready!

INVOLVING THE CHARACTERS

The easiest method for bringing the characters into this adventure is to have them answer the summons of a local lord, baron, constable, or sheriff who is in need of their services. It is related to the characters that some goblins have infested the nearby hills and are now raiding local farms and taking livestock as well as kidnapping children. While the local militia is gathering, the characters are asked to investigate and gather more information about the goblins or solve the problem altogether. Further, whoever is hiring the characters to undertake this mission explains that the goblins are likely holed up in an old abandoned dungeon in the nearby cliffs of Chimera's Roost. They are offered 1sp per goblin head and 20gp for the head of the goblin king, free room and board in the best inn around and, if successful, keys to the city. Any further information or rewards supplied to the characters are left up to the discretion of the Castle Keeper.

As with many published adventures, it is best to spring this one on the players completely by surprise. The most opportune time is while the characters are moving from one place to another or are on their way to another adventure and have no reason to suspect anything interesting is about to occur. On top of that, make the adventure seem as if it will offer little challenge and be quick.

BEGINNING THE ADVENTURE

Once a method of informing the characters of the 'goblin infestation' has been decided upon, the Castle Keeper must get the adventure underway. The amount of role playing and set up prior to the adventure is entirely up to the Castle Keeper. This can be handled in as little as 10 minutes or take several hours.

The players may choose to gather some rumors. If such is the case, give them misleading information. Everyone (almost) believes that goblins are afoot and the source of the problem. Many believe there is a goblin war chief residing in the dungeon beneath Chimera's Roost. Have perhaps one or two persons (whom everyone else believes to be insane) guess that giants or trolls or some other creature is responsible for the depredations to heighten the tension and throw the characters off the wrong track and onto the right track. Be sure to play up the danger of the chimeras as well.

Whichever route is chosen, the characters should be no more than three days' walk to the cliffs where the complex is located and they should have little difficulty getting there, inclement weather being the most daunting challenge, perhaps. Once there, the adventure is underway.

CHIMERA'S ROOST

Once the characters arrive in the area of Chimera's Roost, they are confronted with a magnificent site. The hills in this region are dotted with many reddish-and-ochre sandstone spires and buttes topped by bright white limestone shelves and tops. The cliff face itself is a series of jagged and narrow outcrops with an upper limestone shelf

and sandstone faces. Scrub brush and small cedars are scattered throughout the cliffs unlike the lush evergreens found in the lands further from it. In toto, it looks sparse, desolate, and angry.

The characters should arrive in the general vicinity of the complex and the one encounter area described below. That is, unless the Castle Keeper has some other adventure in mind or desires the characters spend some time searching out the complex entrance.

One encounter area, The Chimera's Roost, is described below. – Random encounters in this area are rare and consist mainly of those on the list below. Not covered on the chart is the occasional goat, deer, or other ruminant and small animals, which live around the cliffs. Roll a d10 for both day and night encounters. An encounter occurs on a 1-2 for the day and a 1 for the night. Roll a d6 to determine what is encountered.

1-3	Hyenas (described below)
4	Troll (described below)
5	Chimera (described below)
6	Wild animal

HYENAS: A pack of voracious hyenas roams this area. Though it is unlikely they would attack an individual or a group of characters, stranger things have happened (they are voracious.) There are 24 hyenas in the pack. If an encounter occurs, 9 times out of 10, only 1-6 are spotted. This only means the others have not been seen as the pack is always close together. Should an encounter occur, within 1-4 minutes the remainder of the pack arrives to join in any fray. In rarer instances, 1 in 10 chance, the whole pack is encountered (usually gathered around and protecting a recent kill or a carcass and is aggressively defensive of it).

Hyenas have a keen sense of smell and hearing and are attracted to the sounds of battle and smell of blood. Bloodied characters equate to wounded prey in their minds and they will track them down. This is fairly easy for the hyenas and little can be done to offset being found, other than washing and cleaning and healing and generally being anything other than alive. Of course they prefer to scavenge, but a straggling character or two presents a tempting target and they do attack if an opportunity presents itself.

If the party or individuals are bloodied and wounded and moving through this area, roll a d10. On a 1-4 the hyenas have located the party of wounded and gather round to scavenge and attack if the opportunity presents itself. Otherwise, they simply howl, laugh and watch. It is unlikely they will attack a large party. However, all this is at the Castle Keeper's discretion. If nothing else, the hyenas should instill a sense of terror in the party or its members.

Hyenas have intense survival instincts and do not fight to the death if they can at all avoid it. Each time one is hit, it must make a wisdom check minus the damage received. Failure indicates it tries to run from battle. Wounds may prevent this, but that is up to the Castle Keeper.

The pack-hunting mentality and practices give the hyenas certain unique advantages in combat. Whenever three or more hyenas attack a character, one always receives a back attack and one always receives a flank attack. Further, should a character swing at a retreating hyena, all adjacent hyenas receive an extra +1 to hit.

HYENAS x24 (*These neutral animal's vital stats are: HD 4d4, AC 14, and HP variable. They attack with a bite for 1d8 damage. On a to-hit roll of natural 20 they receive another attack which, if successful, deals 2-16 damage.*)

TROLL: Should this be rolled, 1-4 trolls are encountered. These are all young trolls out hunting. Being cowardly, weak, dumb, and young, it is unlikely they will engage the party in combat. Only if they outnumber the members will they do so. They are unarmored and carry no weapons. The only other instance they fight is when cornered. If possible, they go back to the troll den and relay what they saw. Though, that by no means bothers the trolls in the complex as they feel utterly safe from any intrusion.

TROLL TEENAGER x1-4 (*These chaotic evil creature's vital stats are: HD 4d6, AC 15, and HP 16 each. They attack with fists for 1-2 points of damage, or a bite for 1-3 damage. They regenerate 2 hit points per round.*)

CHIMERA: In this encounter, a chimera is wandering through the area looking for food. It attacks the party attempting to take down or grab one character and carry it off while scaring away or otherwise scattering the rest. If the fight results in a 50% or greater hit point loss for the chimera, it breaks off the attack and flies away to lick its wounds.

CHIMERA (*This chaotic evil creature's vital stats are: HD 7d10, AC 18 and HP variable. It attacks with two claws for 1-3 damage and 3 bites: dragon for 2-12, goat for 2-8, and lion for 3-12. Additionally, when closing for combat, it receives a gore attack for 1-4 that also acts as an overbearing attack. It can use its dragon's breath three times a day for 3-24 damage in a 50-foot cone.*)

THE CHIMERA'S ROOST

A Chimera sits atop one of the many narrow pinnacles along the cliffs. It's guarding 3 eggs in its nest and is very aggressive and protective. No matter how large or small or numerous the opponents, anyone approaching within 100 yards of the nest is attacked.

Around 500 yards from the pinnacle, the characters note bones and other debris such as burnt and shredded bushes and trees. This is the kill and eating zone for the chimera. Over several years it has managed to kill many things that have come near. It also brings back its kills for eating around the pinnacle – never on it. Though mostly animal bones are to be found, there are obviously a few of human, humanoid, and demi-human stock.

Searching through the refuse at the bottom of the pinnacle can take several hours, but the characters can gather much loot. However, in doing so, they will have to move close to the pinnacle as that is where much of the treasure is located. No more than 10% of the treasure can be recovered from more than 100 yards out from the pinnacle.

The treasure consists of the following; 320gp in various coin, a rotted belt with 4 gems still clinging to it each worth 100gp, a gold necklace worth 50gp, a silver armband worth 20gp, a diamond ring stuck on a bony finger worth 500gp, and a small lockbox with 100pp in it. Many rotted, broken, rusted, and pitted weapons and scraps of armor can also be found here. Amongst all this is a +1 halberd in perfect condition (though dusty) and a leather jerkin which has held up particularly well compared to all the other

leather items rotting away. This is a leather jerkin of deflection giving the wearing a +2 ac versus all missile fire and a +2 on all saving throws involving dodging or diving or moving out of the way of an incoming object (including traps).

As an optional treasure, the Castle Keeper can place the following near the pinnacle. Close to the pinnacle is an obviously recent kill. A man has been slain, and though shredded, some of his goods remain intact and close by. There is a +2 *shortsword*, a small pouch with a lock-picking device in it (probably detectable as such only by a rogue or similarly knowledgeable person) that confers a +2 to all unlocking attempts, a bag of coins and jewelry worth 100gp and a small pouch with five small wooden boxes in it. They each contain something unique; a bright feather, silvery dust, a flat mineral that looks like a squashed pearl, a stick of a blue chalky substance and a tuft of hair. The material found in the five boxes is those wanted by the minor djinn located in the bottom of the dungeon.

Should the characters approach within 100 yards of the pinnacle where the chimera is nesting, it begins its attack. It first tries to scare interlopers by flying down from its nest, roaring loudly and gnashing its many teeth all the while making threatening dives at the interlopers. If this does not dissuade anyone from continuing forward, the chimera begins an attack in earnest.

It uses its breath weapon to scatter opponents then leaps upon the most remote and exposed person possible using its gore attack to knock them prone and focusing all its attacks on that person for several rounds. The chimera then takes flight again and repeats the process. When the chimera takes 20 or more points of damage, its rage and desperation give it a +2 on all to hit and damage rolls. Saving throws against the dragon's breath are made at -2. Further, it retreats up to its nest and begins attacking only those who attempt to climb the pinnacle. Once it takes 30 or more points of damage it flies up to its nest and waits for the characters or remains there. It can heal 1 hit point per day.

The chimera does not molest the characters while they are searching the refuse if it has retreated to its nest. Only once it has regained enough hit points to bring it to full will it resume attacks down below.

Reaching the nest is not easy but that is where the real treasure lies. The rock is sheer sandstone with few handholds and cracks to grab onto. Climbing the pinnacle is a CL 8. A successful dexterity check must be made every 20 feet climbed or the character falls. The pinnacle is 120 feet tall. Atop the peak is a nest – not a nasty bird nest, but a rather clean chimera one. In it are three, bright red eggs the size of a human head sitting together in the middle of the nest. The eggs are worth up to 4000gp each to a vendor who collects such things (finding such a vendor and getting the eggs safely to them may be an adventure in and of itself.) The eggs are not as delicate as your normal garden variety ones. Nevertheless, they can not take much jostling or jolting without potentially killing the chicks within or cracking. The eggs will be ready to hatch within two months.

CHIMERA (*This chaotic evil creature's vital stats are: HD 9d10, AC 19 and HP 65. It attacks with two claws for 1-3 damage and 3 bites: dragon for 2-12, goat for 2-8 and lion for 3-12. Additionally, when closing for combat, it receives a gore attack for 1-4 that also acts as an overbearing attack. It can use its dragon's breath three times a day for 3-24 damage in a 50 foot cone.*)

THE GRINNING SKULL: A DUNGEON

The Dungeon: Although the dungeon has occupants, it is not 'occupied'. A small tribe of trolls has moved into the complexes middle levels, a minor djinn resides in the lower level, and some bats use the upper floor for roosting. There are other creatures lingering about as well. Should the Castle Keeper choose, a massive cavern complex extends below the dungeon and houses the troglodytes that the trolls used as slaves. This has not been developed though. In keeping with the overall layout of the dungeon, bats roost in the upper level, trolls occupy the second and third level while the djinn and its minions live in the lower level. Troglodytes reside in the caverns beneath the complex.

There are many empty rooms and unused portions of the dungeon. The Castle Keeper should feel free to add to these rooms if desired but for the most part they are empty for a reason – no one lives there or uses them. Part of the fun of the adventure is simply moving around the twisting corridors and rooms (and hopefully getting hopelessly lost).

CONSTRUCTION: The complex was built by trolls long ago. They rarely use stairs and love curving and sloping corridors. Many of the corridors in the dungeon slope. Be sure to look at the map key for a description of the sloping corridors. Some are steep others are not. They are noted so be aware. Further, trolls build in hexagonal shapes. The corridors are actually constructed as elongated hexagons. (Many surmise this is to accommodate the huge torsos and small spindly legs of trolls.) The doors are the same way. Overall, the dungeon is well constructed, though time has taken its toll and some areas have collapsed.

DOORS: All the doors remaining in the dungeon are constructed of pine with a brass overlay. Most are pitted and rotted but unless otherwise noted, are still useful.

FRONT

As with many ancient troll abodes, this one was built directly into a cliff face. A large, angular, hexagonal entry has been carved out of the rock face. A broad semi-circular ramp leads up the front, ascending some 20 feet to a long patio in front of the door. A thin plume of smoke wisps out of the doorway. A large bronze door leans on one hinge while another lies on the steps. To either side of the patio, smaller ramps ascend up the cliff face some 30 feet, switch back, then ascend another 30 feet. Both of these ramps end at a small patio in front of hexagonal portals. The entirety of the carved area is cracked and chipped with the overall appearance being that of an old grinning skull.

UPPER LEVEL

SPECIAL NOTE, "BATS IN THE BELFRY": There are swarms of bats on the upper level. They have infested nearly every room though are concentrated in certain areas. As soon as the sun hits the horizon, the bats fly out the dungeon's north portal. In the evenings they return the same way.

