

THE WORLD OF FARLAND

The Troll Pits of Hextor

**An adventure for four 13th-level
player characters.**

CREDITS

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Designed for the Farland Campaign setting. From the World of Farland (www.farlandworld.com), Copyright 2007, all rights reserved. Produced under the OGL (see Appendix 2). For all maps, see Appendix I.

PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in italics is player information that you can read aloud or paraphrase for the players at the proper times.

The adventure is set in the world of Farland, but it could easily be adapted to fit in any campaign; be aware that although Farland is not a true-low magic setting, it is hardly a high magic setting, and this adventure reflects that. If you are playing in a high magic campaign, adjust the challenges accordingly.

ADVENTURE BACKGROUND

This adventure takes place in the Kingdom of Zeland.

Zeland, an old member of the Eastern Alliance, when it existed, is ancient Irish in flavor. It has its own particular mythos, and its people are quick to fight and to live life to the fullest. Besides Kale, it has perhaps suffered the least under occupation, although the people have become considerably less industrious. In fact, industriousness is discouraged. As such, although the quality of life has suffered relatively little, the economy is in a shambles. The capital city is Zel City, with a population of 25,000. This kingdom is still ruled by Orax the Lord of Sloth.

Western Zeland has it a little worse under Lord Dargon Skullcrusher. He is not slothful, and his tyranny is legendary. Dargon has had some time to fortify his fortress, the Troll Pits of Hextor, and thus the heroes should be prepared for a challenge.

ADVENTURE SYNOPSIS

The heroes must journey to the town of Hextor, invade the Troll Pits, and end the menace of the evil Ogre Mage.

ADVENTURE HOOKS

The PCs may choose to journey to Hestor for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters. Possibly just let the characters know that there is a village and surrounding lands located at some distance (across a river called the Border River) that has been conquered by an evil Ogre Mage Warlord and needs freeing. Worse, this Ogre Mage has a reputation for breeding troll-hybrid abominations. Perhaps have one of the denizens of the conquered village of Hestor, where the troll pits are located, seek out the heroes and beg for their help. If the PCs aren't "do-gooders," let them know that an evil Ogre Mage Warlord possesses vast riches in his underground stronghold. Better yet, find a way to work it, plot-wise, into your own world.

BEGINNING THE ADVENTURE

The adventure begins when the heroes reach the crossing of the Border River.

Stone Ford (EL 13)

To get across to the lands controlled by Dargon and his Lord, the PCs must cross a large river called the Border River. The river is only suitable to cross at Stone Ford. The rest of the river for an approximate distance of 60 miles in either direction is unfordable by mounts of any type. Steep, rocky cliffs on both sides of the river even make the crossing perilous for a man on foot and willing to swim.

This also is the only crossing point into the western lands controlled by Dargon

which is suitable for an army, and Lord Dargon wishes to make absolutely certain that no army passes. To this end he has spent considerable resources defending it.

Guardians: There is a garrison of 50 orcs stationed at the Ford. They are commanded by a Oluk orc cleric of Vornoth named Ognor who always has a bodyguard of three oluk fighters with him at all times. Three oluk rangers are also stationed at the Ford and take alternating shifts on watch from the tower. Only one will be awake at any point. The rangers cast alarm on the west side of the river at the beginning of each of their shifts. A party only has a 10% chance of missing the alarmed area if they enter the ford and are unaware of the alarm. Two Stone Giants live in the bottom of the watchtower as well.

Flood: The real danger in crossing the Ford is from the flood. If a force is spotted crossing or the alarm goes off, the oluk ranger will send an orcish runner and then will alert Ognor. If the ranger has no time to send a runner he will blow a horn. Ognor will send the two giants to go stand on the East bank, barely in the water. He will try to keep the group talking and only tell the giants to attack if the talks break down. The stony ford will allow the giants access to 10 boulders each. A party of two ogres and a human fighter stationed at the dammed lake will then begin breaking the boulder dam. Once the dam is broken they will run to the Ford to assist in the fight (see Dam Guardians when they arrive).

