

TROLLBACK KEEP

By

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The Crimson Legion has gained a foothold in the Dragonback Mountains. Having taken over Trollback Keep, they've gathered wealth, power and now seek to expand their territory. Villages of man and gnome have been sacked or enslaved. And now the Crimson Legion may be close to discovering the lost Shrine of Deralugos. Lord Brie and his men are busy fighting the raiding bands that are ravaging the area. He's offering gold and glory to those who can find the source of this incursion and help put a stop to it!

This adventure is designed for 4th-7th level characters and is compatible with the For Gold and Glory rule set or any OSR or D20 system.

TROLLBACK KEEP

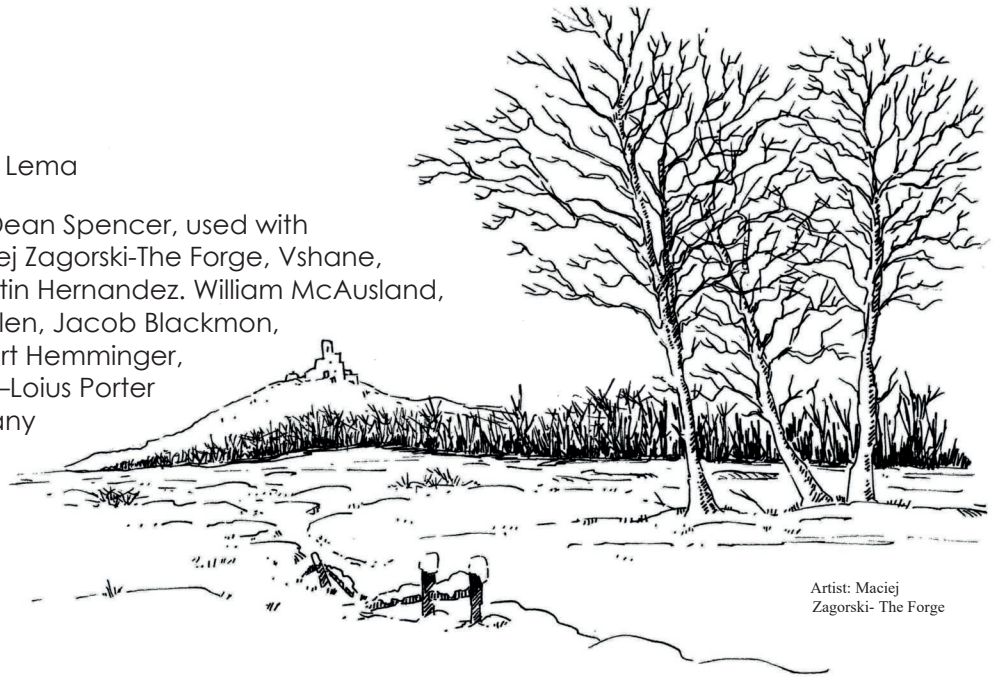
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Author's Note (Jon Bertani)

This adventure was generated from a wandering encounter roll. As a GM I knew the adventurers would be traveling through the Dragonback Mountains. So I pre rolled the wilderness encounters and there were three within 2 days. Gnomes, Verloren Clansmen, and a Mountain giant. So wanting to give them some color and life, I tied them all together.

Aspirations of a Giant

Uthog sat high up in the mountains upon his favorite boulder overlooking his territory and thought. "Why must I live in a cave.?" For he had seen the fort's of orcs and the halls of man. And so he went down into a hidden valley and drove out a band of the puny humanoids there. He then labored and built himself a great hall of timber, earth and stone. Then after some time he thought, "I should have walls about my hall." But he was a lazy giant and thought why should I do all this work. And so he called to him trolls, upon whose back we began to build his fortress. But trolls were not so good at building, just lifting and moving. And so he called to him a small horde of humanoid, who built him him doors for his hall and gates for walls. But he needed more resources and set out with his horde and stripped the land around his keep. So soon he had towers, battlements and hovels for his horde to live in. He sent them raiding and watching from his walls so he could rest and grow fat, which he did.

When Kronn and the gnome Vekka heeded his call, things changed rapidly.....

Adventurers should think wisely before assaulting Trollback Keep

Author's Note (Aaron Fairbrook)

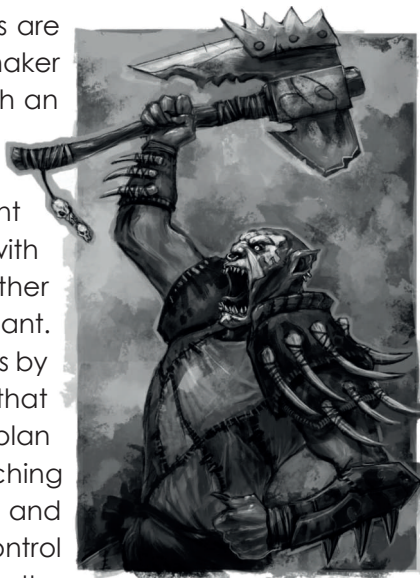
I've run through Trollback Keep as a player twice, both barely surviving. Once by attempting to sneak over the walls, and the second time going through the front door...paladin style. Glorious times!

I wanted something different than another evil shrine or dwarven ruin, so I came up with a gnome shrine. Not necessarily an evil place full of the usual undead, but instead full of traps and trickery—an adventure where a thief character may shine and be put to work. I also enjoy embracing the idea that dungeons shift over time through natural causes and figured an eroding creek would do the trick...which could bring some living critters into the dungeon instead of just trapped room after trapped room. Enjoy!

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Introduction: Locals have complained that hunting has become poor in the region. Where once great numbers of elk roamed the mountainous forest and meadows, only a scarce few remain. Homesteads along the outskirts of town in the wilderness have been ransacked. An alarming number of roving bands of humanoids are to blame for the issues, but scouts have failed to track the humanoids back to their lair. Lord Brie (or any local leader) and his Iron Guard are busy protecting the borders and has hired monster hunters and adventurers to investigate, locate and destroy the rumored monster lair, offering a 500 gp reward.

Summary: The mix of monster races are led by the half-orc Kronn Mountainshaker of the Crimson Legion, who leads with an iron fist and lords over Trollback Keep. Through trickery, Kronn outsmarted the past leader, a dim mountain giant named Uthog, and imprisoned him with magical gnomish manacles to further humiliate and torment the captured giant. A bargain was made for the manacles by gnomes in a hidden gnome village that Kronn discovered on a raid. Kronn's plan is to have the gnomes craft matching mind-control headbands, one for him and one for the giant, so that he can control the giant to do his bidding. Currently, the tormented gnomes pay tribute with food and ale to Kronn so their village is not destroyed, but the terrified gnomes seek help against the ruthless humanoids while they half-heartedly attempt to create the headbands.



Artist: Justin Hernandez

Furthermore, the gnomes are hesitant to leave, as Trollback Keep was built quickly over an abandoned underground shrine to a gnomish deity known as Deralugos (or GM's choice). Deralugos was fond of traps, treasure and gnomish inventions. In honor to Deralugos, the shrine held a great treasure for thieves but was protected by a series of deathtraps. A contest was even held for thieves to obtain the **Egg of Night**, said to be hidden within the shrine's depths. Over time, continual failure and deaths led to decreased interest in the competition, and, when an earthquake collapsed the main passage, the competition ended permanently. But the gnomes in the village are disturbed by the possibility of Kronn's forces finding the shrine's treasures and defiling it.

The party is hired to find the monsters' lair (Trollback Keep) and destroy it if possible. While doing so, they may find the hidden shrine of Deralugos and decide to pilfer its treasures.

Special Notes: The first part of this adventure can potentially be run as a siege, depending on the players' actions. It is recommended that the players control any helpful NPCs that may join the party so the GM can focus on the monster horde. A special Monster Cheat Sheet is in **Appendix I** for ease of use and **all monsters statistics are found in Appendix H.**

Creative play by the players (creating distractions, formulating a battle plan, sneaking in to kill the leader, etc.) should be encouraged and rewarded with bonus XP. Charging the keep head on more than likely will result in a Total Party Kill.

Kronn rules with a iron fist, dispatching cowards, those who don't follow orders, or charismatic rivals and usually makes an example of them to the others (i.e. they become the giant's play toy and dinner). Although the monsters are of different breeds, they feel a sense of loyalty to Trollback Keep as most were kicked out of their clan or are deserters. Most try to stick to their own kind but grudgingly work together with the other races.

Inside the keep, it may be difficult to play off the different factions, but in the wilds or dig site, creative party members may be able to utilize the different monsters to their advantage.

Adventure Hooks

Besides assisting Drixell or the Verlorens (see below), the party may have other reasons to be in the area.

1. The party has found a treasure map to the **Egg of Night**, which leads them to the Dig Site (see **Area # 3**).
2. Thieves wishing to join a certain thieves guild must undertake a quest to find the location of the gnomish shrine that housed a thief competition long ago, as well as the legendary **Egg of Night**. Finding the location is one thing, but actually completing the competition provides a sure 'in' to the guild and a pathway to quickly elevated ranks...

3. Men and women of your Verloren clan were kidnapped by a monster horde. Your party is organized and sent to retrieve them.

4. The all-gnome party is from the gnome village. The party decides to take out the fort themselves to free their village!

5. A mage has decided that he wants the stone golem that he constructed and gifted to the gnomes long ago (see **Area #28, Appendix C: The Shrine of Deralugos**). He gives the party a scroll of *Remove Curse* and promises a 1,000 gp reward and directions to the whereabouts of the gnome shrine (leads to the **Area #3**). Unfortunately, the mage has no knowledge of the surrounding area or what the gnome shrine was being used for in the first place.

6. While wandering the wilderness, the party is ambushed and captured by a monstrous patrol. They are prisoners at Trollback Keep and forced to dig at the Dig Site (**Area #3**). A small cave-in may provide enough of a distraction for an escape....

7. This adventure could also serve as a Part 2 from the adventure *The Willowmere Vagabonds* available at *DrivethruRPG*, as the tribute by the Crimson Legion inside Trollback Keep is the reason why the gnomes are stealing resources.

GM's Notes: In the wilderness, check 3x per day, with a 1 or 2 on a d10 signifying a Wandering Encounter.

Roll	Wandering Encounter
1	(12) Orcs: AC 6, Move 9, HD 1, hp 7 ea, THACO 19, Attack: 1 (by weapon), Size M, Morale 11, XP 15 ea. Items: longswords, shields, hide armor, spears, 1d10 cp, and 1d6 sp each. These orcs are congratulating themselves over a elk corpse.
2	(3) Elves: AC 5, Move 12, HD 1, hp 7 ea, THACO 20, Attack: 1 (by weapon), Size M, Morale 13, XP 175. Items: longbows and longswords. These elves are surrounded by orc and hobgoblin corpses and are busy dragging two of their dead companions away from the scene of battle. They are scouting around Trollback Keep.
3	Squeaking and whimpering come from 3 raccoon babies hovering over their dead mother near rotting stump.
4	(9) Hobgoblins: AC 5, Move 9, HD 1+1, hp 6 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 35. Items: Chain mail, longsword or battle axe, javelins, 1d20 cp, 1d12 sp, and 1d8 gp each. These hobgoblins are heading to Trollback Keep to join the ranks. They may hesitate at first, thinking that the party may be part of the Trollback Keep force.
5	(3) Elk: AC 7, Move 24, HD 3, hp 17 ea, THACO 17, Attack 2 or 1 (2 hooves 1d3 or gore 2d4), Size M, Morale 7 XP 120 ea. These elk are browsing on some meadow grass.
6	(5) Boar: AC 7, Move 15, HD 3+3, hp 20 ea, THACO 17, Attack 1 (Gore 3d4), Size S, Morale 10, XP 120 ea. These boar are rooting around for food.
7	The party runs into the Hunting Party. Refer to Area #4 .
8	(3) Mountain Lions: AC 6, Move 12, HD 5+1, hp 38, 32, 27, THACO 15, Attack: 3 (2 claws 1d4+1, bite 2d4, Size M, Morale 8, XP 650. These starving mountain lion family stalks the party and attempts to attack the smallest partymember. They flee immediately from fire.
9	Kilgorn the Werebear: AC 2, Move 9, HD 7+3, hp 46, THACO 13, Attack 1 (by weapon) or 3 (2 claws 1d3, bite 2d4), Size L, Morale 14, XP 1,400. Special: Hug, lycanthropy, silver or magical weapon needed to hit. Kilgorn has acted as a lone warrior versus the numerous monstrous humanoid. He attacks hunting parties and small groups. He may follow the party to determine their intent.
10	(1) Giant Wolverine: AC 5, Move 12, HD 7, hp 45, THACO 13, Attack 3 (2 claws 1d8, bite 1d8+2), Size M, Morale 12, XP 650. Most animals give this creature a very wide berth. It attacks if the party is in its way, otherwise it continues with its business.
11	Jorn, the escaped slave: Level 0, hp 3. Jorn is terrified having escaped the Dig Site (Area #3) a few days ago. He is starving. Whoever gives him food, Jorn starts idolizing that character and wishes to be a henchmen.
12	Three shredded hobgoblin corpses lay bleeding in a clump. Rangers or druids may recognize bear claw wounds. The corpses have a total of 45 cp, 22 sp, and 16 gp.

1. Campsite Story: *This encounter occurs when the party sets up camp.* The camp is relatively quiet except for the usual chores of settling in and scraping for any comforts the wilds decide to provide. A short, hooded figure sits on a log near the fire, as if he had been there the whole time! A white beard and twinkling eyes of mischief emerge from the depths of the hood. "Greeting strangers, grab not your weapons—I am no threat to you. You seem a brave and goodly group. Please pardon my intruding, but if you would allow, I have a tale to tell and help to ask."

- The gnome is **Drixell**. For an in-depth background of the situation, the GM can refer to **Appendix E: Drixell's Story**. A summary is:
- Kronn Mountainshaker and his monster horde at Trollback Keep demand tribute from Drixell's village, which taxes their resources in such a way that they barely survive.
- Drixell has keys to special manacles that imprison a mountain giant at the keep named Uthog. He believes that the enraged giant could inflict serious damage or at least create a diversion at Trollback Keep. He offers the key if the party decides to help.
- Drixell can lead the party to a Verloren clan that had recently been raided, and some of whose people were captured. He believes that the Verlorens may attempt a counterattack against Trollback Keep, which the party could join (see **Area #2** and **Appendix F**). Past interactions with the clan leaves the gnomes reluctant to ask for help.

- He also knows where the Dig Site is (**Area #3**) and can show the party where it's located, but Drixell does not join the party. Being noticed with the party could cause complications for his village (if the party fails).

Monster: Drixell (Rock Gnome): S 9, I 15, W 13, D 17, C 13, Ch 14, AC 1 (Armor, ring, Dexterity), Move 6, Lvl 5 Illusionist, hp 15, THAC0 19, Attack 1 (by weapon), Size S, Morale 11, XP 650. Items: **Dagger +2 of Levitation** (3/day), **Ring of Protection +1**, **Potion of Healing**, **Pipe of Fog**, 33 cp, 239 sp, 14 ep, 24 gp, 21 pp, 5 gems (75 gp ea) and a golden bracelet (150 gp).

Spells: 1st: *Armor, Audible Glamer, Cantrip, Color Spray, Detect Magic, Phantasmal Force* **2nd:** *Deep Pockets, Improved Phantasmal Force, Invisibility* **3rd:** *Phantom Steed, Spectral Force*



Artist: Artikid-Luigi Castellani,

Pipe of Fog

The entire length of this ornate long-stemmed smoking pipe is adorned with images of burrowing creatures. When the pipe is lit and the wielder is smoking from it, they may choose to create a *Wall of Fog* 3/day with their exhalation. Once per day, the smoker may exhale smoke into a perfect smoky clone of themselves that may be directed to move up to 100 yards but dissipates after 6 rounds.

2. Verloren Camp: Deep in the mountains, surrounded by knife-like ridges, a few herd animals graze quietly on the opposite slope of the broad valley. However, the serene scene is broken as a wolf howl scatters the herd towards the tree line. More howls answer the first, some near and some further away, and—just as suddenly—there is silence.