There are several sizes of bats in here; small, big, large, and giant. The small bats are little more than a nuisance and seek to avoid the characters. If they happen to swarm around a character or the party they may interfere with combat and spell casting. The big and larger bats do damage and actively seek out characters

to attack. Because of their frequency, the bats stats blocks are described below rather than in the text.

SMALL BATS (These creatures' vital stats are HD 1d0, AC 16, and HP 1. They do not attack but are considered swarming when more than 20 are moving around in a small area. Whenever the small bats swarm around a character, the character must make a Wisdom check to successfully cast a spell and all to hit rolls are made at -2.)

BIG BATS (These creatures' vital stats are HD 1d4, AC 15 and HP variable. They attack with a bite for 1 point of damage.)

LARGE BATS (These creatures' vital stats are HD 2d4, AC 14, and HP variable. They attack with a bite for 1-2 points of damage.)

GIANT BATS (These creatures' vital stats are HD 3d4, AC 13, and HP variable. They attack with a bite for 1-3 points of damage.)

The floors on the upper level are covered in bat guano. There is a whole lot of it. In some areas, it is only a few inches thick while in others it is several feet thick. The bat guano is very valuable if anyone cares to mine it. Each cubic foot of bat guano the character mines/collects can sell in a large city for up to 1gp. There are several thousands of cubic feet of bat guano here. (The characters can collapse the market if they sell too much too fast.)

Further, walking on bat guano can be challenging. The characters should find their footing difficult with many a slip and occasional fall. The only time this is really important though is while engaged in combat. Each round of activity in which the character is running, jogging, fighting, or otherwise active, they must make a dexterity check at CL 3 or slip and fall. It takes a round to recover. In the ensuing attempts to get up, a successful dexterity check must also be made. If two fails in a row occur, the character has lost grip on whatever they are holding – if anything. For each round spent trying to get up, add a +1 to the check.

UL 1 AND 2: These are the entry chambers to the upper levels. Doors once stood at the entries but have long since fallen off and disappeared. Now only the detritus of time is left. Leaves, twigs, branches, and accumulated dirt litter the floor. There are also large piles of dung on the floor and not a few bats clinging to the ceilings. The smell is overwhelming and makes one blink.

The portal connecting these two rooms has collapsed and that way is blocked. It takes 24 hours of labor to clear it. No more than four people can work on it at a time (per direction) and the hours should be divided as desired (four people working on it takes 6 hours as each person puts in 6 hours of labor).

UL 3: The corridor to UL 3 ascends rather steeply and is covered in bat guano. The ceiling has many small bats clinging to it. They begin moving about and flying around as soon as anyone enters the corridor.

The room is large and the floor literally covered from end to end in about one foot of bat guano. A ramp leading up to a hatchway runs along the northern wall.

The bats in this room are larger than those previously noted, though only slightly so. It takes a keen observer to note this.

UL 4: The ramp from UL 3 leads to an open hatchway and thence into a large angular room with a vaulted ceiling. As with the previous room, the floor is covered in a foot of bat guano. The

room is also crowded with bats and should the characters be here during the day, the bats go mad trying to get out and start flying about. There are hundreds of them and they swarm around the characters for 3-12 rounds before dispersing.

There are also older and larger bats in the room who attack the characters (remember, the bats are only here during the day). They can do little damage as their teeth and claws are not large but they attack anyway (not being aware of the general futility of their actions).

An unlucky adventurer came this way a few years back, was wounded in the halls below and came up here to hide from the trolls. Having passed out from blood loss, when the bats returned, they feasted upon him and killed him. His body lies beneath the bat guano but an outline can be noted on a successful wisdom check. Digging through the guano one can recover 24cp, 10sp and 2gp as well as a ring worth 50gp and a rusted and pitted short sword.

SMALL BATS x 300

LARGE BATS x 7

UL 5: This octagonal room has a smattering of bat guano in it and several-dozen small bats, but little more. Four stone stools are arranged around the center of the room and are covered in guano. The corridor to the north ascends.

UL 6: This room has about 6 inches of guano in it. A large stone throne is situated along the north wall. It is large. Beneath the guano several cheap gems are embedded into the throne. It takes some time to locate them and they are only worth 10gp each.

If the characters are here during the day, some large bats attack them while a swarm of smaller bats swarm the characters.

SMALL BATS x 100

LARGE BATS x 13

UL 7: Like the other nearby rooms, this one has about 1 foot of guano covering it. The floor in here is really slick as hundreds of small bats roost in this room. The stench in this room is great and stings the eyes, making it difficult to concentrate.

A large stone container sits in the center of the room. It is 5 feet long and 3 feet wide. The top has been removed. This container once held relics of great troll heroes. It has long since been emptied.

UL 8: Several dozen small bats roost in here. Though not thick in guano, the floor is slick and gooey. Against the south wall is a large statue of a hulking troll carrying a tremendous cleaver. The statue is easily 12 feet tall and covered in fresh guano. Though once studded with gems, this statue has had all but a few removed from it. Beneath the guano on the top of the statue and on the backside of the helmet it is wearing are 3 gems. Each is worth 200gp.

Although it may appear easy, climbing the statue is rather difficult as it is smeared in poo. All climb checks are made at a -4. A fall causes 1d6 damage minimum and unless a save is made, an extra 1d6 of damage is incurred due to hitting a sharp edge of the statue on the way down. Optionally, should the character take 12 points of falling damage they must make a dexterity check or they have broken a limb.

UL 9: This broad corridor is filled with several thousand small bats that swarm the characters as they move through it. There are big bats and large bats in here which attack the characters as well.

BIG BATS x 15 (*These creatures vital stats are HD 1d4, AC 16 and HP variable. They attack with a bite for 1 point of damage.*)

LARGE BATS x 15 (*These creatures vital stats are HD 2d4, AC 16 and HP variable. They attack with a bite for 1 point of damage.*)

UL 10: This corridor is covered in about two feet of guano and is very slick (the slipping and falling CL here is 5). There are several thousand small bats in here as well as big bats, large bats, and giant bats. Let the confusing bat battle begin. Bear in mind, characters can slip on the stuff in this room as it is so slick.

SMALL BATS x 2000

BIG BATS x 21

LARGE BATS x 12

GIANT BATS x 7

UL 11: This unusual room only has a few small bats crammed up in its corners. The ceiling to this room is an inverted dome with its lowest point (the room's center) being only four feet off the floor. Here, a small column helps hold the ceiling up. There are murals engraved all over the dome's surface. These are simply troll tales recorded for posterity and nothing more.

UL 12: This room has several hundred small bats and some big bats in it. In the center of the room is a large stone table. Running the perimeter of the room, about five feet off the floor is a stone shelf.

SMALL BATS x 300

BIG BATS x 7

UL 13: This corridor twists around and descends to the ground level. Several dozen small bats roost in here. Some distance into the corridor is a pile of rubble stretching to the ceiling. The trolls placed this here to block any entry to the lower halls. It would take several hours to remove it. It is not completely sealed though and bats can slip through some of the cracks to the halls below. They only do so if disturbed.

Any fights in areas 10 and 14 cause some bats to go down to the lower floors and arouse the troll guards there. There is a 10% chance that 2-6 troll guards will make their way up here by various ways to investigate. The chances of them finding the characters are slim but possible so bear that in mind.

TROLL GUARDS x 2-6 (*These chaotic evil creature's vital stats are: HD 6d8, AC 17, and HP variable. They attack with fists for 1-4 damage, a bite for 1-3 damage, or axes for 2-8 damage. They regenerate 3 hit points per round. The trolls carry a half dozen trinkets with gems attached to them worth 10-60 gp.*)

UL 14: This wide room has 200 small bats in it and is covered in about 6 inches of guano.

SMALL BATS x 200

UL 15: This intersection marks the extent of the bat roosting area on this level. The corridors to the east ascend. The corridor to the west has collapsed. The collapse incidentally exposed another opening allowing access to this area.

UL 16: One of the reasons the bats don't come this direction is this room. As soon as any living creature (larger than a rat) enters the room, a magically animated troll head sitting on a pedestal in the room's center begins to speak loudly.

In the center of the room is a large pedestal. Atop the pedestal is a troll head carved of stone. When the room is entered, it begins to speak in trollish. It is casting an incantation and any character that remains in the room is cursed for 24 hours. The curse makes the recipient susceptible to troll attacks. Any to-hit and damage rolls against those who are cursed receive a +2 bonus. A successful save versus magic cancels the curse.

UL 17: This corridor descends quite steeply. There is only a little guano in this direction as the bats simply don't go come here.

UL 18: This large chamber was once used for battle practice. Currently there is little of interest in here. Several large chains dangle from the ceiling, one of which has a large spiked ball attached to it (used for dodging practice). Broken weapon tips (metal only as all the wood has wasted away) and some small debris litter the floor.

UL 19: This was a lookout room. There are slits in the cliff face along the south wall. During the day the room is remarkably well lit. The ceiling is nearly 50 feet high. Leaves, twigs, and dirt litter the floor. There are also several animal carcasses in the room. Some are fresh, others are not. There is one human corpse amongst them.

There is a chute in the ceiling that leads to the top of the cliff. This chute is 5 feet in diameter and was used for general ventilation. Currently, the chute is used by a nasty werebat and this room is its lair.

Only on rare occasions will the werebat bring anything back to this room to eat, hence the few corpses. The werebat is only here during the day and even then there is only a 20% chance of it being here. Otherwise it is out resting somewhere else or hunting. Searching the corpses only recovers a few dozen copper and silver pieces.

This werebat is also a human woodsman who lives in a village far away and has a wife and seven children.

WEREBAT (*This chaotic evil creature's vital stats are: HD 5d12, AC 16, and HP 45. it attacks with a bite for 1-6 damage, or two claws for 1-2 damage each. It can also cast a sonic boom once every 3 rounds which cause all within 50 feet to become stunned and unable to act for one round unless they make a constitution save.*)

UL 20: This double hexagonal room contains a chute that goes down to the **LOWEST LEVEL** of the dungeon. The area to the east is empty. The room to the west has a steep, curving platform that descends in a corkscrew fashion all the way down to the lowest level of the dungeon. This chute is inside the staircase in **GL 2** of the **GROUND LEVEL**. It enters right into a pool of brackish water (**LL 1** of the **LOWER LEVEL**).

GROUND LEVEL

GL 1 – ENTRY AREA AND CHAMBER: The ramp ends on a patio with a hexagonal portal out of which wisps a small trickle of smoke. A partially opened door is stuck on rusty hinges while another lies on the ground to the side. Beyond the portal is another ramp leading down to a long, narrow, dark, and musty room with many exits

leading out from it. About halfway down this narrow room, a faint reddish glow outlines one exit on the eastern side of the room. Two ramps lead up either side of the cliff face and to the portals on the **UPPER LEVEL**.

The floor of the corridor is littered with leaves, twigs, branches, and hunks of burnt wood, charred bone, strips of hide, chewed meat, and animal scraps. The room smells wretched, much like a tannery, but mixed with rot, age, and fecal matter. It is altogether unpleasant.

GL 2 – CORRIDOR TO THE LOWER HALLS: This entry opens onto a corridor that curves slightly and descends into darkness. As one proceeds, the descent becomes steeper and the curve tighter and tighter though the corridor remains broad.

This corridor drops deep into the earth in a corkscrew fashion going down about 100 feet below the entry chamber. As with the hall above, it is littered with debris, though much less so the further one descends. The air is increasingly humid as one descends. It becomes positively muggy towards the bottom. Additionally, the floor becomes very slippery with molds, fungus, lichens, and dripping water the deeper one goes. The corridor eventually opens onto a large room with a pool in the middle (**LL 1** of the **LOWER LEVEL**).

Being smooth, the floor is difficult to walk on without slipping on the molds, lichens, and moisture. Moving at any pace other than a normal speed requires a dexterity check, or that person slips and falls. If moving up to twice normal speed the check is made at CL 1, moving up to three times normal speed requires a check at CL 2 while moving up to four times normal speed requires a check at CL 4. Combat in the corridor can be treacherous. Each round of combat in the corridor requires a dexterity check at CL 7 or the character slips and falls. These checks are not necessary for unshod Halflings, trolls, or hobgoblins.

GL 3 – EXIT TO TROLL DENS: The corridor beyond the portal curves and gradually descends. Like the entry chamber it is covered in debris such as leaves, twigs and burnt logs. The smoke in the corridor is thick and greasy with the pervasive smell of burning meat.

GL 4 – GUARD CHAMBER: This corridor opens into a long room bathed in the orange-red glow of a fire. In the center is a large fire pit with a half-eaten, charred deer on a spit roasting above it. In the shadowy-orange light at the far end of the room, a massively fat, blue-skinned humanoid sits gnawing on a hunk of deer leg. It wears a ragged chain jerkin and an obviously undersized helmet. Leaning against the wall nearby is a large double-bladed axe. To the right side of the room, a ramp leads up to a platform. A closed, large, brass door is at the top the platform. At the far end of the room behind the troll is an opening.