Once the dam guardians are aware of the danger (it takes the orcish runner three rounds to reach the dam but a horn will notify them immediately if they make a DC 5 listen check), it will take them three rounds to destroy the precarious dam. During this time a DC 20 listen check will alert anyone in the Ford to loud banging

sounds coming from the connecting river. At the end of the third round the dam will burst, releasing a huge wall of water. The flood will arrive two rounds later. Anyone caught in the initial flood will be pelted with boulders and logs (the remnants of the dam) plus boulders picked up from the ford, and will take 5d6 damage; a REF save DC 15 will halve the damage. They will possibly be *swept away* (for rules see DMG). If they are, see below.

Drowning in the New Lake: Worse, Ognor has placed large boulders at a narrow spot downstream of the ford in an attempt to flood it if the dam is broken. There is a 75% chance that boulders and debris will lodge there, creating a temporary dam. In this case the water in the ford will rise to a depth of 10 feet on the sixth round after the alarm is given, to a depth of 20 feet on the seventh, and to a maximum depth of 30 feet on the 8th round. Characters caught in this flood may either be swept away, may drown, or both (for rules see DMG). Once the effects of being swept away are resolved, swim DC for getting out of the new lake is 20 on round 6 and 7, 15 on round 8, and 10 on round 9 and thereafter. If they characters were swept away by the flood and the temporary dam has been established, they will strike it at great force. They will take additional 3d6 damage, with a REF save DC 12 halving it. If the dam has not been established, they will be swept downstream into 15' deep water. Again, use the swept away rules.

One hour later the water will drop back to 20 feet, an hour after that to 10 feet, and an hour after that it will drop to a depth of 1.5 feet. Then the orcs will begin the difficult task of resetting this mammoth trap, which will take two weeks.

Surviving the flooding of the dam or

avoiding it grants a party an ad hoc award of 1600 XP.

Orc Garrison: The garrison of 50 orcs will shoot a few arrows and through a few javelins, but will surrender at the first opportunity to any party that survives the flood and/or beats Ognor and the guardians. The remaining two oluk rangers will not reveal themselves as anything special and will try to slink away at the first opportunity to warn Dargon. A spot check DC 15 will allow characters to notice that they aren't the same as the other oluks.

If they clear the garrison they will be able to scrounge together 75 silver pieces from the orc footlockers.

2 Stone giants: CR 8; Size L; HD 14d8+56; hp 119; Init +0; Spd 30 ft.; base speed 40 ft.; AC 18, touch 4, FF 18; BAB +10/+5; Atk: +13/+8 melee (2d8 + 12, Greatclub), +13/+13 melee (1d4 + 8, or slams), +10 ranged (2d8 + 13, or rock); SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; SV Fort +13, Ref +4, Will +7; AL N; Str 27, Dex 0, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +4, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

3 Oluk orcs Ftr2: CR 2; ECL 5; Size M; HD 2d8+4 + 2d10+4; hp 16; Init +4; Spd 30 ft.; AC 11, touch 5, FF 11; BAB +4; Atk: +4 melee (1d10 + 4, Bastard Sword), +4 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +8, Ref +0, Will +0; AL NE; Str 18, Dex 0, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +2, Spot +2; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Critical, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield

Proficiency, Simple Weapon Proficiency.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow.

Ognaz Oluk orc Cleric 8: CR 8; ECL II; Size M; HD 2d8+2 + 8d8+8; hp 51; Init +4; Spd 20 ft (base 30 ft); AC 18, touch 11, FF 18; BAB +8/+3; Atk: +8/+3 melee (1d10 + 4, Bastard Sword), +8/+3 ranged (1d6, or shortbow), +9/+4 melee (1d8 + 5, Mace, heavy +1); SA -; SQ Darkvision 60 ft.; SV Fort +12, Ref +6, Will +11; AL NE; Str 18, Dex 0, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Knowledge (Religion) +3, Listen +5, Spot +5; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Per Day: 6/5/4/4/2.