- The Verlorens surround the party in 1d4+1 rounds. Check for party surprise at a -2 (1–4 on a d10). Durnan, the leader, attempts to parley with the party. If attacked, the Verlorens fight back.
- Treated with respect, Durnan may tell a similar tale as Drixell but is unaware of the magical manacles.
- Durnan shares news that his clan's camp was attacked a few months ago, and several men and women were captured. Rescuing their people is their main focus, but they will support the party to wipe out the keep.
- Durnan can lead the party to the Dig Site if asked. They are watching it, waiting for the best time to sabotage and attack the site.
- If the party decides to be allies, they are required to be blindfolded, then led to the clan's new camp in a cave high in a peaked valley overlooking a lake. The path is hidden between massive boulders and shrubs, and watched carefully.
- **Inside Cave:** The Verloren Camp contains central fire pit with several piles of furs, survival/hunting gear and equipment.
- **Note:** See **Appendix F** for information about the Verlorens and stats.

Treasure: Inside a hide sack in the back of the cave are 35 cp, 153 sp, 351 gp and 15 pp, and a **Wolf Spirit Cloak** is draped over a stalagmite. **Note:** Durnan may allow a druid or shaman in the party to borrow the **Wolf Spirit Cloak** if they help rescue their captured people. If the rescue is successful, the cloak is gifted to the druid or shaman.

Wolf Spirit Cloak

The **Wolf Spirit Cloak** was made generations ago and worn by shamans of the Verloren Wolf Clan. Crafted of a wolf pelt, complete with a wolf head for the hood, it acts as a **Cloak of Protection +1**. Furthermore, the wearer enjoys +3 to their movement rate. Warriors wearing the cloak receive +1 to their Constitution. Druids and shamans can speak with wolves 3/day and can charm a wolf up to 1 HD per level of the wearer, much like the spell *Charm Animal*. If a rogue or wizard dons the cloak, they are polymorphed into a wolf of equivalent HD to their level. A save vs. petrification allows the wearer to remove the cloak in time before the transformation. Only a *Remove Curse* or *Dispel Magic* returns the rogue or wizard back to their true form.

3. Dig Site: *Day—most inhabitants are sleeping, but a few are on guard duty. Night—most of the mining activity occurs.* A mix of orcs, hobgoblins, half-breeds and other various humanoids are carving a jagged hole into a low mounded hill. Earth, rock and soil from the digging operation are hauled and dumped around the camp. The debris forms a crude 3' high wall.

Hides are stretched taut, creating a massive tent secured with timber and heavy ropes. Camp fires dot the clearing and surround a central spit, complete with a scorched 5' diameter cauldron. Hides and furs are strewn about under canopied cloth tarps. A recently gutted and oozing elk carcass hangs from a tree near the cauldron next to a pile of crushed goblin corpses. An especially warty and fat orc operates the fire under the cauldron, stirring its contents sporadically.

- Goblins are the majority of the slave work force. They dig and gather wood and water.
- A giant troll moves the larger boulders out of the dark cave entrance.
- A patrol of 4 orcs walk around the camp every 3 turns.
- **Note:** Under heavy attack, horns are blown to warn Trollback Keep, and a patrol is sent to investigate, which arrives in 2 turns. See **Area #4** for statistics.
- The mined tunnel leads to the **Discovered Shrine**. See **Appendix A**.

Monster: (4) Orc Patrol, (5) Chieftain's Elites, (6) Orcs, Korg the Cook, (4) Hobgoblins, (8) Goblins, (1) Giant Troll

Korg, the Orc Cook: AC 6, Move 9, HD 2, hp 16, THACO 19, Attack: 1 (cleaver 1d6 +2 to hit, +3 damage), Size M, Morale 15, XP 35. Items: bloody hide apron, 16 cp, 15 sp and 5 gp.

3A. The Tent: The pungent, foul odor of wet dog erupts out of the tent. Its contents are filthy and in disarray. A low, stout table is covered in spilled mugs, writing tools and stained vellum, surrounded by chairs and a half-empty barrel.

- There is a 35% chance that **Vekka Scholl (See Appendix H)** is here at night, but, during the day, he stays at Trollback Keep.
- The vellum is covered with crudely scrawled maps. One map is expertly drawn and shows the location of the Shrine of Deralugos in the surrounding wilderness; it is the same area as the Dig Site (300 gp to gnomes, 1,500 gp to a thieves guild).
- A bone scroll case with a metal lid lies on the table. **Trap:** If opened, a cloud erupts in a 10' radius and acts as a *Stinking Cloud*. Inside is a scroll with *Fireball* and *Levitate* at 7th level ability.
- A bag contains 8 scratched and chipped diamonds (50 gp ea), plucked from **Area #2** in the **Discovered Shrine (see Appendix A)**; the diamonds served as buttons to the statue.

4. Hunting Camp: The smell of campfire smoke is easy to follow to this location. Crude lean-tos and hide canopies intermingle in a heavily forested area. Furs and hide blankets lie beside the campfires scattered about the camp. A curved warhorn hangs on a peg next to the central campfire, and four gutted rabbits hang from a branch.

- At night, only 5 orcs tend to the camp. They attempt to blow the warhorn at the first sign of trouble. There is a 50% chance that the hunting party heeds the call and arrives in 1 turn.
- During the day, humanoids lie about in shaded areas.
- **Note:** These soldiers are aware of spellcasters being a threat and target them first with javelins. When 2/3 their number are slain, they attempt to flee to either the Dig Site (**Area #3**) or the keep (**Area #6**).

Monster: (20) Soldiers, (5) Chieftain's Elites, and a 35% chance that War Leader Bokar is present.

5. Elusive Elk Herd: A wooded glade is home to a huge herd of elk. Hooves have upturned the earth and muck as the creatures bury their faces in the lush, sweet grass of the forested meadow. The number of elk is hard to determine.

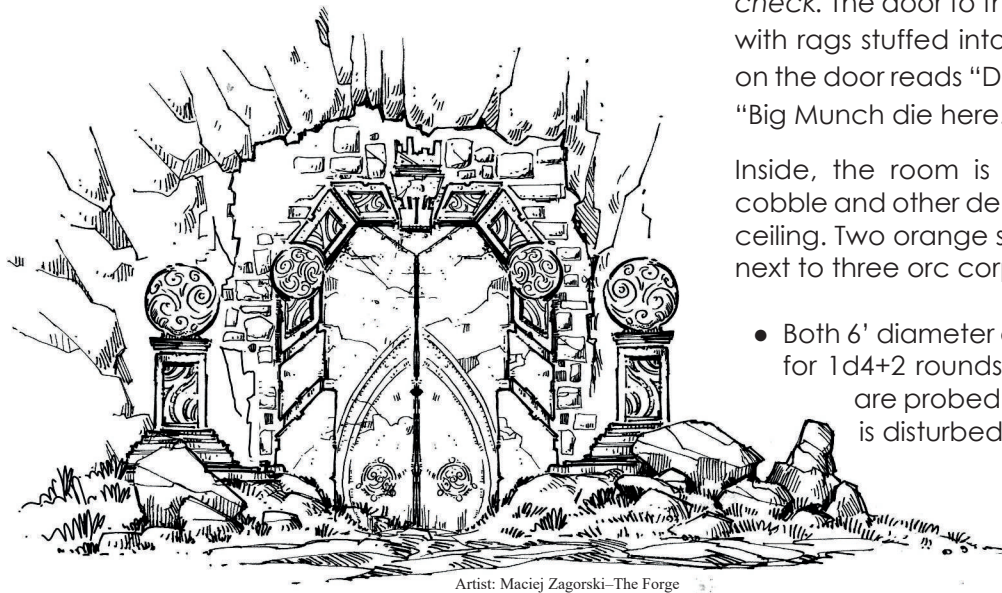
- There are 150 elk in the herd. They move if approached, with the bulls threatening anyone who draws near. They are aggressive and attack to defend the herd.
- The Verloren Wolf Clan are happy to hear of the herd and immediately form a hunting party!

Monster: (1d6+4) Bull: AC 5, Move 24, HD 3+3, hp 27, THACO 17, Attack 2 or 1 (2 hooves 1d6+3 or gore 2d6), Size M, Morale 7 XP 175.

6. Trollback Keep: The mountain valleys are steep and treacherous, often with no clear egress. A crumbled shale path to a ridge line provides a panorama view of forested hills, lakes, ravines and snow-capped mountains. To the south is a deep valley, cleared of its forest, with only stumps dotting the hillsides. A crude keep made of timber and stone squats in the center of the valley upon a low mounded hill. Many figures move within the keep's walls, and black smoke billows from the biggest building within. A main gate is flanked by two towers. A herd of cattle mill about and graze outside the walls.

- There is a 25% chance the party is spotted during the day, and 20 soldiers and 2 Chieftain's Elites are sent to investigate.
- Refer to **Appendix B: Trollback Keep**.

APPENDIX A: DISCOVERED SHRINE



Kronn's forces have started clearing rubble from the entrance to the Shrine of Deralugos. An earthquake collapsed the entrance and other areas of the shrine long ago, and the monstrous horde has started removing debris to uncover the shrine's secrets under the careful eye of Vekka Scholl.

GM's Notes: The halls are filled with continual, billowing dust from the mining operation, which makes it difficult to breathe at times without a damp cloth over the mouth. Sneezing and coughing may hinder chances of surprise, but this area is loud already with the digging operation in **Area #8**.

1. Entry: Past monstrous boulders, a tunnel has been cut through the debris of an avalanche. The tunnel opens slightly to a stone-paved hallway that continues through two huge, wedged-open stone doors.

2. Foyer: Three sets of stairs create a platform along the southeast wall. A giant statue (12' high) of a gnome in a fancy coat, complete with a monocle resting on his bulbous nose stands on top of the platform, glaring towards the entrance. Divots on the jacket show where eight buttons used to be, and graffiti covers the 'within reach' areas. A short, stone lectern lies toppled on its side near the base of the statue.

- A hidden drawer in the lectern holds oxidized and brittle paper. An old scroll holds notes of a speech for some sort of contest, but is mostly illegible. Other scrolls contain a spell of *Cure Critical Wounds* and another has *Shadow Monsters*.

3. Danger! The door needs a successful *Open Doors* check. The door to this room is barred from the outside, with rags stuffed into the bottom crack. Orcish graffiti on the door reads "Danger!," "Don't Open," "No!" and "Big Munch die here."

Inside, the room is half-filled with rubble, boulders, cobble and other debris from a cracked and collapsed ceiling. Two orange slimy molds cover the rocky debris next to three orc corpses.

- Both 6' diameter ochre jellies don't attack the party for 1d4+2 rounds. They attack immediately if they are probed or their food (i.e., the orc corpses) is disturbed.

Monster: (2) Ochre Jelly: AC 8, Move 3, HD 6, hp 38, 33, THAC0 15, Attack 1 (touch 1d10+2), Size M, Morale 10, XP 420ea. Special: Electricity-based reproduction.

4. Bedrooms: This series of rooms contains smashed and broken gnome-sized beds, dressers and other wooden furniture. Graffiti with slurs and crude pictures mark the walls (mainly orc and hobgoblin gibberish about hating gnomes, "Oriok Rules!" "Gluush is strongest!" etc.).

- These rooms are the haunt of a doppelganger who has been preying on the humanoid diggers. It is curious about the party and follows, waiting to attack an unwary straggler, or shifts into a missing human barbarian slave from the Wolf Clan. The doppelganger is smart and does not want to give up a good thing, thus it won't take any chances and remains content to prey upon easier targets.
- The doppelganger is aware of the ochre jellies in **Area #3** and avoids the area.

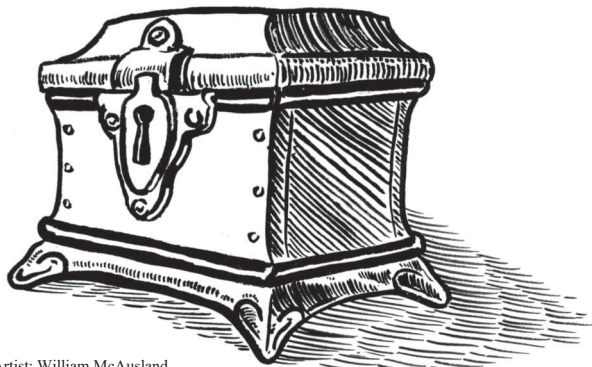
Monster: Doppelganger: AC 4, Move 9, HD 4, hp 30, THAC0 17, Attack 1 (1d12), Size M, Morale 12, XP 975. Special: shapeshift, immune to sleep and charm spells, save as 10th level fighter.

Treasure: The doppelganger wears an amulet shaped as a rose (400 gp) and a golden ring set with a garnet (250 gp).



5. Chests: The chamber is filled with 16 short tables that hold chests, boxes and containers of all different shapes and sizes. A ring of keys hangs on the south wall over a low table set with miscellaneous tools. The corpses of an orc and 4 goblins sprawl in front of different chests.

- The tools are 6 sets of thieves' tools. One set is exceptionally crafted and adds 5% to Open Locks.
- **Trap:** The ring of keys is magical, similar to a *Glyph of Warding*, and delivers 1d4 damage when touched, no save, and causes the person to drop it. It has 15 charges.
- **Trap:** Each chest is trapped and has different lock difficulty. Please refer to the table Lock Difficulty/Trap table.



Artist: William McAusland

6. Climb Practice: A slight breeze passes through several cracks and tiny crevices in the chamber. The eastern side is composed of a series of cliffs that reach the 100' tall ceiling. Ropes and various pieces of climbing gear hang on the walls or are collected in piles along the ground.

- Each cliff is approximately 20'–30' high. The last cliff is 10' from the ceiling. The cliffs have different levels of difficulty to climb. There is a -25% chance to climb along the northern side and +10% chance on the southeastern side.
- In 1d6 rounds, what looks like a dangling rope hanging 10' down from a dark, imposing cloud emerges from near the cliff. **Ilbryn Dromka's Braid** begins to 'attack' the closest person, attempting to lasso a target. A successful hit causes the rope to wrap up the individual and deposit them within the cloud. This item works similar to the *Rope Trick* spell.
- Inside the inter-dimensional space are five skeletons with rotted gear. Mixed with the bones and gear is a total of 150 ep, 200 gp and a piece of jasper (30 gp).

Monster: Ilbryn Dromka's Braid: AC 2, Move 6 (reach 20'), hp10, HD 1. Special: Needs +1 or better magic weapons to hit, attacks as a 5 HD creature. Note: If all targets are captured inside the inter-dimensional space, the rope untangles itself from the cloud and the party is trapped... forever.

Chest	Lock Difficulty to Open Locks	Trap	Contents
1	20%	Weak poison, save at +4. Fail, take 1d6 damage.	1 cp.
2	-5%	Dart trap. Save vs Breath Weapon or take 3d4 damage	Empty
3	+5%	Fiddling with lock causes a spring loaded silver dagger (20 gp) to eject from a hidden compartment in floor, 1d4 damage, save vs breath weapon to avoid.	Empty
4	normal	Glyph of Fire 1d10, save vs. spells for half.	Ruby (25 gp)
5	-15%	Paralytic poison needle, save vs poison or be paralyzed for 1 turn.	sack with 15 pp.
6	+5%	Ceiling block falls, 1d12 damage, save vs. breath weapon to avoid.	10 gp.
7	-15%	No trap	Potion of Neutralize Poison.
8	-10%	Pit trap, 1d8 damage	pouch with 25 gp.
9	+10%	Box carved like a dragon laying on treasure (see The Chest adventure on Drivethrurpg) or dragon belches flame 1d12 damage, save vs. spells for half.	7 cp., Potion of Healing
10	-20%	Poison needle, 2d8 damage, save vs. poison for half.	Bag of 3 pearls (100 gp ea)
11	normal	charred chest, no trap.	20 sp
12	-5%	Needle of teleportation, failed disarm teleports person to Area # 6 on the top of the cliff.	a can of weaponblack (+3% to hide in shadows).
13	-30%	Spiked floor, 1d10 damage. Poison needle, 15 damage, save for half.	Potion of Invulnerability, Knife Buckle +2
14	+10%	Acid gas, 10' radius, lasts for 1d4 rounds, for 1d6 damage per round, no save.	35 gp
15	unlocked	no trap, clues of a sprung poison needle	Empty
16	-20%	Sleep gas, 10' radius, save vs. spells or sleep for 1d6 turns	Diamond (150 gp)

Ilbryn Dromka's Braid

This item is a 2' long, thick braid of blonde hair. When someone speaks the name 'Ilbryn Dromka' out loud while gripping the Braid, it begins to elongate into a 10' long rope that attaches itself to a dark cloud. Climbing the rope allows characters to enter an inter-dimensional space and acts very similar to the *Rope Trick* spell, working for 12 turns.