Ostensibly on guard duty, this troll (being lazy and forgetful) fought off the hyenas for a deer and is enjoying the feast rather than watching the entry as instructed. However, it will only take moments for him to notice the intruders. He raises a fury and tries to scare off the intruders. If unsuccessful he races down the corridor and follows the circuitous path to the troll dens below. The door leads directly to the troll dens on the **SECOND LEVEL**.

TROLL (This chaotic evil creature's vital stats are: HD 6d8, AC 17, and HP 31. It attacks with its fists for 1-4 damage, a bite for 1-3 damage, or its axe for 2-8 damage. It regenerates 3 hit points per round. The troll carries a half dozen trinkets with gems attached to them worth 60 gp.)

GL 5 – EXIT TO THE COLLAPSED PORTION OF THE DUNGEON: This exit is darkened and beyond is a small chamber with another exit at its far end. The floor has some debris in it, but not much. Beyond are a series of rooms which lead to a collapsed portion of the complex.

GL 6 – EXIT TO UPPER FLOORS: Beyond this portal is a corridor which curves slightly and ascends. The smell coming from it is strong and musty and very much like that of a pigpen. The exit leads to the **UPPER LEVEL** of the **DUNGEON**.

GL 7 – GENERAL EXIT: This broad room is littered with the same debris found in the entry chamber. At the far end are 3 more exits. These exits lead to various places in the complex. The center of the room is dominated by a massive pit 20 feet wide and 4 feet deep. The depression in the center of the room was used for fires. Nothing of interest is in here.

GL 8 – COLLAPSED CORRIDOR: The corridor here has partially collapsed. Stones and boulders litter the hallway and a fine layer of dust overlays everything. A very narrow 2-foot-wide space runs along one side of the corridor. Moving down it is very difficult and perhaps impossible for many characters and in any case takes some time to do so. The trolls can not move down this corridor as it is too small (except for the younger trolls). The secret door on the south wall is not really a secret door. The collapse in the area has actually created a small crawlway into **GL 16**. The crawl space is located at the top of the tunnel and is only 18 inches tall and three feet wide. The jagged rocks are difficult to crawl over and there is a drop of 8 feet to the floor on the other side.

Attempting to broaden this path or remove the debris from the corridor is futile. Though some stones can be removed and perhaps ten feet of corridor cleared or broadened, doing so eventually causes an even greater collapse. Everything is precariously balanced. A dwarf or someone with a mining background is likely to notice this and should be allowed a check. If the characters insist upon trying to clear it, a successful wisdom check must be made for each 5 feet cleared. The check must be made by a character with mining experience or a dwarf. If none are available, double the penalties. The first check is at -1, the next at -2, then -4, then -8 etc. A failed wisdom check means a collapse occurs. At the point of collapse everyone in the corridor and 20 feet beyond takes 10d10 damage and must make a dexterity check at -20 or be trapped. In freeing them follow the same process excepting the collapse area does not expand.

GL 9-14 – SPECIAL: These corridors and rooms have collapsed areas noted on the map. Whenever a character moves within 5 feet of one of these areas, there is a 3 in 10 chance for a minor collapse. If it fails there is a small collapse causing 1-6 damage to anyone within 10 feet of the point at which the character initiated the collapse.

GL 9 – LICHEN CORRIDOR: This corridor has some small lichens in it. As one approaches they glow with a faint yellow light and start to move a little bit. The further one goes the greater the glow and density of the lichens (light is relative to density of lichens). The corridor opens into a large chamber full of the lichens and large fungal growths.

GL 10-13 – LICHEN CHAMBERS: By the time the characters enter, these rooms are bathed in a soft yellow. The lichen here are so densely packed that their glow is as bright as a rising sun. Every square inch of the room is covered in the stuff.

The lichen can devour anything, though it may take years to do so. They even wear away stone after a time – a long, long time. If any of the lichen is picked and at least 6 square inches



taken with its roots, it glows as long as something alive is nearby. It's a near-permanent light source. Immersing it in water for over 5 minutes kills it and taking it out in the sunlight likewise kills it. It dies naturally in 3-12 days if not given some water and other nourishment.

GL 14 – LICHEN CORRIDOR: As with **GL 8**, the lichen here is sparse and the colony does not exist beyond this area.

GL 15 – EMPTY CHAMBER: The corridor from **GL 4** opens onto a hexagonal room with three doors in it. This chamber is empty except for the debris as found in the previous rooms. The doors to the south and east are closed. The east door has large boulders piled in front of it. The door on the west wall is open.

This room is little more than a transit point in the complex and to the shrine located in **GL 16**. The door to the east was blocked simply to prevent access from that direction.

The door to the south is ajar and beyond it is a corridor curving and descending. Like the other areas thus encountered, it is strewn with debris. A faint reddish glow partially illuminates the corridor.

GL 16: The center of this small diamond-shaped room has a marble statue of a grotesque figure in its center. This deformed humanoid is in the process of eating itself. There are several small brass bowls placed around it. In each are offerings of some type of flesh.

The statue is that of the *Troll God of Regenerative Powers*. The bowls contain pieces of troll flesh, which the trolls remove from their bodies and offer as a sacrifice to their deity. Actually eating these pieces of flesh gives the consumer the power of regeneration for 7 days. They automatically heal 1-3 points of damage per hour. However, the character eating it may contract an infestation. Unless a successful constitution check is made at CL 5 stomach cramps, vomiting, and the runs virtually incapacitate the character. The infestation sets in within 13-24 hours and lasts for 2-7 days. Nothing will cure it.

GL 17: This room contains a large statue of a troll resting on its haunches and holding a halberd. It stares at a distant point. This is a statue of "the" troll deity. There is nothing else of apparent interest in this room.

There are however, some scratch marks on the floor by the secret door but they are covered in dust so are difficult to spot unless the dust is removed. The secret door is well hidden and requires a CL 5 to locate. The only indicator is a slight hairline split in the wall. The door is off its rocker just a bit. It has only been used by the mephits (minions of the djinn below) who very rarely come up here. It has been a year or more since they opened the door. However, when the door was opened and closed regularly, a scratch was left on the floor. With a successful tracking check, a ranger may notice the scratch. Beyond the secret door is a corridor curving away and down into darkness. The corridor ends in **GL 20**.

Further, there is a magical door on the south side of the statue that opens when the deity's named is invoked three times in a row and the rest of the room is completely silent. (Reasonably silent anyway. Talking or whispering interferes with the magic, but the sound of say, a rat moving through the room, would not.) If invoked in silence, the backside of the statue swings open and a staircase leading down is revealed. This staircase leads to **GL 18**.

GL 18: This chamber sits right under **GL 17** and is the same size and dimension of that room as well. This room once housed a troll priest. It

has long been abandoned and never found again. There is a stone stool, a trunk, several shelves, and the remnants of a straw bed in the chamber. The walls are engraved with all manner of symbols and prayers.

Searching the material recovers 600gp worth of jewelry, statuettes and holy symbols made of precious metals. In addition there are two vials of *troll's blood* which, when consumed restore 2d12 hit points of damage. There are 3 draughts per vial. Drinking such a fowl concoction may cause the imbibor to retch violently for 30 minutes. A constitution check must be made with a success indicating there is no effect other than healing. Other than this, there is nothing of value in the room.

GL 19: This corridor ascends to **GL 20**. There are many scratch marks on the walls left by the mephits, which make their way up here occasionally.

GL 20: This chamber was once the secret residence of a troll high priest. It has not been molested or entered for a long time other than by the mephits summoned by the demon below. Currently, there are five mephits in here lingering around doing what mephits do best – pester nosy adventurers.

The room has an old rotted bed in it. It is covered with the tatters of bear skins. A large cabinet with many shelves leans against one wall. On the floor in front of it are dozens of broken vases and bottles, pieces of parchment and other paraphernalia for use in mystical magics. A small shrine sits against the other wall. It is undisturbed.

The shrine is little more than a stone pedestal upon which rests an ivory carving of "the" troll deity. Eight bowls sit on the pedestal arranged around the statue. They contain dried and desiccated remains or sacrifices. One notes a heart, liver, bladder and brain. Four of the bowls are empty.

The shelves have been ransacked by the mephits in search of items useful to the demon they serve. Nothing of any note remains on the shelves though in the pile of refuse at its base is a small bag of half-spilt diamond dust worth 250gp, five tail feathers from a hypogriff worth 25gp each, and a bone wand.

The bone wand is unique in that it is made from the forearm of a troll. The person who holds it can regenerate lost limbs and repair broken bones but it takes a week for broken bones and a month for regenerating limbs. It can only regenerate up to 300hp of damage (and which caused the limb loss or broken bones) before becoming inert. The wand must also be held the entire time the healing is in effect, or it does not work. It is very fragile and does not take being hit or smashed without breaking and losing all its power.

The five mephits are here passing time. They are curious about the intruders at first. They do not attack unless attacked. If anyone can communicate with them, they tell the characters why they are there, "to serve and amuse our master." But that is it. One leaves as quickly as possible to inform his master of the characters arrival.

MEPHITS x5 (*These lawful evil creatures' vital stats are: HD1d8, AC 15 and HP variable. They bite for 1-4 damage or uses a poisoned stinger to attack foes. They can cast invisibility and regenerate once per day.*)

GL 21: This corridor slopes down at a gentle curve to the **LOWER LEVEL** of the **DUNGEON**.

GL 22: This is the shaft mentioned in **UL 20** of the **UPPER LEVEL**. It goes all the way down to the pool room (**LL 1**) in the **LOWER LEVEL**. This is a steeply-curved, corkscrew ramp.

GL 23: This chamber is broad and long. It is dominated by stone columns stretching in bulky hunks from the floor to ceiling. The columns are all about 2 feet in diameter and really take up a lot of the space in the room. The columns are carved with garish figures undertaking all manner of tasks from construction to sacrifices and war.

This is the troll history chamber. In that day and age when trolls could write and cared about those things, they recorded their history. Upon the columns is etched the history of this complex. The last few columns in the room (those located in the northeast corner) are not carved upon. It is obvious, after close inspection, that the columns towards the end of the room are less well designed and have poorer etchings than those towards the front of the room. The wall at the far end of the room is unadorned and not as cleanly cut as the other walls in the room.

As the trolls diminished here, the quality of the carvings became poorer eventually just quitting altogether. The back wall of the room was constantly expanded upon so is not as well carved and cleaned as the other walls in the complex. Considering the history of the complex already presented, the Castle Keeper is free to make up any other events as suits your needs.

GL 24: The south wall of this angular room has a massive, intricately carved stone chair upon a dais. It is quite obvious that this chair was once ornate but is no longer the case. Sockets for gems can be seen all over the chair and much of the delicate stonework has been chipped and broken.

The chair itself is pulled away from the wall about 8 feet. Enough space for a big troll to move through. On the wall behind the throne is a secret door. It is used occasionally by several of the hobgoblins and their war chief. For more on him you need to read further, but suffice it to say he has kept this entry point secret. so a cursory glance by an observant character will note that the area in front of the door is clear of debris and many scratch marks are on the floor. The door is opened by pushing one side. It is hinged by an iron rod in its middle.

GL 25: This was once the secret entry/exit chamber for the troll king. There is a ramp here that leads to the **SECOND LEVEL**. Only the hobgoblin slaves know of its existence (and the demon through his mephitis servants).

The hobgoblins are using this room to store weapons and food supplies for use when they escape the complex, or get away from their troll masters. There are bows, arrows, several pole arms, torches, dried foods, and other things in here. This area is rarely guarded since none but a few hobgoblins know about it. They have also gathered a little treasure in a cask with other casks. There is 175gp, 210sp and 340cp as well as 300gp worth of jewelry in one small trunk inside a cask.

GL 26: This hallway is empty except for the rubble in the corridor from its south side. Here, the ceiling has collapsed and the way is barred. Any significant digging here will cause an even greater collapse bringing down the corridor on the **UPPER LEVEL** near **UL 10**.

GL 27: This room once housed the troll artisans who built and carved the columns in **GL 24**. Everything has been taken from this

room. Nothing remains but a few scraps of wood and some broken picks that are very large. The walls have murals of trolls carving columns. One particularly interesting mural has a troll carving a picture of a troll carving a picture. Removing this mural would take quite a feat and transporting it (it would weigh a ton) another, but it would fetch 2000gp in the right market (not anywhere near here).

GL 28: The corridor to this room ascends gradually. The room is angular with a fairly low ceiling. Within are a dozen metal cages. The floor is littered with small bones and scraps of meat. In one of the cages is a single mephitis.

This room is used to store food ("snacks") for the trolls on guard in **GL 4**. The only snack currently here is the mephitis. The scraps on the floor are from various small varmints and other mephitis. The living mephitis will be grateful to leave the place and may, just may, show the characters around the complex.

MEPHIT (*This lawful evil creature's vital stats are: HD1d8, AC 15, and HP 6. It bites for 1-4 damage, or uses a poisoned stinger to attack foes. It can cast invisibility and regenerate once per day.*)

GL 29: This chamber was once used for storage. It is no longer used and stands empty.