However, there is a 40% chance that the Braid is defiant and attempts to 'attack' anyone nearby and deposit them in the inter-dimensional space. In defiant mode, victims can't leave the inter-dimensional space, as it becomes a one-way entrance. Once the Braid has no more victims to target, it disconnects from the cloud and falls to the ground lifeless. The cloud fades away and traps its victims forever.

A successful roll versus the character's Charisma score keeps the Braid in check, but failing it makes the owner the first target to be lassoed. Severing the rope from the cloud dumps all the potential victims to the ground, and **Ilbryn Dromka's Braid** loses its power for a full day before it is able to work again.

7. Fountain: The passages open into a chamber filled with the soothing sounds of water falling from a massive fountain in the northwest wall. The fountain is fashioned into the shape of dancing wood nymphs, with water emerging from their heads for their 'hair'. The double doors to the southeast are open, and loud noises of mining and grunting almost cancel the sounds of the fountain. Rocks and debris are piled just inside the door.

- The waters have been fouled by the humanoid miners, who've been using it as a latrine. If someone casts *Purify Water* within the pool surrounding the fountain, the statue appears to animate, and nymphs undulate and rejoice, blowing kisses to their benefactor. The benefactor receives the benefits of a *Bless* spell for three full days.

8. Rubble: This cramped passage is filled with rocks, gravel and debris. Several creatures dig rubble out of the passage.

- The party gain +2 to surprise against these opponents.
- Once discovered, the monsters attack, except for the goblins, who attempt to flee, and Holgur.
- Holgur is an ogre, who has been charmed to clear this tunnel. Holgur stops to rest and eat, but is determined to clear the tunnel. He defends himself but yells "Stop! Time to diggy!"

- If the party helps Holgur, it will take 2 days to clear the passage, after which the tunnel continues for about a half mile, where it is blocked by more rock that takes about 4 hours to clear. Then, the passage leads to **Area # 22** of the **Shrine of Deralugos (Appendix C)**. Holgur snaps out of it after the digging is done. He tries to flee, but it's possible to befriend him, as he is not overly aggressive, but he won't fight against the residents of Trollback Keep.

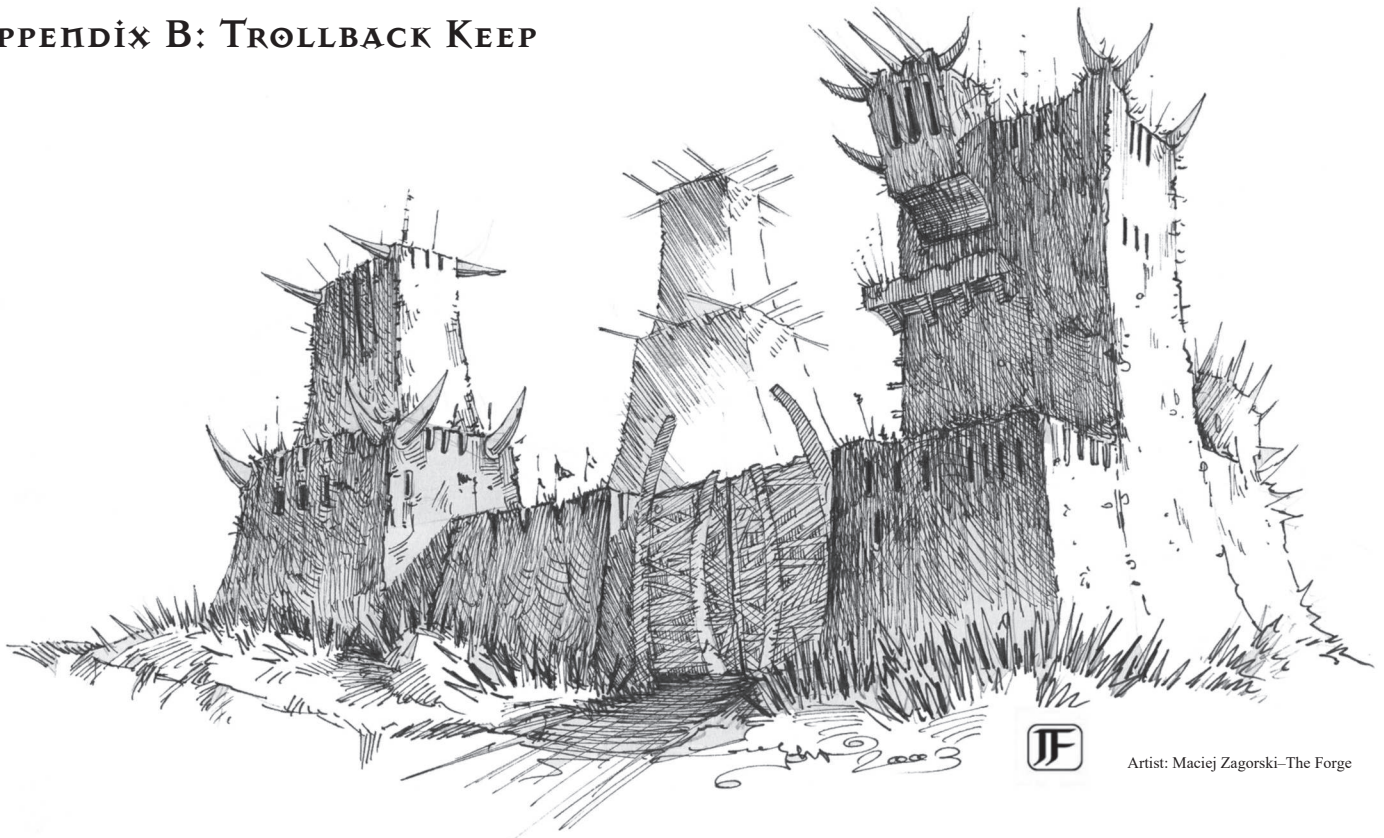
Monster: (5) Orcs, (8) Hobgoblins, (8) goblins

Holgur: AC 5, Move 9, HD 4+1, hp 28, THAC0 17, Attack 1 (Slam 1d10, or by weapon +6), Size L, Morale 12, XP 175.



Artist: Patrick E. Pullen

APPENDIX B: TROLLBACK KEEP



Artist: Maciej Zagorski-The Forge

GM's Notes: One soldier stands guard along the wall at every 30'. A patrol of five soldiers walk the length of the entire wall once per hour (takes 15 min). During the day, the keep is relatively quiet. Guards are posted, but most everyone is asleep. Animals wander about and children can be heard crying and screaming. During the night, the keep is busy with soldiers doing chores, eating and training. A hunting party leaves to gather food (35% chance Bokar leads them) and returns 1d10 hours later, unless the alarm is raised, at which point drums in each gate tower (**Area #2**) and at each corner tower are sounded.

Special Note: If an alarm is sounded, Chief Kronn enters one gate tower and Veca Sholl enters the other gate tower in 1d10 rounds. If the walls or gate are breached, both flee to the keep (**Area #9**) immediately, while the trolls focus on retaking the gates. Veca Sholl does not fight to the death and attempts to flee if escape is possible.

1. Outer Wall: The walls are made of layered logs, stones and mud, and rise to 20' tall and 10' thick.

- Every 30' there is a barrel with 30 javelins and a guard.
- **Alarm:** One soldier stands guard at every 10', and the patrol is doubled. Two giant trolls clamber up to each gate tower.

2. Towers and Gates: The towers on either side of the gate are 25' tall. The gate is 15' high, made of logs bound in iron.

- The gate has a pulley system to work the great bar holding the doors closed from within. The giant trolls (19 Strength) can lift the bar on the gate without the pulley.
- There are always 2 soldiers stationed in each tower.

Monster: (4) Soldiers

- **Alarm:** Two giant trolls move into each tower, near a stack of 20 boulders in each tower. Four soldiers man each tower with 40 javelins in each tower.

Monster: (4) Soldiers, (2) giant trolls

3. Barracks: A fortified wood overhang follows the north and south walls, providing a rough shelter for soldiers to sleep under. Miscellaneous equipment, weapons and fur pelts are scattered haphazardly around the area.

- There are 10 + 1d12 soldiers in each area. They can be ready for combat in 1d4+1 rounds.

4. Fire Pits: Coal, wood, refuse and waste are burned continuously in these shallow pits.

5. Pond: This shallow, 3' deep pond is fouled with mud and humanoid waste.

6. Log Cabin: This crude cabin has iron bars over the windows. Inside the main room, humanoid females on one side glare at 6 human women on the other. Several young move about the room playing.

- There are a total of 11 female orcs, half-orcs and goblins with five young.
- There are six pregnant Verloren Wolf Clan females with three babies, each a half-orc. One of the women continually babbles, rocking herself and avoided by the others. Her mumbling is mostly incoherent, but suggest a tale of murdering her own child, a half-breed.
- The women report that the Verloren Wolf Clan men worked at a Dig Site (**Area #3**) until broken and dead...then they were eaten in front of the women.

7. Sholl's Cabin: This stout cabin is made of logs and mud, with barred windows. The doors can be barred from inside. It is composed of one common room with a fire pit, tables, a cauldron and shelves. Odd items, tools and animal skins are scattered about the room.

- Keen observation shows most humanoids veer away from this cabin.
- Vekka Sholl has a 30% chance of being inside.

Treasure: Hidden in a niche in the floor covered by a stone is a small locked chest. **Trap:** Poison needle trap, save vs. poison or die in 1d4 rounds. It contains 13 cp, 84 sp, 330 gp, 2 rubies (300 gp ea), 3 emeralds (350 gp ea) and a pearl (500 gp). An elk bone scroll case contains a scroll (Level 12) of *Acid Arrow*, *Feeblemind*, *Freezing Sphere* and *Stone to Flesh*.

8. Slave Pit: A giant is shackled by manacles to great chains at his wrists and ankles at the bottom of a huge, 20' deep pit that reeks of urine.

- If freed, Uthog goes berserk in 1d10 rounds. He bellows as he climbs out of the pit, challenging all! He does not attack the person in the pit who frees him but attacks anything else that's close to him once out of the pit—although, he favors attacking humanoids. It takes him 1d4 rounds to climb out of the pit as his strength returns. He will use the manacles and chains as a weapon. Once berserk he fights as long as he sees enemies standing. He is immune to *Charm*, *Fear* and *Hold* spells while berserk. He fights to -17 hp then drops dead.
- The giant has peed into a crack, near the bottom of the pit that a human could barely squeeze into (with no gear on). The crack opens into a larger shaft descending down 50' to the underground river of the Shrine of Deralugos (**Appendix C**, near **Area #1**). The shaft has rough edges and surprisingly easy to climb...it just smells strongly of urine.

- Uthog is held by the **Gnomish Giant Manacles of Weakness**.

Monster: Uthog, the Mountain Giant: AC 4, Move 15, HD 15+3, hp 99, THAC0 5, Attack: 1 (hurl boulder 2d20 +10 damage) 1 (giant chain 4d8 +10 damage, range 20ft.) 2 (2 hands 1d10 +10 damage punch, back hand, grab, throw or squeeze) 1 (punt kick 1d10 +10 damage) Size H, Morale 15, AL CN, XP 10,000. Items: loin cloth.

Gnomish Giant Manacles of Weakness

These manacles and collar are forged with heavy iron chains and connected to restrict movement to only half the wearer's arms' full extension. The chains are extremely well-made and never rust. The collar and manacles only fit giant-size beings. Once clasped in place, the collar and manacles reduce a giant's Strength by half. Currently, only Chief Kronn and Drixell have a key to unlock the manacles.

9. Keep: The iron-bound wood doors to the keep are 10' high by 15' wide. Inside, the roof rises 50' high, held aloft by 6 great tree trunks. A huge fire pit lies in the center of the open chamber with a spitted beast broiling over the flame. Crude weapons, shields and battle trophies hang on the walls. A great stone throne rests against the west wall with bulky red curtains on either side.

- Four Chieftain's Elites guard the doors. There are always 6 soldiers in the common room.
- There is a 70% chance that Kronn Mountainshaker is here with 30 soldiers, a 45% chance that Bakor is here and a 35% chance that Vekka Sholl is here.
- **Alarm:** An additional six soldiers and one Chieftain's Elite defend this area. Kronn and Vekka Sholl flee to this area if the gate is breached outside.

Monster: (4) Chieftain's Elites, (6) Soldiers

9A. Chief's Lair: Behind the curtains is a table flanked by stout chairs. A fireplace is built into the back of the throne wall. In two corners are piles of fur lain over moldy straw. A heavy chest and barrels line the western wall.

- One of the barrels is filled with water, one is a keg of ale and one is a cask of wine (gnomish, 300 gp). One barrel holds 3,800 cp.
- The chest is locked (Kronn has the key). Inside are 1,900 sp, 8,555 gp, 1,800 pp, a golden dwarf visage belt buckle (400 gp), three silver chains (200 gp ea), diamond earrings (200 gp), a crossed hammer platinum medallion (500 gp) and a golden armband (150 gp).

10. Troll Hole: The bottom of each corner tower has a hide-covered opening. Beyond is a dark, dank den, perhaps 10' x15', with a low, stone slab ceiling. Gnawed bones split and cracked are scattered around a pile of mangy furs. Various skulls of animals and humanoids are plastered to the wall with dung. An overpowering stench of urine and mold thickens the air. There are several boulders piled near the entrance as well as a large club.

- Hidden among the furs is a sack. Within will be found 4d100gp, 6d100sp. 1D4 gems of various values.
- There is a 50% chance that a giant troll is in their den, possibly sleeping during the day.

11. Grounds: The courtyard is full of packed dirt and weeds with various animals wandering about.

- The animals are skittish and flee if approached. There are 3d6 oxen, 1d6 donkeys, 1d4 mules, 2d4 goats and 10d10 chickens.

12. Well: This well descends 50' to an underground freshwater river.

- The well is one of the entrances to the Shrine of Deralugos (**Appendix C**) and leads to **Area #11**.



Artist: Jason Walton–Loius Porter Jr. Design

APPENDIX C: THE SHRINE OF DERALUGOS



Artist: Maciej Zagorski-The Forge

GM's Notes: The shrine was built for gnomes, and most passages are 5' tall, although the rooms have at least 10'-high ceilings. Characters with 2-handed weapons suffer a -2 to attack rolls in the 5' tall passages. Some traps are obvious, rusted and not working properly. Areas near eroded cliffs can be slippery, and unwary characters may need to make a Dexterity check to keep their footing or fall into the river as determined by the GM. Most doors are warped and may require an Open Doors check or tools as determined by the GM. The river is 5–10' deep, and the bigger pools can be up to 20' deep.

Two new monsters, olms and the zospeum, can be found in **Appendix D: New Monsters**.

There are no wandering encounters inside the shrine.

1. Piss Hole: The hole descends (50') through a urine-stained chimney of ragged rock ledges with plenty of hand and toe holds. The ground is carved flagstone, with a puddle of urine that drains slowly into an underground river to the west. Sagging double doors hang on rusted hinges to the north, a solid metal door is to the east, and, to the south, stairs descend into darkness.

- Characters need to roll two successful Dexterity checks if climbing down the cliffs without a rope, as the urine has made things slippery in places. Failure means they fall and take 1d10 damage per 10'.
- The northwest cliff drops 10' down into a slow-moving, dark, underground river.

2. The Perch: Movement and scuffling, just out of light range, occurs along the cliffs on the western side of the chamber. Only a translucent, whitish, 4' tail is visible before it disappears over the cliff and a loud splash reverberates throughout the chamber.

- These olms attempt to enter the stream if any light or movement is noticed. The cliff is 10' down to the river.

Monster: (2) Olms: AC 4, Move 6 (18-swim), HD 5, hp 32, THAC0 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.

3A. Rock On! A pressure plate in the middle of the crossroads to the south of **Room #3**, causes a chiseled, round boulder to drop from the ceiling of the southern part of **Room #3**.

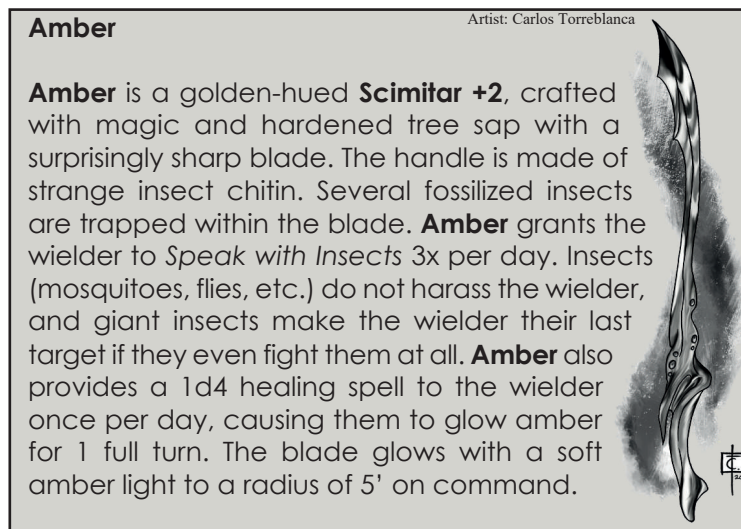
- 1-3 characters in the crossroads need to make a saving throw vs. Breath Weapon or be squashed for 2d20 damage. If the saving throw is successful, ask them which direction they are dodging towards. Running south causes characters to fall into a pit for 1d8 damage. The boulder rolls south down the stairs lands in the pit and delivers 2d20 damage to anyone inside, and effectively traps the victim. A successful Bend Bars/Lift Portcullis (3 characters may combine their %) shifts the boulder enough for someone to escape the pit.

3. Weapons Master: The ceiling in this room is 20' high. The sound of roaring water can be heard from the west, and the air feels damp (torches may sputter). Stone weapon racks line the walls with a variety of dust-streaked and damp weapons (swords, daggers, war hammers, maces and javelins), and bucklers and shields hang on the walls.

- In 1d4 rounds, the Weapons Master enters the room from **Room #4**.
- The Weapons Master is a 10' tall, 5-armed kobold made entirely of tree sap (amber) with a permanent devilish grin. It holds a halberd, shield, war hammer and a wicked amber scimitar. It targets gnomes, dwarves and halflings first (in that order). **Note:** Gnome adventurers retain their +1 to attack rolls against this 'kobold' due to their racial hatred.

Monster: Weapons Master (Amber Golem): AC 5, Move 12, HD 8, hp 50, THAC0 13, Attack 3 (halberd 1d10+2, warhammer 1d4+3, scimitar-**Amber** 1d8+4) Size L, Morale 18, XP 2,000.

Treasure: Once destroyed, amber pieces can be collected and sold for 500 gp. Some pieces have trapped, fossilized insects. If inspected, one dusty buckler on a wall is a **Buckler +1**.



4. View: The chamber has been eaten by the river, with most of it submerged 10' below and its contents scattered downstream. The roar of waterfalls is almost deafening as it echoes through the flooded caverns beyond. The air is damp with a prevailing mist, and the floor is slick in several places.

- The cliff is roughly 10' down to the river. Looking down, a statue of a mole leers up to viewers from underwater. The eyes of the statue are amber gems (100 gp ea).
- There is a 35% chance that olms are fighting zospeum at **Room #15** and characters may become aware of it.

5. Balloons: This peculiar chamber has copper metal tile slabs (500 cp ea, 50 lbs.) covering the 10' x 20' section of floor on the southern part of the chamber (gray floor on map). The ceiling (15' high) is concealed due to hundreds of floating animal intestine balloons.

- Characters may easily jump over the first copper tile slab to the northern part of the room.
- **Trap:** A combination of 300 lbs on any of the copper tile slabs causes nails riddled in the ceiling to inject into the balloons, effectively popping them. The strange gas inside the balloons liquefies when exposed to air and showers anyone inside the room with a sulfur-smelling liquid. Any lit torches or lanterns immediately combust the liquid, delivering 1d8 damage for 1d4 rounds to anyone covered with the liquid. Both doors have door handles that spark when pulled, effectively igniting the liquid if it's exposed.
- 1d4+1 balloons may survive the nailing or burning and may be used by clever party members if desired.

6. Pedestal: The southeastern part of this room has eroded, leaving a 6' cliff to the underground river. The floors and walls are completely covered by water, and a constant damp mist billows into the room from the nearby roaring waterfall (**Room #15**). A 2' high x 2' wide x 2' long pedestal squats next to the cliff with a shiny gemstone-riddled vase set upon it.

- **Trap:** The trap is broken and no longer works. Pressure plates surround the pedestal. A loud click is heard if stepped upon and a hissing of released air (harmless) from the floor. The poisonous gas has escaped due to the erosion from the river.
- The vase has several different gemstones upon it and may be sold for 500 gp.
- **Room #16** can be seen from the pedestal.
- There is a 35% chance olms are fighting zospeum at **Room #15** and characters may become aware of it.

7. Engraved Door: Rubble and debris effectively block the west passage. The southern door is engraved with a tree with several branches and roots. Squirrels, moles, and other burrowing creatures are scattered among the branches or within the roots.

- The door requires an Open Door check or must be forced open with tools.

8. Flypaper: Half a gnome-sized skeleton stands in front of the western door. The top half is crumpled upon the ground with a backpack and rotting leather armor, while the bottom half is still erect with half-rotted boots fixed to the floor.

- The entire floor of this chamber is extremely sticky and immobilizes those who attempt to walk across. After 5' of movement, there is a 90% chance that a character becomes stuck. Vinegar neutralizes the stickiness or rubble and debris can be used to make a pathway.
- The backpack contains an empty large sack, adventuring supplies (lock picks, torches, etc.), and 224 gp.

9. Only Bones: All the stone walls are scratched with deep gouges, with bits of rubble and dust at their base. A giant set of bones of a reptilian creature lies in a heap against the south wall with a few gnomish skulls and bones littered about the room.

- This room is now only a tomb for Rufus, a young behir, that served as a challenger for thieves that starved to death. There is nothing of value.

10. Draw Bridge: An impressive draw bridge stands erect over a gurgling underground stream 10' below. Beyond the river, double doors can be seen set into the rock wall on the opposite side. A strange stone box lies near the bridge with five fist-sized holes set in it.

- Each hole has a lever. The **4th hole** has the **correct lever** that operates the bridge. It drops noisily to provide safe passage. A rope lasso or other method to move the levers without using a hand has a 15% chance to work.
- **Trap: Hole #1:** The hole contains a poison needle trap. Save vs. poison or take 3d8 damage.
- **Hole #2:** The hole releases a paralytic gas in a 10' radius. Save vs. paralyzation or be paralyzed for 2d10 turns.
- **Hole #3:** Blades come out near the opening, severing the hand (2d6 damage) and delivering an extra 1d4 damage per turn from bleeding until bound or healed.
- **Hole #5:** The hole shuts, trapping the victim's hand inside.
- There is a 25% chance the 'Fishers' from **Room #19** hear the bridge over the noise of the waterfall and come to investigate.

11. Olm Lord: This is the territory of a huge olm who feeds first from whatever floats downriver. It fights to protect its territory and status.

- The party may decide to go west upriver, in which they discover water flows out of a crack that impedes progress. Or, perhaps it leads to further adventure as determined by the GM.

Monster: Giant Olm: AC 4, Move 6 (18-swim), HD 9, hp 64, THAC0 11, Attack 1 (bite 1d12), Size L, Morale 15, XP 1400.



Artist: Dean Spencer

12. Island: This island is the remnants of a corridor before the river eroded it away. It rises 10' above the water and matches the height of the area leading to **Rooms #1 and #2** as well as **Room #20–#23**.

- Although they usually flee from light sources, anyone entering their watery territory is attacked by olms.

Monster: (5) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 33, 29, 28, 25, THAC0 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.

13. Narrow Falls: This waterfall falls 8' into the big lake (**Room #14**).

- Closer inspection of the waterfall shows harmless albino cave angelfish clutching the walls of the waterfall with their fins:
(https://en.wikipedia.org/wiki/Waterfall_climbing_cave_fish).

14. Feeding Area: This chamber contains the largest and deepest pool in the system. Water seeps from the walls and drips from the ceiling. The roar of the waterfalls makes it difficult to hear.

- Remnants of stonework and chamber contents may be found underwater along the bottom. The pool is 20' deep.
- Most of the olms live in this pool and fight to protect their territory and food source (cave angel fish).
- Most items were washed further downstream; however, there may be items to be found as desired by the GM. Suggestions include sections of worked stone, statues, stone furniture, weapons, skeletons (mostly past gnome treasure seekers) and some random trinkets valued at 1d10 x100.
- The olms use the underwater debris to their advantage as an opportunity to hide if mortally wounded.

Monster: (10) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 33 x3, 29, 28, 25 x2, THAC0 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.

Treasure: A locked, waterlogged chest lies near the waterfall by **Room #15**. It's so rotted that it may break and dump its contents if moved, and the lock is easily bypassed. Inside the chest are 375 gp, 2 garnets (75 gp ea), 175 pp and 10 **Crossbow Bolts +1**.

15. Border Brawl: A wide waterfall roars and gushes water over a 15' drop. Jutting rocks capture tiny water pools, form rivulets and cause water to splash everywhere, drenching everything. Hundreds of cave angel fish cling to the waterfall.

- Jutting rocks provide a way up and down the waterfall, but it's slippery and a failed Dexterity roll causes the character to fall below, taking 1d10 damage.
- This area is very active, as the olm and zospeum fight to protect their territory. Corpses are eaten by the opposing forces. There is a 35% chance that a battle is occurring while the party is in this area.
- The pool below the waterfall is 12' deep.

Monster: (4) Olms: AC 4, Move 6 (18-swim), HD 5, hp 40, 34, 29, 28, THAC0 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.

(3) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 44, 43, 36, THAC0 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears and clubs.

GM's Note: The zospeum are very curious of the party. They won't attack right away. Communication may prove difficult, but they are interested in allying with the party to destroy the olms or get assistance to obtain the weapons from the Weapons Master in **Room #3** (it terrifies them) or assistance with the 'Fishers' in **Room #19**, or to trade. If the party snuck into the shrine before taking out Trollback Keep, they may find allies with the zospeum if they help against the olms and 'Fishers.' Or, if attacked, they fight to defend themselves and their territory.

16. Mud Isle: This 5'-high isle continually gets bathed from the mist of the waterfall and its surface is wet mud and muck. Three mounds of mud, roughly 4' tall x 12' long x 5' wide are near the middle.

- These mounds were created by the zospeum and the isle can be considered their barracks. They focus on the area around the waterfall, defending their territory from the olms.
- Inside the mounds are half-eaten olms, crude weapons (crossbows, bolts, spears and clubs). There are also three Zospeum Shields (see **Appendix D: New Monsters**).

Monster: (7) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 42, 41, 36, 32 x3, 30 THAC0 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears, crossbows, clubs and shields.

17. The Beach: The water is very calm and washes gently along a muddy shore. Chunks of worked stone and wood remnants of furniture and doors are stuck in the mud. There are several mud mounds (12 total) about 3' tall x 5' long x 3' wide.

- This is the main living area of the zospeum. Several may be feeding or doing chores about the mud mounds. They alert each other to any outsider presence.

Monster: (15) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 33 ea, THAC0 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears, crossbows, clubs and shields.

There are 5 young who do not fight.

Treasure: Inside the mud mounds are a total of 7 zospeum shields (150 gp ea), a pearl necklace (600 gp), a tourmaline ring (475 gp), 167 sp, 423 gp, and 88 pp.

18. Angel Falls: This narrow falls is covered in cave angel fish. The waterfall descends 30' into darkness. Jutting rocks provide handholds for access up and down the waterfall. Glistening, moist webbing extends from the walls at different levels throughout the descent.

- Those climbing up or down without rope or other similar equipment must make a Dexterity checks at -2 every 10' to avoid falling. Those falling have a 65% chance to fall in a web created by the Fishers in **Room #19** who check their traps once they feel vibrations. It takes 1d4+1 rounds to cut oneself out of the webbing.

19. The 'Fishers': The chamber opens into a spacious cavern with several rock ledges of varying heights. The ceiling is approximately 50' high and webbing is everywhere. Water forms a whirlpool as it drains down through an underwater hole.

- These successful spiders have been coined 'The Fishers' by the zospeum. They capture and eat fish, zospeum, the occasional olm and anything else that floats downstream and, as a result, have become very plump.
- They attack immediately from different sides of the room along their webs.
- Entering the whirlpool and hole can lead deeper into natural caverns, be too small to pass through, or lead to a watery death as determined by the GM.

Monster: (3) Giant Cave Spiders: AC 3, Move 12, HD 6, hp 42, 40, 36 THAC0 15, Attack: 1 or 2 (bite 1d8+2+ poison, or 2 legs for 1d6 damage) Size L, Morale 13, XP 650. Special: Bite, save vs. poison at -4 or be paralyzed for 3 days. The Cave Spider can shoot a sticky filament of web on a successful hit and drag the victim (up to 225 lbs.) to its mouth for a bite attack.

Treasure: These spiders have collected quite a few random items. A shovel, crowbar, thieves' tools, an empty crate and two pony kegs of gnomish ale (200 gp ea). There are two bags and a backpack. **Bag #1:** 245 cp, 75 gp, and 1 ruby (200 gp). **Bag #2:** 200 ep, 175 gp, and 200 pp. **Backpack:** 33 gp, a flask of oil and **Crown of the Bat**.



Artist: Brittany Michel

Crown of the Bat

This crown is made of silver with inset opals (1,500 gp). When worn, the wearer may use echolocation similar to a bat. This provides the location of hidden or invisible creatures, and negates the -4 to attack rolls when blind. However, for the first few weeks of use, the wearer suffers migraine headaches and moments of disorientation.

20. Mud Slide: The passage is slippery, caked with mud, and littered with shallow puddles of water.

• **Trap:** After 10', this passage collapses and takes 1d4 characters down a mud slide. It deposits them into the pool below, delivering only 1d4 damage. Armored characters have a chance to drown in the 10' deep water.

- Two olms feed here and are attracted to splashing noises, as are the olms from **Room #12** who arrive in 1d4 rounds.

Monster: (2) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 35, THAC0 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.

21. Burrowers: Trap: A scythe springs out of the wall to the entrance to this room, at gnome's head height, for 2d6 damage. Save vs. Breath weapon to avoid.

This room is peppered with tiny holes (1" to 6" big) in all of the walls, at varying heights about the room.

- The holes seem to have been constructed by burrowing creatures. Most are collapsed after several feet or abandoned.

22. Hall of Names: Seven copper plaques (100 gp ea) cover the walls of this chamber. Inscribed upon them are names with gnomish flavor, as well as a bit of history of what this place represents—A shrine to the gnomish deity, Deralugos. Boulders, rubble and debris choke the northwestern part of the room.

- These names are all past contestants. Some typical names—Horfiz Zorfner, Hisner Ackala, Manben 'Three Finger', Trazu Trizzlezeep, Kasvyn Korbash, Valtix Badgerbud, Venssa Lighteyes and Faessa Fassuze.

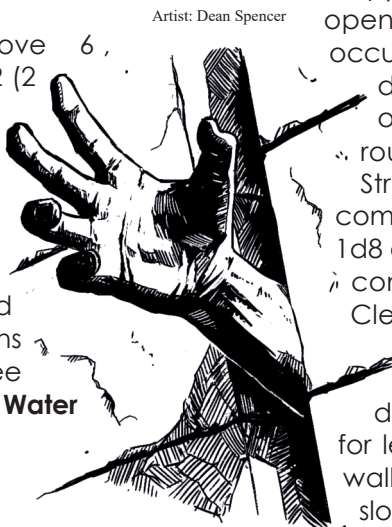
- Bards or gnomes recognize the name of Deralugos, gnomish deity of traps, treasure and gnomish inventions.
- Mud-caked and barely legible are a series of rules for the competition (6 hours total to complete, fighting other contestants is free game, there are no traps on any doors, etc.).
- The northwestern rubble choked passage used to be the main entrance and connects to **Discovered Shrine (Appendix A, Room #8)**. The passage takes 4 hours to clear.

23. Merry-Go-Round: The door opens to an immense round chamber with a 15'-high domed ceiling. Intermixed randomly in the ceiling's stonework are sparkling gems. On the far side of the chamber is a pile of spilled platinum coins on the floor from an overflowing chest with a half-opened lid. On either side of the chest are 3'-tall vases with floral designs.