SECOND LEVEL

SPECIAL NOTE: The **SECOND LEVEL** of the complex is occupied by the troll tribe, their slaves the troglodytes, and some 'allied' hobgoblins. Unlike the **UPPER LEVEL** and **GROUND LEVEL**, there is a decent chance for meeting wandering monsters down here. Also, should the trolls become aware of the characters' presence, they will likely begin actively seeking them out. However, being lazy, disorganized, and somewhat of dim wit, the searching will be poorly orchestrated and, unless successful in locating the party, abandoned altogether after a while. Please read the notes after the **WANDERING MONSTER CHART** for more details.

WANDERING MONSTERS: Once every 10 minutes roll a d10. A 1 indicates something has wandered by. Roll a d20 and refer to the following chart:

1-4: 1-10 troglodytes who are likely to run away and perhaps inform their masters of the interloper's presence (25% chance).

(*These chaotic evil creatures' vital stats are: HD 2d8, AC 15, and HP variable. They attack with two claws for 1-2 damage, or a bite for 2-5 damage.*)

5-7: 1-8 hobgoblins who are equally likely to fight, run away, or attempt to negotiate with the party. Roll a d8. A 1-2 indicates they will fight (until at least 2 die), a 3-4 indicates they will run to inform the trolls, a 5-6 indicates they will attempt to negotiate with the party and offer to help them if they agree to release them from the complex and a 7-8 indicates they simply ignore the party and attempt to go about their business (essentially leaving it up to the party to act).

HOBGOBLINS x1-8 (*These lawful evil creatures' vital stats are: HD 1d10, AC 15, and HP 8 and 9. They attack with weapons for 1d8 damage. They carry 10gp worth of valuables.*)

- 8-11:** 1-4 drunk trolls wandering around harassing younger trolls (eating the smallest ones). These trolls will fight the characters, but receive a -2 to hit and -4 to damage rolls. Interestingly, being drunk increases their regeneration ability to 6 hit points per round.

DRUNK TROLLS x1-4 (These chaotic evil creatures' vital stats are: HD 6d8, AC 16, and HP 20. They attack with their fists for 1-4 damage, a bite for 1-3 damage, or large thrown items for 1-4 damage. These trolls receive a -2 to hit and -4 to damage rolls. Interestingly, being drunk increases their regeneration ability to 6 hit points per round. These trolls carry a half dozen trinkets worth 2-20 gp each.)

- 12-18:** 2-5 trolls patrolling the hallways. One will run off to inform other trolls of the characters presence while the other(s) fight. They are armed with axes and have a smattering of armors.

TROLLS x2-5 (These chaotic evil creatures' vital stats are: HD 7d8, AC 17, and HP 28. They attack with their fists for 1-4 damage, a bite for 1-3 damage, large thrown items for 1-4 damage, or large axes for 2-8 damage. They regenerate 3 hit points per round. These trolls carry a half dozen trinkets worth 4-40gp each.)

- 19-20:** 1-3 trolls wandering around looking for something to do or eat. They are not armed with weapons.

TROLLS x1-3 (These chaotic evil creatures vital stats are: HD 6d8, AC 16 and HP 20. They attack with their fists for 1-4 damage, a bite for 1-3 damage or large thrown items for 1-4 damage. They regenerate 3 hit points a round. These trolls carry a half dozen trinkets worth 2-20gp each.)

SL 1: This corridor twists downward in a spiral and is hazy with smoke. A reddish glow a short ways down indicates a fire ahead.

There is a large room leading off this corridor about halfway down its length. It, like the hallway, is hazy with smoke from the two large fires burning in it. Columns are arranged in an offset pattern down the center of the room and stretch up to a peaked ceiling. The trolls have amassed quite a bit of debris in this room. There are piles of sticks and wood, grass, small boulder and stones, bits and pieces of discarded weaponry and armor and other assorted junk collected over the years and left behind.

There are two troglodytes, a troll, and three hobgoblins in here. The troglodytes are putting wood on a fire, the troll is rummaging through a pile of small boulders, and the hobgoblins are standing around doing what hobgoblins do – wait to fight adventurers.

As soon as the troll or hobgoblins notice the characters and the momentary shock passes, a fight ensues. The troll starts pitching small rocks at the party while the hobgoblins close and attack the nearest foe. The hobgoblins attack the same person. The troglodytes do nothing unless attacked unless a chance to escape presents itself (then they run like mad chickens in a slaughterhouse to get away from the threatening parties).

TROGLODYTES x2 (These chaotic evil creatures' vital stats are: HD 2d8, AC 15, and HP variable. They attack with two claws for 1-2 damage or a bite for 2-5 damage.)

HOBGOBLINS x2 (These lawful evil creatures' vital stats are: HD 1d10, AC 15, and HP 8 and 9. They attack with weapons for 1d8 damage. They carry 10 gp worth of valuables.)

TROLL (This chaotic evil creature's vital stats are: HD 6d8, AC 17, and HP 24. It attacks with its fist for 1-4 damage, a bite for 1-3 damage, thrown rocks for 1-4 damage, or its axe for 2-8 damage. It regenerates 3 hit points per round. The troll carries a half dozen trinkets with gems attached them worth 20 gp.)

SL 2: The corridor opens onto a narrow and long room stretching into darkness. There are many openings along this room. The central area has a deep angular depression in it filled with brackish water. The room stinks like a sewage pit.

This room was once used as a water collection point. It is now used for sewage (more by accident than design). Also, many of the trolls simply throw junk into the depression. There are sticks, clubs, pieces of armor, and just junk even a troll finds useless. A dead troglodyte can be found floating in the mess at the far end of the room.

SL 3: A narrow corridor leads to this room. The room itself is small with many stone shelves along its perimeter. There is a fully functional door made of metal. It is open and the key to the door is still in its lock. Though rusted, it still works. The door can be locked from the inside as well as the outside. Nothing is in the room as it has been thoroughly ransacked over the years.

The trolls never come in here since the corridor is so small. Trolls from ages past were a wee bit thinner in the gut.

SL 4: The corridor here slopes down into darkness. About 40 feet down the corridor is a wooden barrier. Large and small branches have been intertwined to create a wall covering the entire hallway. It is thick and braced on the side leading into **SL 2**.

The barrier was built by the trolls to stop the mephits and other things from coming up this way. The trolls do not go beyond this point and only once in a while come to check on the barrier and see if it is intact.

SL 5: This small room has a low ceiling. Against the north wall is a large engraving of a face with many teeth and large bulbous eyes.

SL 6: A large metal brazier burning brightly sits in the middle of this room. Nine large casks are shoved up against one wall. Two burly trolls lounge about on the floor here drinking themselves into a stupor.

Ostensibly keeping an eye out on the tribe's brew, these trolls are drinking it up and sharing it with whichever troll, hobgoblin, or "trog" makes their way through here. For their part, troglodytes don't enjoy alcoholic beverages, so the trolls force them to drink it. This usually results in the death of the troglodyte (hence the troglodyte floating in the water in Area 2. The trolls are not given to fighting considering their inebriation. If attacked they do put up a fight for what its worth.

TROLLS x2 (These chaotic evil creatures' vital stats are: HD 6d8, AC 16, and HP 20. They attack with their fists for 1-4 damage, a bite for 1-3 damage, or large thrown items for 1-4 damage. These trolls receive a -2 to hit and -4 to damage rolls. Interestingly, being drunk increases their regeneration ability to 6 hit points per round. These trolls carry a half dozen trinkets worth 2-20gp each.)

SL 7: This small aperture was once used for communicating very quickly with those on the level below. A narrow hole in the floor extends all the way to a room below. Trolls would holler down it to contact others below. Currently it is clogged with debris so nothing can be heard from below. There is also a sole mephit hiding down inside the hole.

The secret door in here is very well made and hidden and has not been found by the trolls. The seamless stone construction was made by an expert stoneworker. It is a CL 5 to locate. That being said, several troglodytes have found it. They are hidden in the passageway awaiting a chance to escape.

MEPHIT (*This lawful evil creature's vital stats are: HD1d8, AC 15, and HP 6. It bites for 1-4 damage, or uses a poisoned stinger to attack foes. It can cast invisibility and regenerate once per day.*)

TROGLODYTES x4 (*These chaotic evil creatures' vital stats are: HD 2d8, AC 15 and HP variable. They attack with two claws for 1-2 damage, or a bite for 2-5 damage.*)

SL 8-10: These chambers are used for butchering and storing meat (well, lets just say it is far more concentrated in these rooms since, trolls butcher and devour things at will and with reckless abandon, all over the place). These rooms only have fires burning in them when a troll is present and cooking some meat or butchering a carcass or some such. But more often than not, the trolls cook the meat elsewhere.

The trolls have crisscrossed chains across the room and attached hundreds of hooks to them. From the hooks dangle many a piece of meat and not a few dozen carcasses. The place is fetid and nasty. Bugs of all sorts festoon the place like icicles on a Christmas tree. It stinks to the high heavens nearly making one gag. The floor is slippery with blood, ichor, entrails, and more bugs. Most of the meat chunks are recognizable (cattle, sheep, deer, etc.) but there are also some unrecognizable pieces and even a few mephits and whole troglodytes.

In **SL 9** a large fire is burning and there are 3 trolls tearing apart a carcass of a cow while 6 hobgoblin guards look on. The hobgoblins carry small thrusting spears while the trolls have large, meat-cleaver-type weapons. The hobgoblins are not paying particular attention, but are watching the trolls rend the cow to pieces.

Combat is special in these rooms. All weapons like swords, maces, flails and other swinging weapons have a chance of being caught up in the chains and hooks dangling from the ceiling. On each swing with a weapon of this nature, the character must make a dexterity check at CL 6 and for thrusting type weapons a CL 3. Failure indicates the weapon is caught in one of the hooks or chains spoiling the swing. Further, once the weapon is caught up, the character must extricate it by making a successful dexterity check on the following round, then the round following that they can swing again.

TROLL x3 (*These chaotic evil creatures' vital stats are: HD 6d8, AC 17, and HP 24. They attack with fists for 1-4 damage, a bite for 1-3 damage, thrown rocks for 1-4 damage, or their axes for 2-8 damage. They regenerate 3 hit points per round. Each troll carries a half dozen trinkets with gems attached to them worth 20 gp.*)

HOBGOBLIN x6 (*These lawful evil creatures' vital stats are: HD 1d10, AC 15, and HP 8 and 9. They attack with weapons for 1d8 damage. They carry 10 gp worth of valuables.*)

SL 11: This room is unused and empty, except for a few bones and scraps from **SL 8-10**.

SL 12: These alcoves were once used for storage. Each alcove has a rusted metal grate across it. Large gates are set into each grate. These alcoves are completely empty now other than some piles of fir, remnants of small fires, and some bone scraps. Some of the trolls lived here for a

short while when first moving into the complex, but as the tribe grew in numbers, moved out and into the main chambers beyond.

SL 13: In this corridor there is a secret door. It is fairly easily spotted as it has fallen off its hinge. Anyone who passes it gets a chance to spot a seam in the wall. A wisdom check should be made. The door opens onto a corridor leading to the lower level.

SL 14: This room is unused and empty.

SL 15: This room is simply a transit point for those moving from the **GROUND LEVEL** to the **SECOND LEVEL**. The east passage (which also leads to the **GROUND LEVEL** and **UPPER LEVEL**) has been partially blocked with stones, rocks, branches, and other debris. However, the trolls gave up on completely blocking the passage as nothing ever came down it. The debris pile is about 5 feet high.

SL 16: This small chamber was once a troll privy. A troll privy? Well, in the olden days troll's were not as nasty as they are now. The room is now unused and empty. Along the south wall is a stone bench with 3 holes in it: a small hole, a medium-sized hole, and a large hole. The top of the bench can be removed.

These all open up into a central chamber about 40 feet below. It is a huge (60x60 ft) room. Since it has not been used in ages, it is not that bad of a place. Of course, that depends on your definition of bad. Nevertheless, just some rotted and desiccated refuse remain in here.

For any of those brave enough to go into this chamber, they will have an easy time noting small shiny objects. Being voracious eaters even then, trolls often did not pay attention to the tiny details and often consumed rings, nose rings, ear rings, toe rings and other small baubles (though rarely coins). For every 10 minutes a character spends in this room they can collect 2-8 objects of this nature each valued at 10-60gp. A maximum of 45 objects can be found in this manner. Also, the 35th item found is a magical +2 *ring of protection*.

SL 17: This angular room has a large statue at the apex in the north end. The statue is of a large six-armed creature with a grotesquely distorted face with huge eyes, fangs and a gaping maw that fills up fully $\frac{1}{3}$ of the statue's face.

This is a statue to the **Troll Deity of Eating**. The gaping maw has hundreds of small and large teeth in it. Once they were covered in gold, but the gold has long since been chipped off. Now all that remain are chipped and broken teeth and a few flecks of gold (should someone care to search and gather them, perhaps 5gp worth of flakes can be accumulated.)

The statue actually masks a secret room and it is itself a secret door. Reaching inside the maw and to the back of the tongue, one easily finds a rusted metal lever. Pulling it cause stone to grind and metal to give way until the door unlatches and a loud clicking occurs. Simply pulling it outwards pivots the statue open an opens up **SL 18**.