- **Trap:** The chest can't be moved, and if an attempt is made to do so, there is a 75% chance of setting off the trap. As soon as the chest's lid is opened fully, the locking mechanism releases the floor to the whole room. The floor jerks violently then spins clockwise like a merry-go-round. The initial jerking causes the floral vases to spill over and release cheap glass marbles that scatter about the room. Characters need to make a saving throw vs. Breath Weapon at -4 or lose their footing from the combination of spinning and marbles. Those who fall fail to regain their feet unless magic or an item, such as a **Ring of Free Movement**, is used. The room spins quickly for 6 rounds then stops immediately. The secret doors open and 3 wood golems enter and begin to attack.
- The 3 wood golems are weaker than usual, due to dry wood rot due to the length of time that has passed.
- Characters are disoriented, dizzy, and fight at -4 for 1d6+1 rounds and unable to cast spells.

Monster: (3) Wood Golems: AC 6, Move 6, HD 5, hp 36 ea, THAC0 13, Attack: 2 (2 slams 2d6), Morale 19-20, XP 975 ea. Special: Immune to spells unless cast by a creature with HD 4 or greater.

Treasure: There are 50 gemstones of different types (10 gp ea) in the ceiling. The chest has a false shelf and is not as full as it appears. It contains 300 pp. Under the false shelf are three potions: **Oil of Timelessness**, **Potion of Water Breathing** and a **Potion of Speed**.



GM's Note: The rumbling noises from **Room #26** can be heard over the river once the double doors from the bridge (**Room #10**) are opened.

24. Erosion: The sound of the river reverberates through this room, but it appears relatively empty.

- The floors marked to the north collapse when 50 lbs of weight are upon them due to heavy erosion. Characters drop into the river, suffering 1d8 damage from loose debris and the fall. Refer to swimming and drowning rules. After 3 rounds, characters may be deposited over Angel Falls (**Room #18**) if not assisted or able to climb out of the river.

25. Tight: The stone door is engraved with the image of a curled, sleeping dragon. The door opens to darkness, but a light slowly sputters to life from a lantern at the end of a long, 10' wide passage. Massive shadowy wings, a serpentine head and a curled tail emerge as the shadow comes to life! But the lantern sputters and ruins the effect, revealing only a 2' tall statuette of a fire-breathing dragon with outstretched wings at the end of the hall. The statuette is riddled with gemstones sparkling in the light of the lantern and appears valuable. Above it are two crossed longswords mounted on the wall.

- Closer inspection of the floor reveals faint striations across the worked stone. The walls are smooth and have a slight gap from the ceiling.
- Closer inspection of the statuette reveals that it's crafted from gold and has engravings of intricate details of the fire, scales, wings, claws and the overall muscles of the dragon.
- The crossed longswords are mundane. The lantern is **Osaka's Lanthorn**.
- **Trap:** Walking on the pressure plates (noted on the map) causes the door to slam shut (unless spiked open) and loud rumbling and squealing noises occur as the walls slowly begin to close. The exit door takes a successful Open Doors at -2 to open. The walls close completely in 3 +1d4 rounds. **Note:** the trap is old. A combined Strength of 70 stops the walls from shutting. A combined Strength of 45 slows the walls, causing 1d8 damage per round once the walls are closed completely. The walls retract after 3 rounds. Clever play using equipment (iron spikes, weapons, etc.) to slow the walls is encouraged but their effects should be determined by the GM, e.g., slowing the wall for less damage or damaging equipment. If the walls close completely without them being slowed, they inflict 5d10 damage.

- The statuette can be used to prop the walls open if set long ways but crumples, leaving only 1' of clearance. A crumpled statuette is devalued by $\frac{3}{4}$ its worth, as the artwork is ruined. The walls return to normal and the door opens after 1 full turn.

Treasure: The statuette (10,000 gp, or 2,500 gp if used to survive the trap) and **Osaka's Lanthorn**.

Osaka's Lanthorn

The lantern is crafted from electrum and of gnomish make. It acts as a normal lantern, except that any flask of oil put into it lasts 24 hours. **Osaka's Lanthorn** is airtight and may be used underwater. **Osaka's Lanthorn** may also be programmed to turn on at a certain time or in response to a certain action (e.g., the opening of a door), much like the *Magic Mouth* spell.

26. Have a Ball! Rumbling shakes the hallway from whatever is inside this room. Opening the door reveals a half-pipe-shaped room with several massive, round, stone balls rolling back and forth. The stone floor and walls where the balls roll are smooth stone. Some are faster than others, but the timing of the rolling stones offers a brief glimpse of a doorway on the opposite side of the room.

Artist: Dean Spencer

- **Trap:** There are a total of five, 8'-diameter 'marbles'. They are located on the grey section of the map. These marbles are magical, don't stop rolling and can attempt to speed up or slow down to hit targets attempting to pass their line of travel. However, they can only move back and forth. If manipulated somehow (magic, great strength, etc.) to move off track, they roll until hitting something solid (wall, door, other marble, etc.) before stopping.
- Characters attempting to cross must make a Dexterity check at -2 to make it safely over **each** grey section on the map. If struck by a marble, characters take 3d10 damage, but a successful saving throw vs. Breath Weapon reduces the damage by half.

27. Confusion: This room is lit by a Continual Light. The door to the east is made of stone with a bearded gnome's face engraved upon it. A brass ring hangs from the nose and serves as a knocker. To the west is a 7' tall stone statue of an armored gnome holding a double-headed hammer.

- The door does not budge and won't open. Knocking with the brass ring knocker triggers a *Magic Mouth* at the carved gnome's mouth that asks "Who's there?" Further interaction occurs only when a 'knock knock' joke is delivered. A successful 'knock knock' joke causes the door to rumble open (e.g., brass rings knocks, **Mouth:** "Who's there?" **Party:** "Orange." **Mouth:** "Orange who?" **Party:** "Orange you going to let me in?").
- If approached, the stone statue begins to move as if stretching. It tilts its head and stares at the party with curiosity. Its purpose was to guard the shrine, but it's been so long and the continuous rumbling marbles in **Room #26** has caused it to forget its purpose. It follows simple commands from whoever speaks directly to it. It does not pass through the door to **Room #28** nor does it pass the bridge of **Room #10** as a strong sense of duty kicks in to protect the shrine, causing it to stay. A *Remove Curse* on the Stone Golem allows it to leave the dungeon but follows only the orders of the caster who cast it or gnomes. If attacked, it defends itself. It has enough strength to manipulate the marbles in **Room #26** and knock them off course.

Monster: Stone Golem (weaker): AC 5, Move 6, HD 8 hp 50, THAC0 13, Attack 1 (hammer or slam 3d8), Size L, Morale 19, XP 3,000. Special: +1 weapons needed to hit, Slow, and spell immunities.

28 Last Defense: Trap: Pit trap is 15' deep, 1d10 damage. Drops lid when more than 50 lbs is on it. The hallway has two passages to the east with a 20'-high ceiling. The more northerly passage has stone stairs, and the more southerly passage has wooden stairs. Both sets of stairs lead upward to double doors.

- **Stone Stair Trap:** Before the stone stairs is a trip wire that snaps when the first unwary person walks through it. It causes the 40' long ceiling to swing open on a hinge and drop rubble upon those below. IT inflicts 3d12 damage, save vs. Breath Weapon for half.

- **Wood Stair Trap:** There are 15 stairs. The 9th stair has a pressure plate, and a loud click is heard when it is stepped on.



- Those on the stairs (possibly 3–4 people) are safe if they don't move. If they continue to climb up or down the stairs, the stairs push down from their weight and blades rise from the cracks between the boards. They inflict 1d6 damage each. A small lever on the wall near the double doors disables the trap.
- A secret staircase is the only safe way up to **Room #29**. Pushing a tiny, discolored stone in the wall opens the secret door.

29. Shrine of Deralugos: *This room is lit by a Continual Light spell.* Every square inch of the walls, floors, and 20'-high ceiling is covered with elaborate carvings of baroque and mixed, beautiful nature setting engravings. A squat, ornate carved stone slab lies on a dusty dais along the east wall. A gnome skeleton in tattered robes lies upon it, its hands clenched around an obsidian egg. Along the south wall are a bedraggled bedroll, pillows, a backpack and a closed crate. A pile of rock dust and debris sits in the southwest corner of the room. The whole chamber exudes a feeling of safety or protection, as well as relaxation.

- Anyone entering the room is immediately blessed as if under the effect of a *Bless* spell, which lasts a full 24 hours after leaving the chamber.
- The gnome skeleton is the remains of Zarikus, high priest of Deralugos. It wears a holy symbol (gold necklace worth 300 gp), tattered dark blue robes and a pair of black leather boots known as **Thief's Haven**.
- The obsidian egg is known as the **Egg of Night**, the main prize for those who were successful in reaching this chamber.
- The bedroll and pillows are frayed and faded. The backpack contains a journal, several half-full jars of ink and some quills. The journal is the diary of Zarikus, which records his stone carving and the length of time he spent in this room waiting for a successful challenger, obnoxious jokes and pranks, as well as his constant complaining of having the same sort of food with his *Create Food and Water* spell to survive.
- The crate holds several well-used iron chisels, hammers, etching tools and a few small hand brooms for stone carving.

Thief's Haven

These black leather boots have dull metal straps and buckles, and shrink or grow in size to fit any foot up to ogre-sized all the way down to pixie-sized. They are similar to **Boots of Elvenkind**; however, they only provide +50% to Move Silently checks for thieves and non-thieves, as well as +10% to climbing checks.

The boots have several hidden compartments and pockets/slots around the buckles and straps. These compartments are big enough to hold most lock picking and various thieves' tools. One slot on each boot is big enough for a dagger or knife to be concealed. The toe of each boot has a spring-loaded knife that, on a successful attack roll, can inflict 1d4 damage. Finally, the heels of the boots swivel, revealing a compartment that can hold fist-sized items. When found, the right boot heel holds a fist sized garnet worth 500 gp.

Egg of Night

This strange item can be lit by anyone but the special benefits only works for thieves. The **Egg of Night** is a candle composed of a waxy material similar in appearance to obsidian and shaped like an egg. Silvery runes circle around the silver wick at the top and the base of the egg. The **Egg** stays lit for 8 hours, slowly dissolving and unleashing a dark, tarry, but scentless smoke. Thieves who sleep or stay near the **Egg** while lit receive knowledge from Deralugos through visions or a dream. Thief skills of Pick Pockets, Move Silently, Hide in Shadows, and Find/Remove Trap are all permanently increased by 10% (or 15% if they are a gnome thief). Further, the thief character gains 5,000 XP. This item can be sold for 10,000 gp and is highly sought after by thieves.

Conclusion

Destroying the forces of Trollback Keep will bring great fame to the party of adventurers. Lord Brie of Coppercore, upon hearing of the magnitude of the threat, rewards each individual party member 500 gp. The Verloren Wolf Clan is happy, regardless if they brought their people back or not. Eliminating the threat of the humanoids means that the elk herds return and the hunting may become bountiful once again.

The party, eventually, is approached by a group of gnomes led by Drixell. He pays his respects to the party, offering them a beautiful black star sapphire worth 3,000 gp. They are also interested to hear what was inside the Shrine of Deralugos.

Finally, thieves may hear that the party is successful in going through the Shrine of Deralugos. Thieves' guilds send thieves and assassins to hunt down the party to recover the **Egg of Night** by any means necessary!!! Trollback Keep may eventually be burned by the gnomes or the Verloren Wolf Clan, or perhaps a new monster force arrives a few months later—Chief Gorome Gnomespitter, a giant troll, with his troop of orcs, orogs and worgs...

APPENDIX D: NEW MONSTERS

Spriggans, (Gnome)

Climate/Terrain: Any wilderness
Frequency: Very Rare
Number Appearing: 3d4
Organization: Pack
Activity Cycle: Any
Intelligence: Average to Exceptional
Treasure: N/A
Alignment: Neutral
Armor Class: 6
Movement: 9
Hit Dice: 1d4 or more
THACO: varies
Attack: 1 or 2 by skill (by weapon)
Saving Throws: Varies
Special Traits: Spells, rogue skills
Magic Resistance: None
Size: S (3' or larger)
Morale: 15-16
Experience: 900 x level



Artist: Rick Hershey

These unwashed, malicious cousins of gnomes are ugly, possessing bulbous noses, bushy mustaches, bristly brows and thick, pale-skinned bodies. They avoid bathing at all costs, always smell of dank sweat, and their dark hair is usually comparable to a rat's nest. Occasionally, one of their kind sports red hair, which is considered good luck.

Male Spriggans always leave their lairs in packs, fully armed and have a preference for pole arms, as they have a distaste for using shields. Their garb is simple and grimy, and they don't adorn themselves with jewelry unless it's magical, as they prefer to keep their treasures stashed away. They are always self-serving, clever, greedy and full of an evil manner. The females keep to dismal lairs, generally only venturing out to gather food. Although they do have all the skills and powers of their males. They are very free-willed and mate with whomever they choose, however, there is a high mortality rate for offspring. Nearly 50% die prior to becoming self-sufficient. Once the offspring reach adulthood, the females drive them out.

Where gnomes are known to be skilled smiths, jewelers and tinkers, who also dabble into the arcane, Spriggans are not so industrious. Spriggans believe it's far easier to steal, pillage and raid than to do all the work needed to make something. They take what they can from others using all their abilities (magical and mundane), and some Spriggans are even rumored to be sorcerers. Spriggans despise and hate all other gnomes with a passion, usually targeting them first during combat. They enjoy terrorizing weaker and innocent victims, generally through robbing, raiding and other vile deeds.

Combat: Spriggans are tough opponents as they are proficient fighters with skills in stealth and sorcery. Spriggans employ their skills of stealth to ambush or trick their foes. Each Spriggan is skilled in Moving Silently, Hiding in Shadows, Climbing and Back-Stabbing as a rogue of the same level. Adults have innate magical abilities that they can use at any time, and use them as a Sorcerer of the same level. These abilities include: *Enlarge*, *Affect Normal Fires*, *Shatter* and *Scare* (-2 vs. spell due to their foulness). Spriggans do not have the gnomish resistance to magic.

Olms, Giant

Climate/Terrain: Underground fresh water areas

Frequency: Rare

Number Appearing: 2d20

Organization: Family

Activity Cycle: Any

Intelligence: low

Treasure: N/A

Alignment: Neutral

Armor Class: 4

Movement: 6 (swim 18)

Hit Dice: 5

THAC0: 15

Attack: 1 (bite 1d10)

Saving Throws: As 5th level Fighter

Special Traits: Swallow, blind, improved sensory organs

Magic Resistance: none

Size: M (about 7' long)

Morale: 10

Experience: 650

Olms have snakelike shapes with long, sinuous bodies and short, relatively flat tails, surrounded by a thin fin. Their limbs are small with three digits on the front legs and only two digits on the back legs. Olms have a white, yellowish-white to pinkish skin that almost resembles the lighter shades of human skin, but which immediately darkens when exposed to light. The thin layer of skin does not hide the internal organs, which can be seen inside the abdominal part of the body. Their mouths are wide with several small, sharp teeth that act as a sieve to trap prey inside its mouth. Instead of chewing, olms prefer to swallow their prey whole. A layer of skin covers the regressed eyes, and tiny nostrils can be seen upon close observation. The most notable features of olms are the brilliant red external gills that form branched tufts at the back of their head.

Olms are gregarious and live in large families. Solitary olms are usually males trying to attract a mate. Although olms are blind, they react and swim away from light and have other enhanced sensory organs to

help them survive in the dark underwater caves. An olm is capable of sensing concentrations of organic compounds in the water. They can sense both the quantity and quality of prey by smell. The olm's ears also receive sound waves in the water, as well as vibrations from the ground. Olms usually hunt for snails (zospeum) and fish, and may also eat algae and vegetation. Troglodytes and other cave-dwelling creatures value olms as pets, mounts, and guards.

Combat: Olms can deliver a nasty bite with their mouth for 1d10 damage. On a natural roll of 18 or higher, olms can swallow whole victims of 4' or smaller. Victims need to cut themselves out using small weapons (daggers or knives) or suffer an automatic 2d12 damage per round from internal acids. Those attempting to assist have a 50% chance of damaging their friends. Once they have a victim swallowed, olms attempt to flee to enjoy their meal. Olms usually do not have any treasure unless left by victims.

Zospeum

Climate/Terrain: Underground fresh water areas along muddy shores

Frequency: Rare

Number Appearing: 2d10

Organization: Family

Activity Cycle: Any

Intelligence: Average

Treasure: Y, B-lair

Alignment: Neutral

Armor Class: 6/-2

Movement: 6 (swim 3)

Hit Dice: 6

THAC0: 15

Attack: 1 (by weapon)

Saving Throws: As 6th level Fighter

Special Traits: Blind, improved sensory organs

Magic Resistance: none, 25% while inside shell

Size: S (about 4' tall)

Morale: 10

Experience: 420 ea.

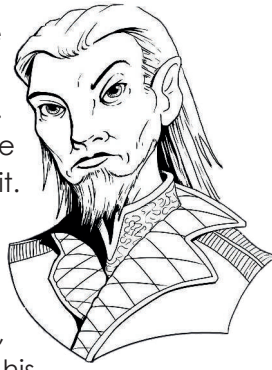
Zospeum are short, translucent, snail-like humanoids that move by gliding on a muscular, mucus-lubricated 'foot.' Zospeum possess translucent shells with 5-6 whorls, with the second whorl having a characteristic dome-like shape. They may completely insert themselves inside the shell, which gives them an AC of -2, although they can't attack nor do much else while hunkering down. Zospeum do not have eyes and are completely blind, relying on hearing and touch, thus making *Invisibility* and similar spells useless against them.

Zospeum enjoy eating algae and are scavengers—eating whatever they can find. They enjoy living on and in muddy shores of underground lakes and streams. They have their own language and no apparent leaders as they seem to decide by popular vote from within their group.

Combat: Zospeum possess two arms that can use various weapons. Due to their movement, they enjoy employing crossbows and bows. They use primitive weapons (clubs, spears, etc.) or weapons they find, and sometimes use shields that are made from the same material as their shells. Known as Zospeum Shields, these durable shields are valued by other races as vision is not blocked from the semi-translucent material and are half the encumbrance of regular shields.

APPENDIX E: DRIXELL'S STORY

"My name is Drixell, from a village nearby, and I know why you wander about these mountains. And I know where to find the cause and where to find help against it. Shall I proceed?"



Artist: Gary Dupuis

The snarky gnome proceeds to pull out a long pipe, packs it deep, lights it, puffs happily then begins his tale between long pulls from his pipe.

"Decades ago, a mountain giant named Uthog took up residency in this hidden mountain valley. He called to him giant trolls and began capturing and enslaving goblinkin. With these slaves and upon the bent back of trolls, he built his keep....Trollback Keep!

He ruled for many years, taking more slaves and dominating rivals with his ferocious army. He warred against other giants, goblinkin hordes, the Crimson Legion, and a few barbarian clans. Whoever and whatever got in his way was decimated!

It did not take long for the giant to grow lazy. He built his keep. He controlled the valley. He successfully raided, and his treasures grew with his ego. Why should he work so hard? So he began sending his slave army raiding without him. Two of his most faithful and strongest slaves led the raids.

They were victorious, even against a dwarven colony or two, and the giant's bounty grew. The slave leader, Kronn Mountainshaker, past leader of a troop of the Crimson Legion, was slightly more intelligent than Uthog, and realized that the giant's horde of treasure was quite large. He was doing all the work...He wanted his share! So during another raid they discovered a gnomish settlement," Drixell sighs "the settlement I'm from."

"For sparing the village, they wanted all of the wine, ale, and food the village could muster. And being aware that gnomes were crafty, they demanded that a great set of iron chains and manacles be forged within a month. Failure to do so, and they promised the village would be sacked and burned, and its folk enslaved." Drixell takes a swig from his wineskin and continues.

"Upon returning to the keep, Uthog was pleased with the bounty and drank heavily of the gnomish wine and ale. Once Uthog was nearly asleep, Kronn implemented his mutiny. Kronn, with assistance from his sorcerer helper and four trolls, brought down the giant. With our gnomish manacles they chained the giant and cast him down into the slave pit. The shackles, see, through our ingenuity, keep the giant weak and unable to break free. The mighty Uthog was doomed to a life of jeering, ridicule and torment by Kronn."

"For two winters now, Chief Kronn Mountainshaker has sent his sorcerer and his trolls to the gnome village to collect tribute and now demand special mind-control headbands for Kronn and the enslaved giant. We can barely survive on the meager resources they leave us and are not sure how to craft such an item. We were desperate and sent some of our kind to steal from the Clans and Valemén. We are fearful....and terrified, that we won't have enough for the next tribute. When that happens, our village will be destroyed and we will be enslaved or eaten! And we certainly don't want to make enemies of humans in the area but past history of their actions give us pause to even consider asking for help. To be honest, it took me great courage to even approach your camp."

"However, a year or so ago, Kronn had a major battle against the nearest Verloren clan. The barbarians were defeated and their village destroyed. Several of their men and woman were taken and eaten or enslaved." "The Verlorens tried to rescue their clansmen but there are not enough of them. They don't trust me or my people either, as we eventually approached them thinking we had a common enemy. I could show you where their camp is though. Perhaps with your help, they could rescue their people, and maybe kill Kronn!

I also just so happen to have a key to the manacles that imprison Uthog. Our people don't have much to offer at this point but our gratitude if you aid us. However we are quite crafty and could perhaps work something out as a reward...."

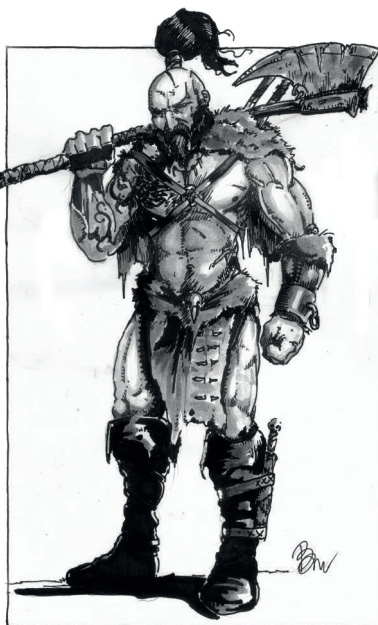
APPENDIX F: VERLOREN WOLF CLAN

In the age before our ancestors' elders, the Tribe settled into the harsh north lands, having come from beyond the Eastern Mountains. They were driven by a cataclysmic war of arcane power that consumed their realm and left it a monster-ridden wasteland.

The Tribe gave up their knowledge of arcane magic and lore, and grew strong again in the vast wilds of the north. Their struggles against hordes of humanoids, giants and monsters forged them in a kiln of strength and ferocity. They regained their knowledge of the gods and claimed the power of the totem beasts, and thus the clans were formed: Cave Bear, Eagle, Elk, Lynx, Raven, White Wolf, Mammoth, Wolverine and perhaps others.

The Verlorens

Verlorens are a strong and proud people who survive and prosper in the far north. The tribe is split into clans that revere a totem beast. Though they believe in the gods, it is these totem beasts that give their shamans wisdom and power. The clans wander throughout the seasons, generally following the herds or avoiding the harshest aspects of the wilds in winter. The southern realms simply call these folk barbarians.



Artist: Bartek Blaszczyk

Wolf Clan

The Wolf Clan are fierce warriors and efficient hunters and are proficient in working iron and crafting with wood, horn and stone. All in the clan are trained to run long distances and with great speed. They howl like wolves, allowing them to communicate with simple messages over long mountainous terrain or during hunting. Most in the clan have tracking skills, as well as other wilderness survival skills.

In combat, members of the Wolf Clan tend to run down their prey, so they often use spears, javelins and throwing axes for ranged weapons. They forge and are skilled in the use of swords. If more than two of their clan are in battle together, they receive a +2 versus fear, both magical and mundane. They also have heightened senses (-2 chance to be surprised).

The Wolf Clan are not known to be berserkers (like the Cave Bear Clan), but any time a particular clan member is reduced to 0 hp, they can roll a d20 versus their Con/Chr to remain standing. If successful, they become berserk and fight until -10 hp. During a berserk state, the warrior gains +1 hp per level (minimum 5 hp), and gain +3 to hit and damage attacks. They forgo shields and charge into melee. They are immune to Fear, Sleep and Charm magics and effects. If all enemies are slain, they can roll versus their Wisdom/Charisma with success meaning they immediately lose the bonus hp gained (which may kill them) and collapse exhausted for as many rounds as they were berserk. If they fail their roll, they continue mindlessly attacking friends or new foes in a blood lust.

Below are the men of the Wolf Clan who will join a party to attack Trollback Keep:

Burly, fearless and angry about their kidnapped clansmen, these rough men are ready to draw blood and crush their foes!

1. Durnan (fair, brave, stern): S 18/36, I 12, W 10, D 16, C 17, Chr 13, AC 2/3, Move 16, 4th level fighter, hp 47, THAC0 17, Attack: ½ (broadsword 2d4 +3 to hit, +5 damage) 1 (battle axe 1d8 +2 to hit, +3 damage) 2 (2 knives 1d4T +1/-1 to hit, +4 damage) 1 (spear 1d8 +2 to hit, +3 damage) 1 (spiked shield 1d4 -1 to hit, +3 damage), Size M, AL CG XP 120. Items: Helm, furs, medium spiked shield, boots, belt, large pouch, 50' rope, 2 torches, flint + steel, 65 sp, 42 ep, 74 gp.

2. Yorn (rash, loyal, motivated): S 17, I 8, W 13, D 15, C 18, Chr 14, AC 3/4, Move 15, 3rd level Fighter, hp 33 THAC0 18, Attack: 3/2 (longsword 1d8 +2 to hit, +3 damage) 2 (2 knives 1d4 +1/-2 to hit, +2 damage) 1 (spear 1d8 +2 to hit, +1 damage) 1 (spiked shield 1d4 -1 to hit, +1 to damage), Size M, AL CG, XP 65. Items: Chain mail, spiked shield, boots, miscellaneous gear, large pouch, flint + steel, 68 cp, 14 sp, 11 gp.

3. Uthbael (quick, positive, stubborn) : S 17, I 14, W 10, D 17, C 16, Chr 7, AC 3, Move 17, 2nd level Fighter, hp 21, THAC0 19, Attack: ½ (bastard sword 2d4 +4 to hit, +4 damage) 1 (bola 1d3 +2 to hit, +1 damage) 2 (2 knives 1d4 +3 to hit, +2 damage), Size M, AL NG, XP 65. Uthbael is specialized in two-handed fighting. Items: Hides, boots, pouch, ale skin, 1 torch, flint + steel, 8 sp, 10 gp.

4. Kaynen (grim, humorless, dry): S 18/64, I 9, W 13 D 15, C 17, Chr 9, AC 4/3, Move 15, 2st level Fighter, hp 22, THAC0 19, Attack: 3/2 (battle axe 1d8 +3 to hit, +5 damage) 1 (longsword 1d8 +2 to hit, +3 damage) 2 (handaxes 1d6 +1/-2 to hit, +3 damage), Size M, AL CN, XP 35. Items: Hide, helm, shield, knife, pouch, 50 foot rope 5 sp, 10 gp.

5. Jarll (veteran, old, experienced): S 17, I 15 W 7, D 16, C 18, Chr 13, AC 4, Move 15, 2nd level Fighter, hp 25, THAC0 19, Attack: 1/2 (bastard sword 2d4 +3 to hit, +4 damage) 1 (handaxe 1d6 +2 to hit, +1 damage), Size M, AL CG, XP 35. Jarll is specialized in two-handed fighting. Items: Hides, boots, miscellaneous gear, 9 sp, 6 gp.

6. Llorn (young, dim-witted, brutish): S 17, I 6, W 9, D 17 C 16, Chr 10, AC 3, Move 15, 2nd level Fighter, hp 21, THAC0 19, Attack: 1 (javelin 1d6 +3 to hit, +1 damage), 1 (longsword 1d8 +3 to hit, +1 damage) 1 (handaxe 1d6 +2 to hit, +1 damage), Size M, AL CG, XP 35. Llorn is specialized in two weapon fighting. Items: horned helmet, piecemeal armor, 6 javelins, knife, boots, belt, large pouch, 2 sp, 6 gp.

7. Crovus: (excellent tracker, goofy, quirky) S 16, I 14 W 12, D 17, C 18, Chr 11, AC 3, Move 15, 2nd level Fighter, hp 18, Attack: 1 (battle axe 1d8 +3 to hit, +1 damage) 1 (knife 1d4 +2 to hit, +2 damage) 1 (cudgel 1d6 +3 to hit, +1 damage), Size M, AL NG, XP 35. Cronn is specialized in two weapon fighting. Items: Furs, belt, large pouch, miscellaneous gear, 8 sp, 2 gp.

8. (6) Clansmen: AC 3, Move 15, 1st Lvl Fighters, hp 10 ea, THAC0 20, Attack 1 (by weapon +1 to hit and damage), Size M, AL CG, XP 15. Items: 6 javelins, long sword, hand axe, dagger, hide armor, survival gear, pouch, 1d10 gp, 1d10 sp, 2d20 cp ea.



Artist: Bartek Blaszczyk

APPENDIX G: NEW CHARACTER CLASS

The Sorcerer

Often, when sorcerers are young, they cause odd things to happen around them, typically when they are in danger or emotionally distressed. Once they pass into puberty, their latent powers become more powerful

and dangerous unless they learn to control them. Sorcerers do not learn as magi do but, instead, learn through intuition, experimentation and trial and error. Without a mentor, young sorcerers often have trouble controlling the wild talents, which often leads to trouble. Some get branded as witches and are either killed or banished from their homes, or sometimes they are revered.

Through experimentation and practice, sorcerers may learn new spells just as a wizard of the same level. However, the time it takes to learn the correct Keys (verbal, somatic and material components) from the weave restricts sorcerers to a limited number of spells and makes it impossible for them to change their spells. However, upon dedicating themselves to a spell, a sorcerer has more raw power to tap into the Weave and is able to cast spells more frequently than magi. This power is known as Mana, and each spell costs one mana point per level to cast.

A Sorcerer begins with three mana points and can cast three 1st level spells. Sorcerers gain another mana point for each new spell slot they have attained. But, when a new spell level is gained, they will get that many mana points for the first spell slot at that level. Thus when a Sorcerer gains a level giving them access to a new spell level, such as 3rd level spells, they will gain three mana points for the first 3rd level spell slot. But, for every additional 3rd level spell they gain it will only provide them with one mana point. They regain one mana point per level per rest period (i.e., every 8 hours).



Artist: Dean Spencer

Sorcerers are individuals of nearly any race that are born with a talent to sense, feel and manipulate magical energies around them, which they refer to as The Weave. Sorcerers have been around longer than the typical arcane spellcaster and nearly as long as the shamans, who they are often at odds with.

Although sorcerers cast spells differently than magi, they can watch and learn how a spell is cast by other arcane casters. They can see the Weave of the spell and how to direct its power. A sorcerer can use a proficiency slot to learn the arcane written script if they can find a teacher. This would allow for them to learn from spell books and assist them to scribe scrolls, if they took that proficiency as well. However they suffer a +15% chance of scroll failure. Not learning the magical writings causes a -25% to their chance to learn a spell. More often than not, sorcerers experiment with the weave and create their own spells, which they can teach to other sorcerers if they choose. In very rare cases, knowing the magical written script allows sorcerers to write spells down for wizards to learn their spells, but wizards suffer a -25% chance to their know spell rolls.

Spell Casting: As wizards of the same level.

Sorcerers Magic Table										
Level	1	2	3	4	5	6	7	8	9	Total Mana
1	3									3
2	4									4
3	5									5
4	5	1								7
5	6	2								9
6	6	2	1							12
7	6	3	2							14
8	6	3	2	1						18
9	6	4	3	2						21
10	6	4	3	2	1					26
11	6	5	4	3	2					30
12	6	5	4	3	2	1				36
13	6	5	4	4	3	2				39
14	6	5	4	4	3	2	1			46
15	6	5	4	4	4	3	2			49
16	6	5	4	4	4	3	2	1		57
17	6	5	4	4	4	3	3	2		59
18	6	5	4	4	4	3	3	2	1	68
19	6	5	4	4	4	3	3	3	2	70
20	6	5	4	4	4	3	3	3	3	71

All Sorcerers start with *Detect Magic* and *Cantrip* at the cost of one mana point for each. In addition, when the sorcerer taps into the Weave to cast a spell, they can see other magic in the area as a *Detect Magic* spell. The secondary *Detect Magic* effect stays active as the long as the spell cast is active.