SL 18: This was once a treasury of sorts. For trolls, treasure often consisted of meat and brew. This room was used to store special and very flavorful meats and brews. It has been emptied over the years. All that remains are the broken crates, casks and shelves which contained or held the items...almost.

In the center of the north wall is a statue identical to the one at the entry but smaller (about half the size). To the left of the statue are five openings

in the wall. Each opening is about 2 feet tall and one foot wide. Small stone 'sliding tiles' are on the floor in front of them (broken). To the right of the statue are 4 openings of identical size. All the little spaces are empty.

Obviously one of those to the right has not been located. Finding it is easy if one does the math and simply hits the wall where the tile is. The tile brakes to reveal a ceramic pony keg. This little keg contains troll whiskey!!! This is a rare and wonderful find indeed and of ancient vintage but still retaining its full flavor. One shot and any human or demi-human becomes tipsy unless a constitution check (CL5) is successful (a -1 penalty is imposed to all checks and die rolls thereafter). With each following drink, the save must be made but the CL goes up by one each time. A failure indicates a doubling of the previous penalty. At that point when the penalty is equal to or greater than the constitution of the imbiber, they pass out for 13-24 hours. The troll whiskey (sealed) is worth 500 gp to dwarfs or gnomes and about 100 gp to humans. Elves don't care for it except as a curiosity. Unsealed, it has no value other than entertainment.

SL 19: This large room leads to the main living area for the trolls both now and traditionally. At any given time there are 2-8 trolls in here lounging about. There is almost always a large fire in the central area of the room. There are piles of fur, makeshift furniture, and lots of junk the trolls have collected over years of wandering and pilfering from others (and even a few things they made themselves). The Castle Keeper should feel free to elaborate and place many a crazy items here but nothing of real gold value. For example, a broken cart or two, pales and buckets, fur and silk bits, crowbars, lanterns, a few musical instruments, and other odds and ends.

The trolls in here are not prepared for battle nor expecting visitors when they first encounter the characters. They are eating, drinking, gambling, and engaging in other troll pastimes like throwing rocks at one another, wrestling, breaking things, yelling, stomping and generally acting like two-year-old kids after having eaten a bagful of Halloween candy. In fact, it is possible the trolls will mistake the characters for emissaries from some lord or some such and not bother them (these things do happen). However, the characters must play this smartly otherwise the trolls will attack.

TROLL x2-8 (*These chaotic evil creatures' vital stats are: HD 6d8, AC 17, and HP 24. They attack with fists for 1-4 damage, a bite for 1-3 damage, thrown rocks for 1-4 damage, or their axes for 2-8 damage. They regenerate 3 hit points per round. Each troll carries a half dozen trinkets with gems attached to them worth 20gp.*)

SL 20: This large chamber houses the bulk of the troll population. There are at least 13 trolls in here at any given time and upwards of 36. Upon first entering this area, there are 26 trolls in here. The room is tall, stretching nearly 100 feet from ceiling to floor. It is ringed by three platforms that run around its entire length, each about 30 feet higher than the one below it. The two entries are on the top platform and second platform. **SL 19** opens onto the top platform.

Along the platforms are small rooms and passages to small rooms that house individual or small groups of trolls. Once used to house a hundred or more trolls, there are many empty rooms here now. In the center and on the floor are heaps and piles of debris, dominated by a massive ceramic bowl sitting over a fire. A brothy liquid is bubbling in the bowl. Overhead dangles a net filled with mephitis

and several dozen trolls are gathered around it yelling and screaming their mouths agape and dripping with gooey saliva.

The first time the characters arrive, most of the trolls should be gathered on the lower floor in anticipation of eating the mephitis stew. Only a few are wandering the upper platforms. Access to the lower floor can only be made by two wide staircases, one at either end of the room. The walls between the platforms are 30 feet high and difficult to climb as they angle in slightly (-2 to all climb checks).

The mephitis hang from a bag overhead controlled by a pulley mechanism on the lower floor. Here, several large trolls are slowly lowering them into the boiling broth. The rest of the trolls are dancing and making merry. Hardly any are armed for combat but their weapons, shields, and armor are nearby if necessary. The chief cook troll is down here also. There are a dozen or so hobgoblins and troglodytes down here as well.

It not meant for the characters to combat the trolls in the lower hall. Attracting their attention would be a mighty feat since they are so intent on the food coming their way. However, the characters should use a modicum of judgement while moving about if they choose to go this way. Remember, most eyes are looking up at the mephitis so any combat or major magic on the platforms is likely to be noticed. Just moving through will likely not attract the troll's attention since they have very poor eyesight, are dumb, and hungry.

The few trolls in the upper tiers are there for a reason. They are gathering spices or knives or anything else which might be useful in the cooking or eating of mephitis. They will, at first, ignore the party members, thinking that these must somehow be guests of the king – having made it this far. This will only last a few minutes as word spreads and questions arise. Also, if the trolls have been warned, they will be on the alert for interlopers.

After the initial encounter it is up to the Castle Keeper to decide how many trolls and other creatures are in this room and what they are doing.

There is nothing special in any of the rooms. Simply roll 1-6 times on the following list for what may be found. No replication of rolls should occur. Many other mundane items can be found here as well.

- | | |
|----|---|
| 1 | 1-6 animal hides |
| 2 | 2d12-gp-worth of coins |
| 3 | 1-2 large weapons |
| 4 | Pile of bones and foodstuffs |
| 5 | Fire pit |
| 6 | Lantern and cask of oil |
| 7 | War trophy (shrunk heads, finger bracelet etc.) |
| 8 | 30-180-gp-worth of jewelry |
| 9 | Huge stack of cheese/sausage/bread stolen from barn or storehouse |
| 10 | Bedding |
| 11 | Dinner – pile of meat |
| 12 | Table, benches, or chairs |

TROLLS (*These chaotic evil creatures' vital stats are: HD 6d8, AC 17, and HP 24. They attack with fists for 1-4 damage, a bite for 1-3 damage, thrown rocks for 1-4 damage, or their axes for 2-8*

damage. They regenerate 3 hit points per round. Each troll carries a half dozen trinkets with gems attached to them worth 20 gp.)

COOK (This chaotic evil creature's vital stats are: HD 7d8, AC 16, and HP 36. It attacks with its fist for 1-6 damage, a bite for 1-4 damage, thrown rocks for 1-4 damage, or its axe for 3-9 damage. It regenerates 3 hit points per round. The troll carries a half dozen trinkets with gems attached to them worth 40 gp.)

TROGLODYTES (These chaotic evil creatures' vital stats are: HD 2d8, AC 15, and HP variable. They attack with two claws for 1-2 damage, or a bite for 2-5 damage.)

HOBGOBLINS (These lawful evil creatures' vital stats are: HD 1d10, AC 15, and HP 8 and 9. They attack with weapons for 1d8 damage. They carry 10 gp worth of valuables.)

SL 21: Access to **SL 21** can only be made through the **LOWER LEVEL** of **LL 20**. Two large troll guards are always stationed just inside the entry to **SL 21**. These trolls are well armed, alert, and powerful. Beyond them is a horrible site.

Four large angular pillars hold up a broad vaulting ceiling. The pillars are covered in elaborate carvings as are all the walls. A massive fir pit sits between the two central columns and some animal is roasting upon it. Beyond this is a massive creature, a truly massive troll. A troll of such proportions that one wonders how in the world it got into this complex, much less this room.

It is fat, fat, fat with wads of flesh hanging from like grapes on a vine, jowls flopping on its shoulders, fatty tissue just oozing from it. This troll is simply sitting in its own mountainous rolls of flesh. Stinking, sweating, oozing. It is grotesque to look at, to smell, and even to hear for it wheezes and breaths like an old man with emphysema. This troll is just a nasty, foul, behemoth. And, its eating something.

Here is the story. This is a pregnant troll. Now, no one really knows how trolls reproduce. There are three theories. The first is that trolls reproduce like most mammals with males and females. The problem with this theory is that no female troll has ever been found. The second theory is that trolls are finite in number and all created at the world's beginning. The 'young' are simply trolls that have never become large. The problem with this is that trolls never appear to diminish in number. Another theory is that troll parts regenerate into young if not properly disposed of. The problem with this theory is that no one has ever been able to replicate it in a controlled environment.

Here is the truth – for these particular trolls. As you may or may not know, trolls do not mate. At a certain point, they just eat themselves into a 'pregnancy.' Meaning, they consume more than they can digest and the excess goes to creating baby trolls. The exact details of the birthing process are left up to the imagination of the Castle Keeper. In any respect, they throw off babies after attaining a certain critical mass in bulk. As it happens, this troll reached that critical mass...and then some. It is now sitting here growing fatter and throwing off more and more baby trolls.

The thing is barely able to move its arms and often it must be fed by some other troll. An enterprising young rogue may be able to witness one of the more bizarre troll feeding rituals should they be able to sneak in here undetected. Several trolls will gather around the pregnant troll and simply toss food into its mouth to feed it.

Usually this only occurs when the troll is throwing off a baby (which happens 1-3 times a day). At the same time they are doing this, they make bets as to whether or not the chunk of food thrown into maw will be devoured in one gulp, two gulps, or more. Baby trolls make spectacular sport in this regard. Trolls love to gamble.

This pregnant troll is incapable of fighting. If attacked it just screams and then slowly dies.

The room is also the treasure horde for the trolls. Lying about on either end of the room are heaps of treasures (at least what the trolls consider treasures). In and amongst moldy blankets, stained silks, piles of weapons, shields and 'neat-looking' rocks are 6000gp in coin, 21,000gp in jewelry and 1000gp in various ornate items such as candlesticks, silverware, and such. Amongst the weapons are two very well made short swords conferring a +2 to damage, and a +1 *luck blade*. In the jewelry is an *amulet of mighty fists*. Amongst the 'neat-looking' rocks is a *rock of feather falling* (this works exactly as a *ring of feather falling*, but is a rock).

TROLLS GUARDS, ELITE x2 (These chaotic evil creatures' vital stats are: HD 8d8, AC 19, and HP 38. They attack with fists for 1-6 damage, a bite for 1-4 damage, thrown rocks for 1-8 damage, or their massive glaives for 4-12 damage. They regenerate 5 hit points a round. These trolls carry no items of value.)

PREGNANT TROLL (This chaotic evil creature's vital stats are: HD 10d10, AC 8, and HP 90. It can't attack. It regenerates 10 hit points a round.)

SL 22: This room belongs to a strange troll named Noog. From the outset, it should be noted that Noog is not a terribly aggressive nor violent troll. In fact, Noog is downright friendly most of the time. Noog is a gambling addict and wants to gamble all of the time. When the characters arrive here, they see Noog sitting on a large stool holding his bloody hand that is missing two fingers. On the floor in front of him are two fingers, twitching. He proceeds to pick them up and place them in a brazier with a fire in it.

Noog is making dice from his knuckles. He cuts his fingers off, burns the flesh from them and proceeds to carve dice out of them. All the while, the fingers he cut off grow back. He is quite inured to the pain of it all. There are hundreds of troll knuckle dice lying around the room.

After a minute or two of watching his fingers burn, Noog notices the characters. He is pensive but waves the characters in with his bloody hand. He scoops up some dice with his other hands and starts jiggling them and smiling. Should the characters care to, Noog will gamble with them, completely oblivious to the threat the characters pose to him or his fellow trolls. Fact is, Noog could care less about the well being of his fellow trolls (many trolls are like that) and stays in his room even should fighting erupt in nearby rooms. The only thing that will draw Noog out is being directly attacked or if a fight breaks out in his room. He then attacks the characters without mercy.

The room in which Noog resides is small and cluttered. There are shelves and stools and a large pile of furs and skins he uses as a bed. There is also a large brazier almost always lit. A 5 gallon vase of oil is found in one corner. Dice are piled and heaped everywhere as are Noog's winnings. The latter consists mostly of bones and food scraps but there are odd and end valuables piled amongst his stuff. These include silver candlesticks, a gold dagger, bits and pieces of jewelry and other similar mundane items worth 500gp. He also has a small bag buried in his bed with 1000gp worth of coin in it. But the

real valuable items in the room are Noog's troll knuckles. Outside of troll communities, troll knuckle dice are rare – very rare. There are 1500 (more or less) die worth between 1-12gp, 200 die worth 4-20gp and 50 die worth 6-24gp. Then there are around 10 dice worth 10-100gp each. Finding the valuable die is difficult and they are not separate from the others as Noog values them all equally.

Noog also cut his arm off once a long time ago and made a club from his bicep. It has since been enchanted and seen many a head of troll, dwarf, and other crushed beneath it. This +2 *club* does 2-8+2 damage and has a 10% chance of stunning anyone it strikes. When stunned, the character can not act for one full round.

NOOG (This chaotic evil creature's vital stats are: HD 8d10, AC 15, and HP 78. It attacks with its fist for 2-5 damage, a bite for 1-4 damage, or its axe for 3-10 damage. Noog regenerates 8 hit points a round. Noog carries a battle axe.)

SL 23: This broad chamber houses the troll young. There are roughly 4 dozen baby trolls in here gnawing on bones and other assorted byproducts of the adult troll's feasting. They are left to fend for themselves as trolls are not the maternal type. As a general rule, young trolls stay together, splitting up or becoming full members of a tribe after having reached a certain stature or height. As such, one occasionally finds a young troll wandering around this complex.

These young are all ravenously hungry and are used to easy prey or scraps being thrown to them. They will leap upon the characters and attack like the ravenous little twerps they are. Luckily for the characters, these young trolls can not cause much damage. Also, after about $\frac{1}{3}$ have been killed, they begin to break off from the attack and run away. Many scatter to the corners of the room and attempt to hide while others charge off into the darkness. None of these trolls use weapons or wear armor. There is nothing of value in this room.

TROLL IMMATURE x18 (These chaotic evil creatures' vital stats are: HD 1d4, AC 12, and HP 2 each. They attack with fists for 1 point of damage, or a bite for 1 damage. They regenerate 1 hit point per round.)

TROLL YOUNG x12 (These chaotic evil creatures' vital stats are: HD 2d4, AC 13, and HP 4 each. They attack with fists for 1-2 points of damage, or a bite for 1-2 damage. They regenerate 1 hit point per round.)

TROLL SMALL x8 (These chaotic evil creatures' vital stats are: HD 3d4, AC 14, and HP 8 each. They attack with fists for 1-2 points of damage, or a bite for 1-2 damage. They regenerate 2 hit points per round.)

TROLL TEENAGER x6 (These chaotic evil creatures' vital stats are: HD 4d6, AC 15, and HP 16 each. They attack with fists for 1-2 points of damage, or a bite for 1-3 damage. They regenerate 2 hit points per round.)

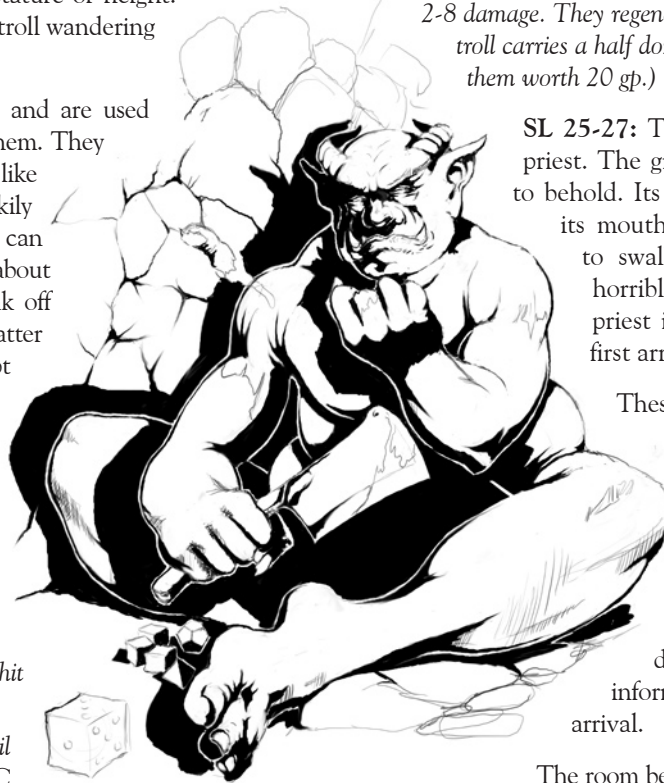
TROLL SUB-ADULT x4 (These chaotic evil creatures' vital stats are: HD 6d6, AC 16, and HP 24 each. They attack with fists for 1-2 points of damage, or a bite for 1-3 damage. They regenerate 3 hit points per round.)

SL 24: This narrow corridor leads to a wide, circular room. In the center of the room is a metal grate bolted and locked to the floor. Two large trolls are in the room milling about.

This room houses the entry to the lower caves beneath the complex. These caves are the home of the troglodytes. The caves are not developed but there are many thousands of miles of caves down there. The trolls only go down there on hunting expeditions to get slaves/food or for fun. For their part, the troglodytes would be happy to be left alone in their caves. They are not happy.

The Castle Keeper should feel free to develop as they choose – or not. Bear in mind, these are actual caves with tiny crawl spaces and huge rooms, uneven floors and impassible sections. For a sample of how the caves might look examine maps of mammoth caves in Kentucky. That will give you an idea.

TROLLS x2 (These chaotic evil creatures' vital stats are: HD 6d8, AC 17, and HP 24. They attack with fists for 1-4 damage, a bite for 1-3 damage, thrown rocks for 1-4 damage, or their axes for 2-8 damage. They regenerate 3 hit points per round. Each troll carries a half dozen trinkets with gems attached to them worth 20 gp.)



SL 25-27: This series of rooms houses a troll priest. The great, two-headed troll is a horror to behold. Its stench great, its bulk great, and its mouths are massive and large enough to swallow a halfling whole. It laughs horrible and preternatural guffaws. The priest is in **SL 25** when the characters first arrive.

These chambers are separate from the others. The first chamber is closed with a large brass door with a sigil of power upon it. Unless dispelled, this sigil explodes when the doors are opened causing 2d6 points of damage to all within 50 feet. Waves of dark magic flow off of it. This also informs the troll priest of the intruders' arrival.

The room beyond is a tangle of platforms raised up from the floor. The ceiling is high and festooned with garish carvings of monsters from before the making of the world. Upon the platforms are all manner of small and crude statues made of wood, stone and ceramic. Many have small brass bowls sitting upon them with blue flames leaping out.

Should a fight erupt in this room, the troll priest can use his summoning power to bring forth creatures from the ceiling. These take 1-3 rounds to fully emerge and one round to enter combat. Each is unique in appearance and has a somewhat maddening array of limbs. However, their attacks and abilities are all the same.

CEILING CREATURES (These chaotic evil creatures' vital stats are HD 4d10, AC 16, and HP variable. They attack with two claws for 2-5 points of damage, or a bite for 1-8 points of damage. They can move 40 feet per round and fly 60 feet per round. They often overbear opponents.)

TROLL PRIEST (This chaotic evil creature's vital stats are: HD 5d12, AC 14, and HP 39. It attacks with its fist for 1-3 damage, a bite for 1-8 damage, thrown rocks for 1-3 damage, or its +2 mace of terror for 2-8+2 damage. It regenerates 4 hit points per round. The troll carries a dozen trinkets with gems attached to them worth 400 gp. It can cast the following spells: 0th - dark x2, create water x2, endure elements; 1st - sanctuary, protection from good, magic stones; 2nd - barkskin, spiritual weapon; 3rd - cure serious wounds; 4th - spike stones. Special: The troll priest knows the incantation to summon the creatures on the ceiling and the bones to come fight for him. It can summon 2-7 ceiling creatures and 2-4 bone creatures.)

SL 28: In this room are heaps and piles of bones. Hundreds upon hundreds of bones. They are piled up in no particular rhyme nor reason, simply piled up. Walking across the floor crunches bones. At the far end of the room is a doorway through which a slight reddish glow comes.

If a fight erupts in here, the troll can use his summoning ability to call forth the bones to aid him. It takes 1-3 rounds for the creatures to come forth and 1 round for them to enter battle. These bones connect in no pattern, it is entirely random but all have the same abilities.

DA BONES (These chaotic evil creatures' vital stats are HD 5d10, AC 14, and HP variable. The attack with two limbs for 1-8 damage.)

SL 29: This is the troll priest's abode and the place in which he will fight to the death. There is little of interest in this room. It is rather plain with only a pile of furs for a bed, a large brazier with a fire lit in it, several piles of food, a trunk, and several bags. On the floor is one book (opened) and against the north wall a small statue of a two headed troll. There are some valuables scattered around the room but these are mundane items and worth only 50gp total.

The single item in the room of any interest is the book lying open on the floor. This is a *Tome of Minor Understanding*. The troll is simply too dumb to read it though smart enough to know it is important. This tome does not radiate magic. Any cleric glancing through it will realize it is an important deific treatise. It takes 6 weeks to fully digest the material in this book. After all is said and done, the person reading it receives a +1-2 points on their wisdom attribute. The words in the book then disappear though the pages remain. The words come back in 10-60 years.

LOWER LEVEL

LL 1: SECRET POOL-ROOM Well ... not sooo secret. This is a very large hexagonal chamber with a domed ceiling. The majority of the room is taken up by a pool of brackish and still water in its center and around which runs a wide platform. Along the platform on the pool side are twelve, 8-foot-tall statues of large humanoids in various poses of battle. All the figures carry spears that are angled towards the water. There are five exits in the room.

The patio around the pool is 25 feet wide. The pool is 150 feet in diameter. A broad dome roofs the room some 40 feet above the floor. It is very humid and the only sound is what the characters make and the plunking of water dripping from the ceiling into the

pool or on the platform. Other than tiny ripples formed by drops of water, the pool is completely still. The water is thick and smeary and not at all good to drink. It tastes horrible and is swimming with various types of small plants and scum. This pool extends to a depth of 100 feet and is fed by a spring and all the runoff in the complex.

Upon the floor in the room are the skeletal remains of a humanoid. It wears suit of rusted and rent chain armor, a large sword lies beside one hand, a shield with several large dents lies on the floor nearby. The shield is magical and confers a +2 to armor class. However, it is bent such that wearing it is difficult and cumbersome causing the wearer to make all dexterity checks at -2 (until repaired). Searching the pack and pouches on the corpse reveals 120gp worth of jewelry, some nick-knacks, three empty metal vials and four full metal vials. The vials contain *potions of water breathing*, 2 draughts each.

Of course a large monster lives in the bottom of this pool. It is in a deep slumber at the moment. To wake it, something must be dropped in the pool. Anything that sinks to the bottom wakes the monster. Simply moving about the room and even skimming the water will do nothing to arouse it. Once awoken, it takes fully half an hour for it to rouse and begin its slow ascent to the pool surface to investigate. The ascent takes ten minutes. If no one is there it waits around for another half hour or so before descending again. But it will be awake the next time anyone comes through and make its ascent in about 1 minute. When it attacks, the creature attempts to drag its victims to the bottom of the pool and finish them off. It only grabs one character at a time and then descends.

There is a massive amount of treasure at the bottom of the pool. This creature has been killing things for ages and dragging them to the bottom. For many years sacrifices of gold were made to in a pointless effort to mollify it. Only the trolls and troglodytes have ever made consistent sacrifices of living creatures to keep its apparent endless hunger satiated. Then again, they have quit coming here altogether.

There is 10,000gp in various coin at the bottom of the pool and 100,000gp in jewelry. All the non-magical items have rotted or decayed with time. All that remain are stone tools and very durable items-magical mostly. There are two +1 swords, a +3 longsword, a +2 chain vest, a *wand of fireballs* with 23 charges on it and a *helmet of damage reduction* that can absorb 1-4 points of melee damage each round.

Retrieving these items is difficult as most are buried beneath silt and other debris. Recovering it all may take months or even be impossible. However, after having defeated such a creature and braved the depths of the pool, the characters should be rewarded with some of it. Assume that the fight stirred the silt and revealed some of the material. Pick those items which may be most useful to the characters or some of your own making.

MONSTER IN THE POOL (This neutral creature's vital stats are: HD 12d12, AC 20/16, HP 95/10. The monster has 20 tentacles. Each one attacks as a 6 hd creature. It attacks with 2-6 tentacles at a time, using the others to balance itself. Each tentacle makes two attacks. One does 2-4 damage and the second is a grasping attack. If the creature successfully grasps a character, it immediately pulls it under and goes to the bottom of the pool. At the bottom of the pool, the creature can use 18 tentacles to attack. The tentacles are small but have suction cups on the end. If an attack against a tentacle causes 10 or more damage in a single blow, the tentacle



is severed. The creature will only lose 4 tentacles before retreating to the bottom of the pool. It can regenerate the tentacles but one month is required for each tentacle.)

LL 2: This large room was an arena. Along the perimeter of the room are a series of stone benches. The room is completely empty.

Much blood was spilled in here. The trolls would gather and watch as defenseless prisoners were slaughtered in one sided combat... and eaten. All that remains are the long dead souls of those who died here. If the characters are particularly quiet, they can hear the whispering ghostly moans of the dying.

LL 3-5: These narrow rooms are empty.

LL 6: The corridor opens onto a broad room with a single metal column in it stretching to the roof. The floor beneath the column is cracked and sagging sinking down nearly 2 feet from that around the periphery of the room. The ceiling is likewise sagging, cracked and appears to be on the verge of collapse.

The column is interesting in that it is the only one of this nature in the complex. It is constructed entirely of metal and engraved with geometric patterns. There is a secret door in the column. Locating it is difficult as it is found about 10 feet off the floor and up the column. The platform leading to it was constructed of wood and has long since been removed and/or rotted away.

Locating the secret door is a CL 5. Opening it is simple. Just pushing inwards causes it to open. Within is a narrow room with a metal rung ladder leading up. The ladder leads up to the ceiling to a broken doorway. Going up through this brings the characters into a secret room where many treasures were stored.