Additional changes include:

- They gain bonus spell slots as a cleric does for high Wisdom.
- They gain bonus mana points equivalent to their Constitution bonus for hp per level.
- They gain a Charisma reaction bonus to the potency of their spells. Thus, a Sorcerer who has a +3 reaction bonus can gain up to +3 damage to the spells they cast. Or, if it is not a damaging spell, targets trying to resist get an equivalent penalty to their Saving Throw to resist the Sorcerer's spell. However, they can only gain this bonus for one point per level. Thus, a Sorcerer would have to be 3rd level in order to gain the +3 bonus for their Charisma.
- **Penalty:** Sorcerers can only learn up to a certain spell level that is equal to one half their Charisma score, rounded down. Thus, a sorcerer with 6 Charisma could only learn up to 3rd level spells. But, with 16 Charisma, they could learn spells up to 8th level, or a 13 Charisma would provide up to 6th level magic.
- **Hit Points, Combat and XP:** They share the same hit die, combat skills and experience (XP) tables as other arcane casters. However, they are not limited on what type of weapons they can use.

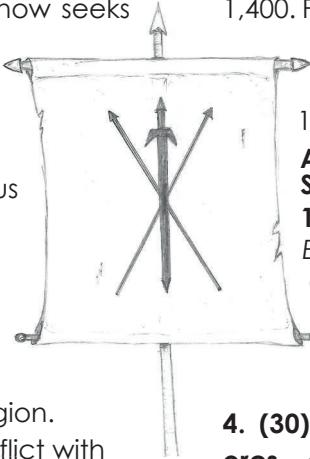


Artist: William McAusland

APPENDIX H: DENIZENS OF TROLLBACK KEEP AND WILDERNESS

This area is dominated by various humanoids who fled or were banished by some of the more organized monstrous clans, such as the Bloody Rock Clan, and/or the Crimson Legion. Or they were defeated by Uthog's forces and have joined his army. Attracted by Trollback Keep and its leader and unwanted elsewhere, these half-breeds and monsters have been brought together to form a motley army that is starting to dominate the territory. Kronn was a leader of a troop from the Crimson Legion before Uthog destroyed it and now seeks to rebuild his reputation and the Crimson Legions.

Artist: Jon Bertani, The Crimson Legion Banner



The Crimson Legion is a well-organized horde of hobgoblins and other monstrous races. Beginning centuries ago as a mercenary arm of the Rhone Legions, they now control vast regions of wilderness south of the Dragonback Mountains. Slowly they have started to lay claim to strategic locations in the region. Claiming territory has brought them conflict with Uthog and other denizens of the mountains, including the Verloren. They continue to perform raids and skirmishes but have learned to stay clear of the Woods of Loss. It is rumored they have a main fort called the Crimson Citadel, but its location and existence cannot be verified....

Monster statistics are placed here for ease of use for the Wilderness and Trollback Keep sections.

Keep Leaders and Troops:

1. Chief Kronn Mountainshaker (half-orc): S 18/77, I 10, W 10, D 17, C 16, Chr 14, AC 0, Move 12, 9th level Fighter, hp 75, THAC0 12, Attack: 2 (great axe 1d12 +3 to hit, +6 damage), 3 (spiked gauntlets 1d4 +3 to hit, +6 damage), 2 (throwing axes 1d6 +3 to hit, +6 damage), Size M, Morale 15, AL LE, XP 1400. Kronn is specialized in two-handed fighting and in his weapons. Items: Platemail, great helm, spiked boots, spiked gauntlets, 2 throwing axes, pouch, 6 sp, 32 gp, 4 rubies (200 gp ea), key ring with 6 keys, **Helm of Protection +2 vs. Charms and Illusions** and an **Axe of Hurling +2**.

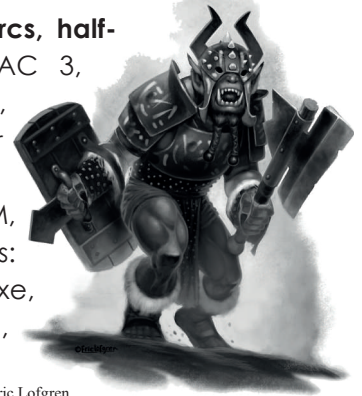
2. War Leader, Bokar (Hobgoblin): S 17, I 9 W 7 D 15, C 17, Chr 11, AC 1, Move 9, 5th level Fighter, hp 52, THAC0 16, Attack: 3/2 (Battle Axe 1d8 +2 to hit, +3 damage) 1 (6 foot spear 1d6 +1 damage) 1 (throwing hammer 1d4+1 +1 to hit, +1 damage), 1 (spiked shield 1d4 +1 to hit, +1 damage), Size M, Morale 12, XP 270. Items: Horned helm, plate mail, spiked shield, pouch, 33 gp.

3. Vekka Sholl (Spriggan—see New Monster): S 12, I 16, W 16, D 18, C 10, Chr 10, AC 6, 7th level Sorcerer (**see New Class**), hp 20, THAC0 18, Attack: 1 (**Shortsword+2**, 1d6/1d8 +2 to hit, +2 damage, Size S, Morale 12, XP 1,400. Powers: *Enlargement, Affect Normal Fires, Shatter* and *Scare*. Items: red robes, large pouch, boots, 6 darts, 2 emeralds (100 gp ea), 13 gp, 16 pp. **Cloak of Elvenkind** and **Amulet of Proof Against Detection and Location**.
Spells: Mana: 26

1st: *Affect Normal Fires, Cantrip, Detect Magic, Enlarge, Fire Burst, Hypnotism, Magic Missile, Resist Cold, Scare, Shatter, Ventriloquism* **2nd:** *Alter Self, Flaming Sphere, Invisibility, Levitation, Spectral Hand* **3rd:** *Fly, Vampiric Touch*, **4th:** *Ice Storm*

4. (30) Chieftan's Elite (Orcs, half-orcs, and hobgoblins): AC 3,

Move 9, HD 2, hp 12 each, THAC0 19, Attack: 1 (war spear or long sword, 1d8 +1 to hit and damage), Size M, Morale 13, XP 65 ea. Items: helm, splint mail, hand axe, war spear or longsword, 1d20 sp each.



Artist: Eric Lofgren

5. (120) Soldier (Orcs, half-orcs, and hobgoblins): AC 5, Move 9, HD 1+1, hp 6 ea, THAC0 19, Attack 1 (by weapon), Size M, Morale 11, XP 35. Items: Chain mail, spiked club or battle axe, shield, javelins, 1d20 cp, and 1d4 sp each.

6. (4) Giant Troll: AC 4, Move 12, HD 9+2, hp 72, 68, 70, 67, THAC0 11, Attack: 1 (hurl boulder 2d8+7 damage), 1 (spiked club 2d6) or 2 (claws 1d8) +4 to hit, +7 damage, Size H (10-12' tall), Morale 14, XP 6,000. This giant trolls regenerate 2 hp per round. Items: hides, large sack, 250 gp, 1d4 gems (75 gp ea).

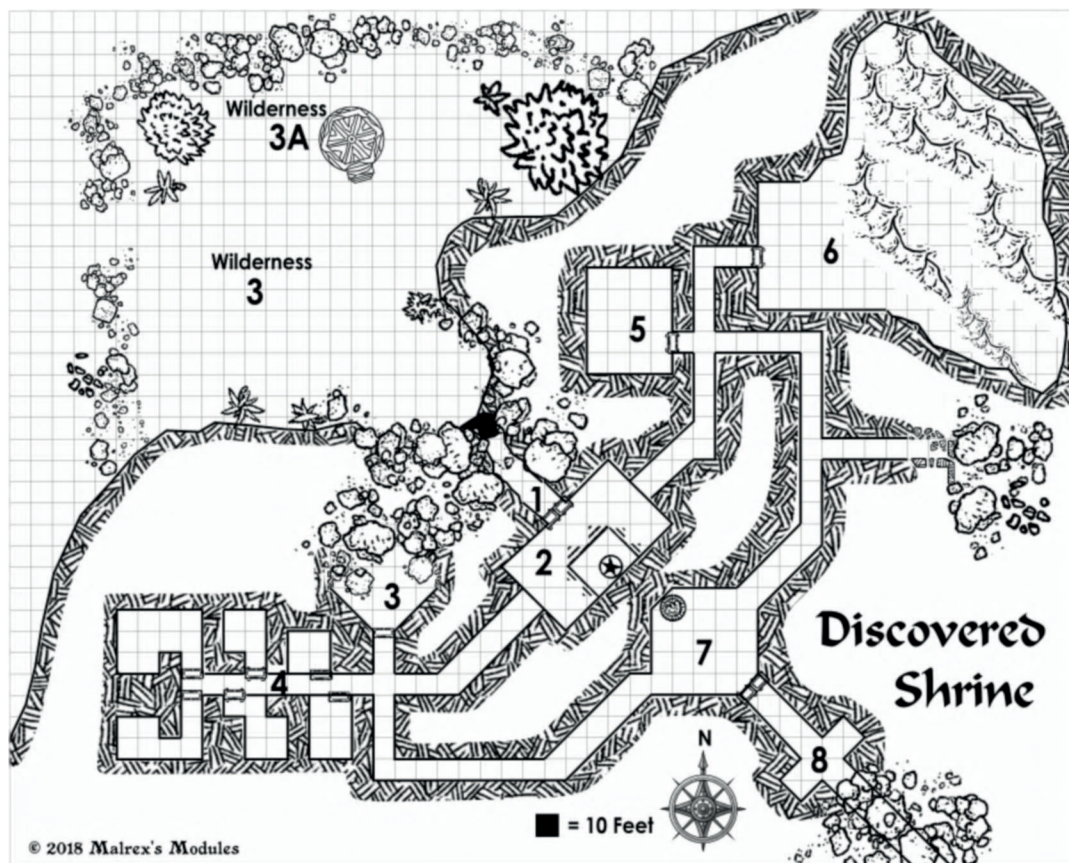
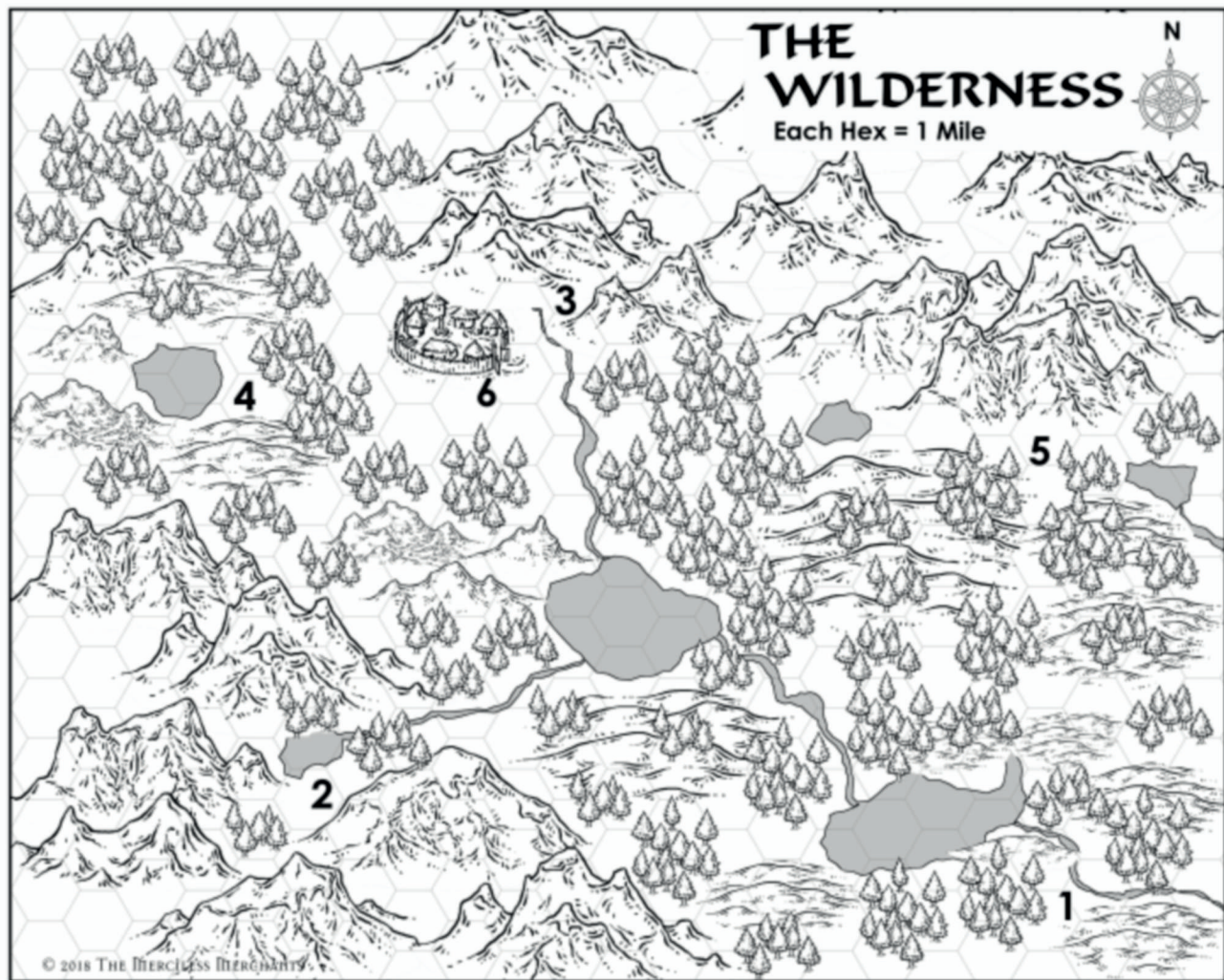
7. (16) Goblins (slaves): AC 6, Move 6, HD 1-1, hp 4 ea., THAC0 20, Attack 1 (mining pick 1d6), Size S, Morale 9, XP 15 ea. Note: These goblins don't fight but try to flee during the chaos. There is 8 at the Dig Site (**Area #3**) and 8 at Trollback Keep (**Area #6**).