The column in the center of the room was moved in here and simply weighs far too much for the floor. Although there are only small fissures in the limestone underneath this room, it is enough to have allowed for the sag. The floor will not collapse but the ceiling might. When 1000 lbs of weight have moved into the room above (onto the ceiling), the floor/ceiling begins to collapse with chunks of debris falling onto the floor below. Upon 1500 lbs being moved into the room, the roof collapses. That area in the dashed line falls to the floor below and the column collapses onto the floor. Anyone within the area of collapse takes 1-6d10 damage. A successful dexterity saving throw reduces damage by one half.

The treasure room contains piles of coin and weapons and armor and cups and bowls and other things of interest. There is a whole lot here. Unlike almost the entirety of the rest of the dungeon, this room was not 'finished out.' The raw limestone is still showing. It now looks as though this room is a natural cavern with stalagmites and stalactites. A thousand years of water dripping through the limestone and then onto the treasure piles has calcified almost the entire treasure pile. In many places, one can see the glinting of gold, silver and even platinum beneath a thin sheen of buildup. In others, one can tell something is beneath the thick limestone rocks. Ahh, the drudgery!

To get the treasure, it must be mined and chipped out. This could take some time. Lucky for the characters, if they cause the floor to collapse, half of the treasure becomes readily available as all the stone cracks and breaks. The details of the mining are left up to the Castle

Keeper. It should take quite some time, easily weeks of work need to be done to get at it. Then it must be carted back to civilized lands where, incidentally, the Barons lay claim to it and tax it or try to take it.

There are 10,000 cp, 6000sp, 3,000gp, 1,000pp, 5,000gp worth of jewelry and gems. The weapons and armor are all normal but some are ornately designed and inlaid with gold, silver and gems. The latter are worth about 9,000gp. In all, most of the treasure was removed by the trolls when they last left the complex. These remaining bits were left behind with the understanding someone would return to gather them. No one ever returned.

LL 7: Like many of the rooms around this one, it appears empty other than the typical dust and bits of ceiling wall that have fallen down. That is, unless one considers the large throne at the far end of the room. The massive structure has been carved right out of the wall. It is roofed and broad and raised about six feet off the floor. To the left and right of it are large statues of trolls carrying halberds.

The room contains nothing other than a trap. It is not actually a working trap but a portion of the floor is giving away around the old trap. The troll kings would activate it when approached by those they did not like and drop them far down into a pit below the room. The mechanism no longer works as it once did and the floor simply falls when 500lbs of weight is applied to it. The trap is 20 x 20 and a drop of 20 feet follows for 3d6 damage (½ if a dexterity save is made). The characters fall into **LL 8**.

LL 8: The trap from **LL 7** opens up into this small room. There is a small aperture at the far end of the room, about six feet high and three wide. The floor is littered with bones and other debris of long dead victims.

The door leads to a series of corridors and small chambers, long empty, which once contained troglodytes who were responsible for taking the dead in the pit, dissecting them and giving to the trolls to eat. There is also a room which contained the creature that killed the injured.

Nothing is left of this creature except its offshoots. Globes of gelatinous ooze lie scattered about the rooms. They have not moved in years but once the characters begin moving through the area, the ooze notes their presence and begins coagulating. Little globes of ooze slowly creep across the floor to gather in area 'y' where they turn into a massive glob of ooze and then go after the characters. It takes ten minutes for the ooze to coagulate.

This ooze also attacks as the characters walk over it. The ooze can range in hit dice. Roll a d6 each round. A 1 indicates the character has stepped on an ooze glob and it attacks. Its hit die is 1d6. This goes on until 55 hit dice of ooze have attacked or until the ooze has coagulated into a glob. The ooze remaining after the smaller ones attack is how many hit dice the final ooze glob has. No more than 55 hit dice of ooze are available. If the characters are lucky, the ooze will never coagulate.

The ooze never leaves this area.

GELATINOUS OOZE (*This neutral creature's vital stats are: HD variable d10, AC 14, and HP variable. It attacks with an acid for 1d6 damage and constriction if more than 6 hd in size.*)

LL 9: This room contains several large sarcophagi. It is the burial vault for the troll kings of long ago. The tops of the sarcophagi have long since been removed and tossed to the side and the

contents of the coffins tossed to the side. All that remain are the cracked and desiccated remains of the troll kings.

These bones can't be resurrected nor can they regenerate. Though looted, the most valuable thing ever located in the room were/are the bones of the troll kings themselves. Troll king bones, ground to dust, are useful in various rare magical incantations and potions and are highly sought after. Due to the age of the bones, a lot of them have to be ground to produce a significant amount for sale. In all, there is 12 encumbrance worth of bones in here. Each 1 enc of bones sold is worth 250gp in the right market.

LL 10: This broad room has a low ceiling and one exit at its far end. In its center is a large cube. The cube is made of ceramic and has the universal symbol of fire carved upon the top (almost everyone should recognize it as such except perhaps the dumbest amongst the group). It has no seams and does not appear to have any way of being opened. There is only one manner of getting inside – it must be broken.

However this is accomplished, the first blow/spell or wisecrack causes the ceramic to splinter just a little bit and the characters hear the sound of air whistling through the cracks (like air escaping from a balloon.) The second blow/spell cracks the cube apart and a very strong gale force wind escapes and blows through the chamber snuffing out any light source like lamps or torches and making it impossible to relight them. After a short time the wind calms to that of a blustery day.

What is revealed is another box, made of wood and in the shape of a pyramid with the symbol of water carved upon its side this pyramid. It must be ripped apart but this is easily done. As cracks first appear in the structure, a fine sand begins to pour out – a whole lot of sand, much more than could fill the space inside the pyramid. The fine sand is difficult to walk on and the wind keeps blowing it around and into the character's eyes and elsewhere. The characters should eventually discover the sand in everything (as if they had spent a few days in the desert).

What is revealed is a large sphere made of glass with a symbol of earth etched upon it. It is easy to break. Two blows and water pours out. A lot of water, more than could possibly be contained in the cube pours onto the floor. It mixes with the sand forming a slippery mess that pools in low spots throughout the room.

Within this is a large cylindrical metal vase with the symbol of air engraved upon it. This is hot to the touch. The metal is hot and fractures easily. When it is broken, flames begin to leap out and dance around the room. The 'flames' burn and sputter and go out. It's as if someone were lighting 1,000 matches in a small room. These flames can catch flammable material afire so the characters must pay attention to avoid being scorched.

Eventually the 'flames' become fewer and fewer in number until they are easily avoided.

A gold disc about the size of a half dollar lies on the ground where the metal cylinder once stood. Nothing is on the on the side of the disc facing up. The side facing down has a small circle engraved upon it. If this side of the disc is placed face up (or not face down on a surface as hard as wood) and left still for 1 minute a demon starts to emerge from it. First a fingernail pokes through, then a finger then a hand. Much like a Disney movie, a crazy demon eventually comes out. Once it has started to come out, there is no way to prevent it from completing the process. This takes 2 rounds, or 20 seconds.

The demon that comes forth appears like a very thin faceless creature with two long arms and four legs. The arms have small pincers on the end. Its whole body is covered with long strands of thin silky hair that spreads out and flows around it. The demon uses the hairs to feel with as it has no other senses. Although the demon is fairly weak it can do a lot of damage over time.

It can be defeated by beating it to death (which may take a while) or by doing the following: set a torch or flame to it and it catches fire (though takes no damage). This turns it to its elemental state. Then throw water on it to put out the fire and this turns it to a messy muddy looking thing. Then throw dirt on it, this dries it out to a desiccated sandy looking creature. Then blow on it and it dissipates.

In the battle, the mud and the wind and the sand and the little flame balls all play their part in distracting the characters. To successfully cast a spell, a wisdom check at CL 1-4 (random) must be made otherwise the spell is ruined. Each physical attack (even with bow or thrown weapon) requires a dexterity check at CL 1-4. Failure indicates a -1 to -6 on any to hit roll.

ELEMENTAL DEMON (*This chaotic evil creature's vital stats are: HD 10d12, AC 23, and HP 75. It attacks with two claws for 1-2 damage each. It is immune to fire and electricity. It also can not be affected by spells that use sound or sight, like sound blast. As it can not see illusions, they have no effect on it. It can only be struck by magical weapons, or characters under bless or similar spells.*)

LL 11: This corridor leads to the rooms which contain the djinn. As one turns the corner and enters this corridor, small pieces of junk can be seen. There are some stools, a pale, shovel and other stuff of large size. All of it is rusted pitted and old. Dozens of broken vessels are scattered about. The further one goes down the corridors to **LL 12**, the more increasingly crowded with the garbage they become.

This is the junk the mephits have collected over the years. Though small, the mephits are strong and when a few of them gather, they can carry very heavy objects, so the corridor can contain many things.



Mephits begin to pop up occasionally as well. As with many of the others in the complex, they do not fight unless pressed and attempt to get to the room where the djinn is and inform the djinn of the character's arrival. The mephitis are unlikely to fight or bother the characters as they care little about them and Barabalis never gave them orders to kill interlopers.

MEPHITS x25 (*These lawful evil creatures' vital stats are: HD1d8, AC 15, and HP variable. They bite for 1-4 damage, or they attack with a poison stinger. They can cast invisibility and regenerate once per day.*)

LL 12: This is where **Barabalis the Djinn** resides. Barabalis is a major djinn who was summoned by a troll wizard many aeons in the past. He was cursed to remain in the area of the four rooms he now occupies until released or time ceased to pass. The troll never released Barabalis and eventually died. Time has not ceased to pass and the djinn has remained here for a very long time. Over time, Barabalis has gone from anger to frustration and finally to resignation. He has wandered these four rooms for a seeming eternity and has no hope of ever being released from his cursed situation. To amuse himself, he summons mephits to do his bidding and to entertain him. He has also, over the years, managed to summon several other creatures, but more by accident than design.

After having summoned a demon some years ago, Barabalis discovered that there is a spell which he could cast which would release him from these four rooms. The only problem is gathering the material necessary to cast the spell. The mephitis are useless in gathering the material as they can only travel several thousand yards from their point of summation before dissipating.

This little nugget of knowledge has changed Barabalis's demeanor. Previously, anyone wandering into the rooms would be slaughtered, tortured, or otherwise used to vent his anger and frustration. Now, Barabalis simply hopes to convince someone to bring him the material for the spell. He is resigned and not completely disagreeable. At times Barabalis can be downright friendly. So, Barabalis tries to convince whoever else may come his way to gather the material he needs. Although he has convinced several wayward adventurers to attempt to gather the material, none have ever returned.

One almost made it though. This stalwart rogue managed to travel the far reaches of the world and gather the four items necessary to cast the spell but, he died outside the complex only recently at the foot of the chimera's pinnacle. (See the **CHIMERA'S ROOST** at the beginning of the adventure.) Should the characters have purloined the goods in the backpack left by the rogue, then they have the material Barabalis needs. They may or may not know it.

The four items are of little value by themselves but exceedingly difficult to get. These four items are: a white imperfect pearl gathered from a saltwater clam found in the shoals of a remote island once occupied by a demon prince, the shell of a small, desert land turtle, a tuft of hair from hoof of a hippogriff killed on the fly, and the hide of an albino bull skinned on the crescent moon. Should Barabalis gather all these items, he will be able to cast a spell which allows him to roam free of these rooms – until summoned once again.

Should the characters meet Barabalis, they are greeted matter-of-factly and enjoined in conversation. During this conversation, Barablis relates his situation and simply requests the characters gather those

materials for him. Barablis will ask and plead though not beg. He offers everything in the room as reward. And he means it. He can offer little else to convince the characters to do so. Should they refuse to undertake the task, Barablis makes his power known and threatens the characters. Ultimately, if the characters refuse, Barabalis attacks them.

Should the characters attack Barabalis before he has a chance to make his offer, he does not defend himself until he is knocked down to 75 or fewer hit points. Until that time, Barablis simply laughs off the damage and insults the characters eventually asking them stop. He may even throw in a please stop – though that is almost too much for Barabalis to manage. At the point Barabalis is taken down to 75 or fewer hit points he becomes angry and attacks. Barabalis attacks the party member who seems the most pivotal, usually a healer or wizard. He focuses all his ability on slaughtering that one character. Once managed, he tells the characters to stop. Should the characters stop, Barabalis resumes any conversation or discussion and at the same time, starts healing himself.

The eventual result of the encounter is either Barabalis convinces the characters to gather the material he needs or fighting to the death. Barabalis is very strong and his strength should be made apparent to the characters. If the characters agree to gather the material for Barabalis, they are allowed to leave without further hindrance. Barablis is aware that it is unlikely he will ever see the characters again. There is nothing he can do about this though. His situation is such that he must trust someone to gather the material for him. Hence he allows people to leave his rooms.

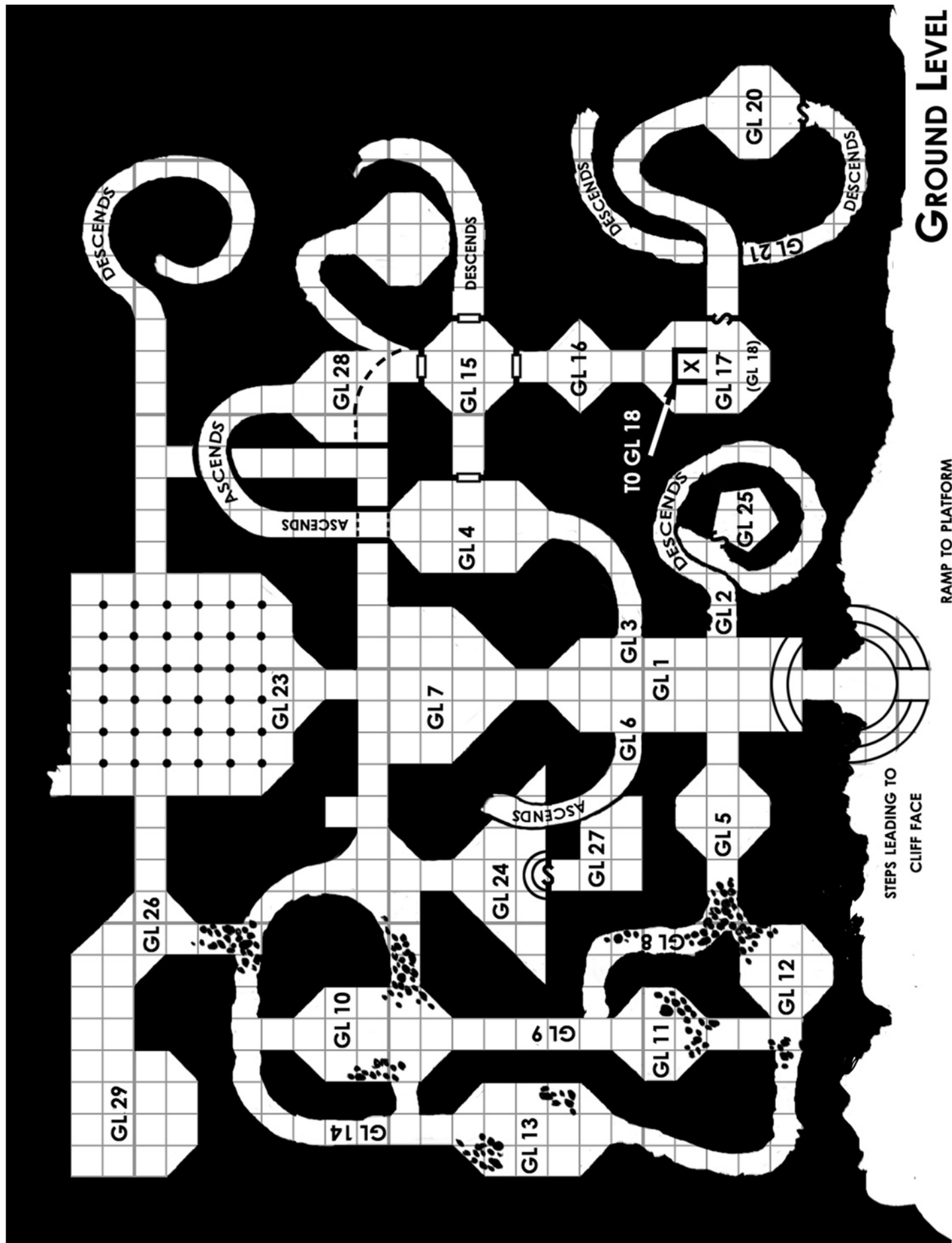
It is up to the Castle Keeper to devise the adventures necessary to gather the material Barabalis desires if the characters did not find it at the Chimera's Roost. Should the characters give over the material, now or in the future, Barabalis is true to his word. He casts the spell, which takes little more than an hour and then disappears. The characters can have everything in the room. Sadly for the characters, once Barabalis disappears, so too, does most of the treasure. The curse that bound Barabalis to this room bound nearly everything he touched to him. Once gone, it too, goes away. Likewise, should Barabalis die, the treasure disappears. He touched almost every single item in the room.

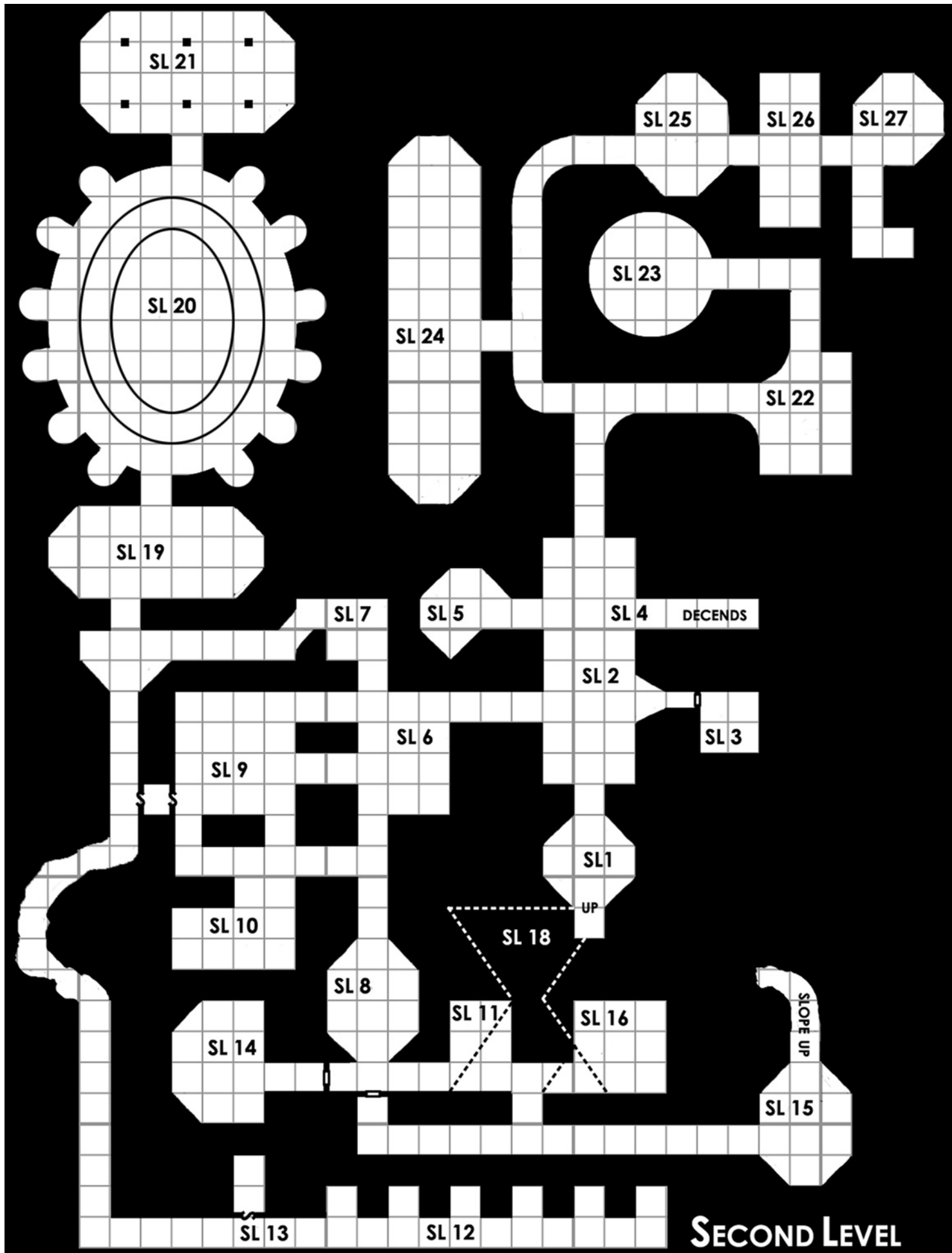
Bearing this in mind, describe the rooms as lush as possible. There are plush chairs, a stove, books, piles of gold and silver, trays of gems, jewelry, rugs and many other fine items purloined over the years. The exact details are in the Castle Keeper's hand for this reason. The description needs to be tailored to the party's desires to engage them to make a deal with Barabalis. Be robust.

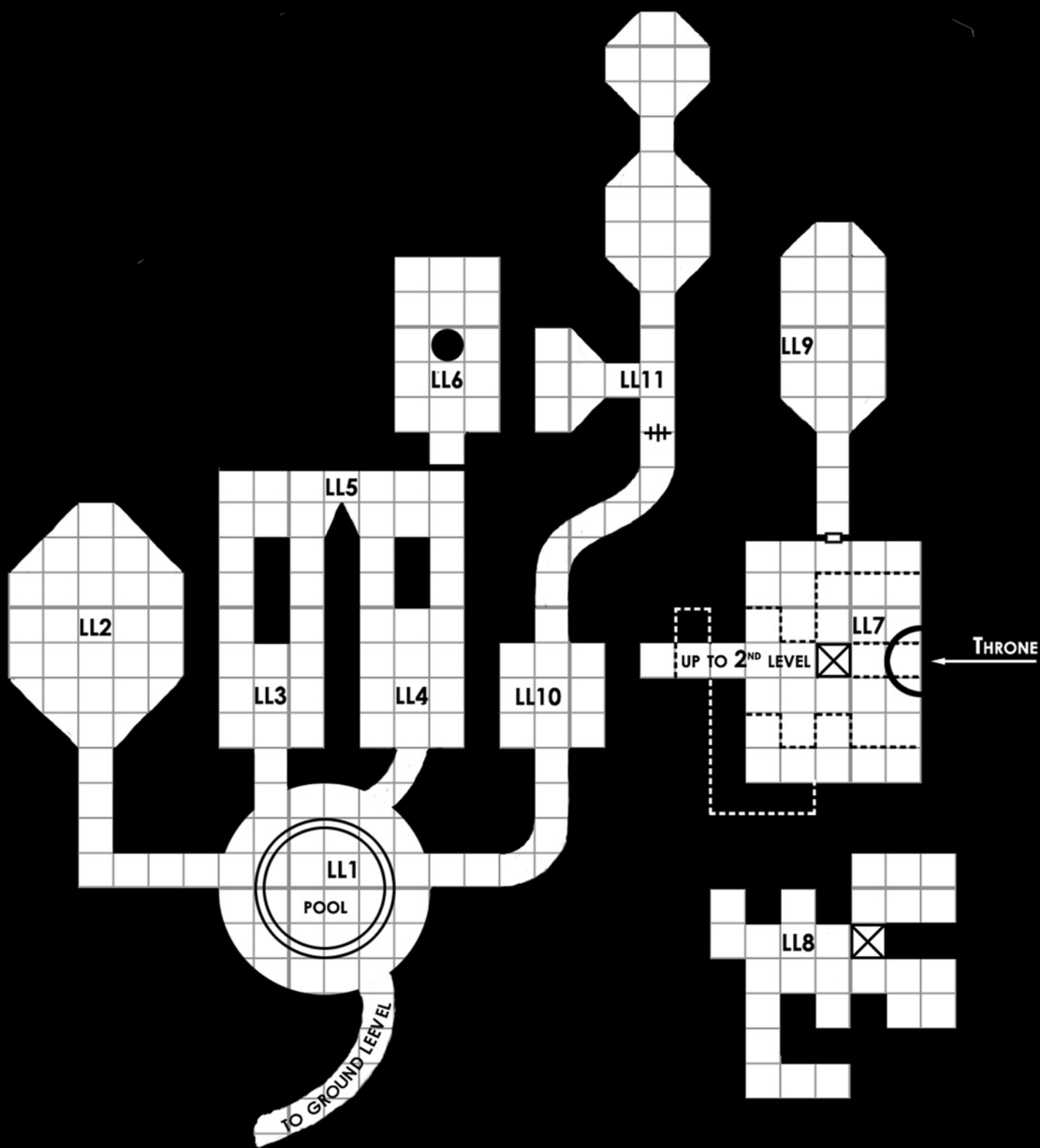
The exceptions are 100 gold coins in the purple bag, an ivory statuette in a black box, a dagger and one metal vial. As everything else disappears or rots, these remaining items fall to the floor. The 100 gold coins are of ancient vintage and each worth 50gp if sold to an antiquarian. The ivory statuette is a *figurine of wondrous power* – the *goat of terror*! The dagger is a *luck dagger* (as blade of luck) with one wish left on it. And, finally, the vial contains a liquid which, when poured into the throat of the recently deceased, resurrects them. It can only be used once.

And thus ends the adventure of Chimera's Roost. I hope you enjoyed your stay. Come back often.









LOWER LEVEL

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NORTHERN H

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CHIMERAS ROOST

8311



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AAT

Alea iacta est!

The Die is Cast!

There are tales of dungeons beneath the high hills, where chimera's roost. Tales of adventure and danger, of old Troll haunts and the wealth they left behind. Some brave and adventurous sorts even dared to go there in search of gold and treasure. Many never returned. Some returned with nothing to report but empty halls and passages. A few spoke of great demons roaming the depths of the dungeon. And a tiny few spoke of great treasure piled in heaps too large to carry. What dangers, what glory, what forgotten wealth? Adventure beckons! Plunge into the deeps that lie beneath the Chimera's Roost.

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