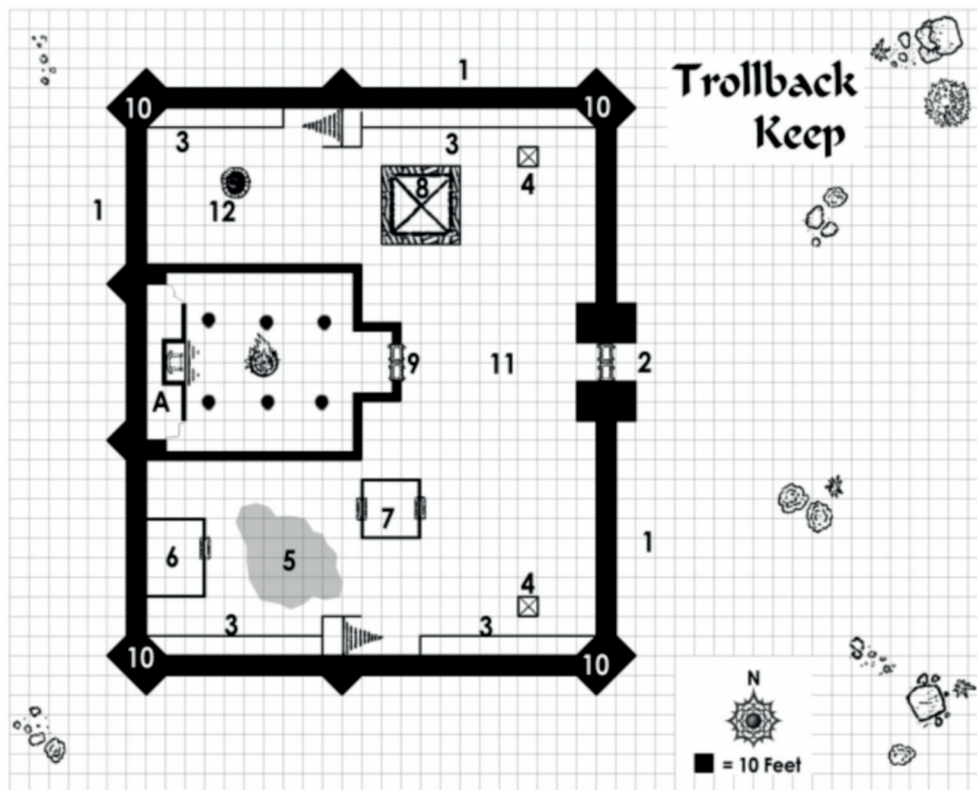
Area	Monster/NPC
Varies	Chief Kronn Mountainshaker (half-orc): S 18/77, I 10, W 10, D 17, C 16, Chr 14, AC 0, Move 12, 9 th level Fighter, hp 75, THACO 12. Attack: 2 (great axe 1d12 +3 to hit, +6 damage) 3 (spiked gauntlets 1d4 +3 to hit, +6 damage) 2 (throwing axes 1d6 +3 to hit, +6 damage), Size M, Morale 15, AL LE, XP 1400. Kronn is specialized in two-handed fighting and in his weapons. Items: Platemail, great helm, spiked boots, spiked gauntlets, 2 throwing axes, pouch, 6 sp, 32 gp, 4 rubies (200 gp ea), key ring with 6 keys, Helm of Protection +2 vs. Charms and Illusions , and a Axe of Hurling +2 .
Varies	Vekka Sholl (Spriggan—see New Monster): S 12, I 16, W 16, D 18, C 10, Chr 10, AC 6, 7 th level Sorcerer (see New Class), hp 20, THACO 18, Attack: 1 (Shortsword+2 , 1d6/1d8 +2 to hit, +2 damage, Size S, Morale 12, XP 1,400. Powers: <i>Enlargement</i> , <i>Affect Normal Fires</i> , <i>Shatter</i> , and <i>Scare</i> . Items: red robes, large pouch, boots, 6 darts, 2 emeralds (100 gp ea), 13 gp, 16 pp. Cloak of Elvenkind , Amulet of Proof Against Detection and Location . Spells: Mana : 26, 1st : <i>Affect Normal Fires</i> , <i>Cantrip</i> , <i>Detect Magic</i> , <i>Enlarge</i> , <i>Fire Burst</i> , <i>Hypnotism</i> , <i>Magic Missile</i> , <i>Resist Cold</i> , <i>Scare</i> , <i>Shatter</i> , <i>Ventriloquism</i> 2nd : <i>Alter Self</i> , <i>Flaming Sphere</i> , <i>Invisibility</i> , <i>Levitation</i> , <i>Spectral Hand</i> 3rd : <i>Fly</i> , <i>Vampiric Touch</i> , 4th : <i>Ice Storm</i>
Varies	3. War Leader, Bokar (Hobgoblin): S 17, I 9 W 7 D 15, C 17, Chr 11, AC 1, Move 9, 5 th level Fighter, hp 52, THACO 16, Attack: 3/2 (Battle Axe 1d8 +2 to hit, +3 damage) 1 (6 foot spear 1d6 +1 damage) 1 (throwing hammer 1d4+1 +1 to hit, +1 damage), 1 (spiked shield 1d4 +1 to hit, +1 damage), Size M, Morale 12, XP 270. Items: Horned helm, plate mail, spiked shield, large pouch, 33 gp.
Varies	Chieftain's Elite (Orcs, half-orcs, and hobgoblins): AC 3, Move 9, HD 2, hp 12 each, THACO 19, Attack: 1 (war spear or long sword, 1d8 +1 to hit and damage), Size M, Morale 13, XP 65 ea. Items: helm, splint mail, hand axe, war spear or longsword, 1d20 sp each.
Varies	Soldiers (Orcs, half-orcs, and hobgoblins): AC 5, Move 9, HD 1+1, hp 6 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 11, XP 35. Items: Chain mail, spiked club or battle axe, shield, javelins, 1d20 cp, and 1d4 sp each.
Dig Site #3 and Trollback Keep	Giant Troll: AC 4, Move 12, HD 9+2, hp 72, 68, 70, 67, THACO 11, Attack: 1 (hurl boulder 2d8+7 damage), 1 (spiked club 2d6) or 2 (claws 1d8) +4 to hit, +7 damage), Size H (10-12' tall), Morale 14, XP 6,000. This giant trolls regenerate 2 hp per round. Items: hides, large sack, 250 gp, 1d4 gems (75 gp ea).
Dig Site #3 and Trollback Keep	(16) Goblins (slaves): AC 6, Move 6, HD 1-1, hp 4 ea., THACO 20, Attack 1 (mining pick 1d6), Size S, Morale 9, XP 15 ea.
Wilderness #1	
Wilderness #2	See Verloren Wolf Clan sheet
Wilderness #3	(4) Orc Patrol, (5) Chieftain's Elite, (6) Orcs, (4) Hobgoblins, (8) Goblins, (1) Giant Troll, Korg, the Orc Cook: AC 6, Move 9, HD 2, hp 16, THACO 19, Attack: 1 (cleaver 1d6 +2 to hit, +3 damage), Size M, Morale 15, XP 35. Items: bloody hide apron, 16 cp, 15 sp, 5 gp.
Wilderness #3A	35% chance: Vekka Shole (Spriggan—see New Monster): S 12, I 16, W 16, D 18, C 10, Chr 10, AC 6, 7 th level Sorcerer (see New Class), hp 20, THACO 18, Attack: 1 (Shortsword+2 , 1d6/1d8 +2 to hit, +2 damage, Size S, Morale 12, XP 1,400. Powers: <i>Enlargement</i> , <i>Affect Normal Fires</i> , <i>Shatter</i> , and <i>Scare</i> . Items: red robes, large pouch, boots, 6 darts, 2 emeralds (100 gp ea), 13 gp, 16 pp. Cloak of Elvenkind , Amulet of Proof Against Detection and Location . Spells: Mana : 26 1st : <i>Affect Normal Fires</i> , <i>Cantrip</i> , <i>Detect Magic</i> , <i>Enlarge</i> , <i>Fire Burst</i> , <i>Hypnotism</i> , <i>Magic Missile</i> , <i>Resist Cold</i> , <i>Scare</i> , <i>Shatter</i> , <i>Ventriloquism</i> 2nd : <i>Alter Self</i> , <i>Flaming Sphere</i> , <i>Invisibility</i> , <i>Levitation</i> , <i>Spectral Hand</i> 3rd : <i>Fly</i> , <i>Vampiric Touch</i> , 4th : <i>Ice Storm</i>
Wilderness #4	(20) Soldiers, (5) Chieftain's Elites , and a 35% chance War Leader Bokar is present. War Leader, Bokar (Hobgoblin): S 17, I 9 W 7 D 15, C 17, Chr 11, AC 1, Move 9, 5 th level Fighter, hp 52, THACO 16, Attack: 3/2 (Battle Axe 1d8 +2 to hit, +3 damage) 1 (6 foot spear 1d6 +1 damage) 1 (throwing hammer 1d4+1 +1 to hit, +1 damage), 1 (spiked shield 1d4 +1 to hit, +1 damage), Size M, Morale 12, XP 270. Items: Horned helm, plate mail, spiked shield, large pouch, 33 gp.
Wilderness #5	(1) Bull: AC 5, Move 24, HD 3+3, hp 27, THACO 17, Attack 2 or 1 (2 hooves 1d6+3 or gore 2d6), Size M, Morale 7 XP 175. (15) Male Elk: AC 7, Move 24, HD 3, hp 17 ea, THACO 17, Attack 2 or 1 (2 hooves 1d3 or gore 2d4), Size M, Morale 7 XP 120 ea.
Discovered Shrine	
#3	(2) Ochre Jelly: AC 8, Move 3, HD 6, hp 38, 33, THACO 15, Attack 1 (touch 1d10+2), Size M, Morale 10, XP 420 ea. Special: Electricity-based reproduction.
#4	Doppelganger: AC 4, Move 9, HD 4, hp 30, THACO 17, Attack 1 (1d12), Size M, Morale 12, XP 975. Special: shapeshift, immune to sleep and charm spells, save as 10 th level fighter.
#6	Ilbryn Dromka's Braid: AC 2, Move 6 (reach 20'), hp10, HD 1. Special: Needs +1 or better magic weapons to hit, attacks as a 5 HD creature. Note: If all targets are captured inside the inter-dimensional space, the rope untangles itself from the cloud and the party is trapped...forever.
#8	(5) Orcs, (8) Hobgoblins, (8) Goblins, Holgur: AC 5, Move 9, HD 4+1, hp 28, THACO 17, Attack 1 (Slam 1d10, or by weapon +6), Size L, Morale 12, XP 175.
Trollback Keep	
#1	Every 30 feet is a soldier. Alarm: One soldier per 10 feet.
#2	(4) Soldiers. Alarm: (8) Soldiers, (2) Giant Trolls
#3	(10+1d12) Soldiers
#6	Females and children (Level 0)
#7	30% chance Vekka Sholl
#8	Uthog, the Mountain Giant: AC 4, Move 15, HD 15+3, hp 99, THACO 5, Attack: 1 (hurl boulder 2d20 +10 damage) 1 (Giant Chain 4d8 +10 damage, range 20ft.) 2 (2 hands 1d10 +10 damage punch, back hand, grab, throw, or squeeze) 1 (Punt Kick 1d10 +10 damage) Size H, Morale 15, AL CN, XP 10,000. Items: loin cloth.
#9	(4) Chieftain's Elite, (6) Soldiers. Alarm: 6 additional soldiers and 1 Chieftain's Elite. 70% Chief Kronn Mountainshaker , 35% Vekka Sholl
Shrine of Deralugos	
#2	(2) Olms: AC 4, Move 6 (18-swim), HD 5, hp 32, 28, THACO 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.
#3	Weapons Master (Amber Golem): AC 5, Move 12, HD 8, hp 50, THACO 13, Attack 3 (halberd 1d10+2, warhammer 1d4+3, scimitar-Amber1d8+4) Size L, Morale 18, XP 2,000.
#11	Giant Olm: AC 4, Move 6 (18-swim), HD 9, hp 64, THACO 11, Attack 1 (bite 1d12), Size L, Morale 15, XP 1400.
#12	(5) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 33, 29, 28, 25, THACO 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.
#14	(10) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 33 x3, 29, 28, 25 x2, THACO 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.
#15	(4) Olms: AC 4, Move 6 (18-swim), HD 5, hp 40, 34, 29, 28, THACO 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea. And (3) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 44, 43, 36, THACO 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears and clubs.
#16	(7) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 42, 41, 36, 32 x3, 30 THACO 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears, crossbows, clubs and shields.
#17	(15) Zospeum: AC 6/-2, Move 6 (swim 3), HD 6 hp 33 ea, THACO 15, Attack 1 (by weapon), Size S, Morale 10, XP 420 ea. Items: spears, crossbows, clubs and shields.
#19	(3) Giant Cave Spiders: AC 3, Move 12, HD 6, hp 42, 40, 36 THACO 15, Attack: 1 or 2 (bite 1d8+2+ poison, or 2 legs for 1d6 damage) Size L, Morale 13, XP 650. Special: Bite, save vs poison at -4 or be paralyzed for 3 days. The Cave Spider can shoot a sticky filament of web on a successful hit and drag the victim (up to 225 lbs.) to its mouth for a bite attack.
#20	(2) Olms: AC 4, Move 6 (18-swim), HD 5, hp 37, 35, THACO 15, Attack 1 (bite 1d10), Size M, Morale 10, XP 650 ea.
#23	(3) Wood Golems: AC 6, Move 6, HD 5, hp 36 ea, THACO 13, Attack: 2 (2 slams 2d6), Morale 19-20, XP 975 ea. Special: Immune to spells unless cast by HD 4 or greater.
#27	Stone Golem (weaker): AC 5, Move 6, HD 8 hp 50, THACO 13, Attack 1 (hammer or slam 3d8), Size L, Morale 19, XP 3,000. Special: +2 weapons needed to hit, Slow, and spell immunities.

Number	Barbarian
1	Durnan (fair, brave, stern): S 18/36, I 12, W 10, D 16, C 17, Chr 13, AC 2/3, Move 16, 4 th level fighter, hp 47, THACO 17, Attack: ½ (broadsword 2d4 +3 to hit, +5 damage) 1 (battle axe 1d8 +2 to hit, +3 damage) 2 (2 knives 1d4 +1/-1 to hit, +4 damage) 1 (spear 1d8 +2 to hit, +3 damage) 1 (spiked shield 1d4 -1 to hit, +3 damage), Size M, AL CG XP 120. Items: Helm, furs, medium spiked shield, boots, belt, large pouch, 50' rope, 2 torches, flint + steel, 65 sp, 42 ep, 74 gp.
2	Yorn (rash, loyal, motivated): S 17, I 8, W 13, D 15, C 18, Chr 14, AC 3/4, Move 15, 3 rd level Fighter, hp 33 THACO 18, Attack: 3/2 (longsword 1d8 +2 to hit, +3 damage) 2 (2 knives 1d4 +1/-2 to hit, +2 damage) 1 (spear 1d8 +2 to hit, +1 damage) 1 (spiked shield 1d4 -1 to hit, +1 to damage), Size M, AL CG, XP 65. Items: Chain mail, spiked shield, boots, miscellaneous gear, large pouch, flint + steel, 68 cp, 14 sp, 11 gp.
3	Uthbael (quick, positive, stubborn) : S 17, I 14, W 10, D 17, C 16, Chr 7, AC 3, Move 17, 2 nd level Fighter, hp 21, THACO 19, Attack: ½ (bastard sword 2d4 +4 to hit, +4 damage) 1 (bola 1d3 +2 to hit, +1 damage) 2 (2 knives 1d4 +3 to hit, +2 damage), Size M, AL NG, XP 65. Uthbael is specialized in two-handed fighting. Items: Hides, boots, pouch, ale skin, 1 torch, flint + steel, 8 sp, 10 gp.
4	Kaynen (grim, humorless, dry): S 18/64, I 9, W 13 D 15, C 17, Chr 9, AC 4/3, Move 15, 2 nd level Fighter, hp 22, THACO 19, Attack: 3/2 (battle axe 1d8 +3 to hit, +5 damage) 1 (longsword 1d8 +2 to hit, +3 damage) 2 (handaxes 1d6 +1/-2 to hit, +3 damage), Size M, AL CN, XP 35. Items: Hide, helm, shield, knife, pouch, 50 foot rope 5 sp, 10 gp.
5	Jarll (veteran, old, experienced): S 17, I 15 W 7, D 16, C 18, Chr 13, AC 4, Move 15, 2 nd level Fighter, hp 25, THACO 19, Attack: 1/2 (bastard sword 2d4 +3 to hit, +4 damage) 1 (handaxe 1d6 +2 to hit, +1 damage), Size M, AL CG, XP 35. Jarll is specialized in two-handed fighting. Items: Hides, boots, miscellaneous gear, 9 sp, 6 gp.
6	Llorn (young, dim-witted, brutish): S 17, I 6, W 9, D 17 C 16, Chr 10, AC 3, Move 15, 2 nd level Fighter, hp 21, THACO 19, Attack: 1 (javelin 1d6 +3 to hit, +1 damage), 1 (longsword 1d8 +3 to hit, +1 damage) 1 (handaxe 1d6 +2 to hit, +1 damage), Size M, AL CG, XP 35. Llorn is specialized in two weapon fighting. Items: horned helmet, piecemeal armor, 6 javelins, knife, boots, belt, large pouch, 2 sp, 6 gp.
7	Crovus: (excellent tracker, goofy, quirky) S 16, I 14 W 12, D 17, C 18, Chr 11, AC 3, Move 15, 2 nd level Fighter, hp 18, Attack: 1 (battle axe 1d8 +3 to hit, +1 damage) 1 (knife 1d4 +2 to hit, +2 damage) 1 (cudgel 1d6 +3 to hit, +1 damage), Size M, AL NG, XP 35. Cronn is specialized in two weapon fighting. Items: Furs, belt, large pouch, miscellaneous gear, 8 sp, 2 gp.
8	(6) Clansmen: AC 3, Move 15, 1 st Lvl Fighters, hp 10 ea, THACO 20, Attack 1 (by weapon +1 to hit and damage), Size M, AL CG, XP 15. Items: 6 javelins, long sword, hand axe, dagger, hide armor, survival gear, pouch, 1d10 gp, 1d10 sp, 2d20 cp ea.



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