Spells Prepared: Command, Cure minor wounds, Darkness, Dispel magic, Divine favor, Doom, Enthrall, Glyph of warding, Guidance, Hold person, Invisibility purge, Read magic, Resistance, Sanctuary, Virtue, Light.

Possessions: Small shield), Shortbow, Heavy +1 mace, Chainmail +1.

Guzdog, Oluk orc Ranger 9: CR 9; ECL 12; Size M; HD 2d8+2 + 9d8+9; hp 69; Init +6; Spd 30 ft; AC 17, touch 12, FF 15; BAB +11/+6/+1; Atk: +15/+10/+5 ranged (1d8 + 1/crit x3, Longbow, mighty (+4 Str) composite MW), +16/+11/+6 melee (1d10 + 5/crit 19-20, Sword, bastard +1); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +5, Will +4; AL NE; Str 18, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +16, Survival +15, Listen +15, Move Silently +4, Spot +15; Alertness, Armor Proficiency (Light), Dodge, Endurance, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track,

Manyslot.

Spells Prepared: Alarm, Entangle.

Possessions: Small shield), Bastard sword, Leather +2, Mighty longbow (+4 str) composite mw, Potion of cure moderate wounds, Potion of heroism, Potion of displacement, Bastard +1 sword, Potion of shield.

Dam Guardians (EL 6.5)

Two ogres and a human named Ronan are stationed to break the dam if a oluk horn sounds (they will hear it on a DC 5 listen check) or a runner arrives. They will break the dam and arrive three rounds after it has been broken (9 rounds after the horn or a total of 12 rounds after a group is spotted crossing the ford). The ogres will attack with their greatclubs, and the fighter will attack with his longbow.

2 Ogres: CR 3; Size L; HD 4d8+8; hp 29; Init +0; Spd 20 ft (base 30 ft); base speed 40 ft.; AC 12, touch 4, FF 12; BAB +3; Atk: +4 melee (2d8 + 7, Greatclub), +2 ranged (1d8 + 5, or javelin); SA -; SQ Darkvision 60 ft., low-light vision; SV Fort +6, Ref +1, Will +1; AL CE; Str 21, Dex 0, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Listen +2, Spot +2; Toughness, Weapon Focus.

Ronan; Human Ftr4: CR 4; ECL 4; Size M; HD 4d10+8; hp 35; Init +4; Spd 20 ft (base 30 ft); AC 14, touch 5, FF 14; BAB +4; Atk: +2 melee (1d3 + 2, Unarmed), +7 ranged (1d8 + 1/crit x3, Longbow MW), +2 melee (1d8 + 2/crit 19-20, Longsword), +5 ranged (1d4 + 1/crit 19-20, Dagger); SV Fort +6, Ref +1, Will +1; AL N; Str 15, Dex 0, Con 15, Int 16, Wis 10, Cha 11.

Skills and Feats: Balance -5.5, Knowledge (Other) +6.5, Listen +3.5, Profession (Other) +3.5, Ride +7, Spot +3.5; Armor

Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Run, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Possessions: Half-plate, Potion of haste, Potion of cure serious wounds, Longbow mw, Longsword, Dagger, Heavy wooden shield.

The Town of Hestor (EL 12)

The town of Hestor is located in the highlands of Zeland. It sits in a small valley in front of one steep hill. The front of the hill, pierced with an old iron mine, has been enclosed by a fifteen-foot stonewall. Two dark watch towers overlook the wall and town.

Hestor is a town that is afflicted with an evil ruler and many baby tyrants in the form of orcs. In Hestor, Dargon owns all land and all humans are serfs, even if they are not farmers. The only way they are not serfs is if they are slaves, and Dargon looks for any excuse to enslave the human populace and sell them to his oluk troops or other humans. Owning weapons in Hestor is illegal and punishable by death. There is no trace of organized rebellion in Hestor (Dargon and his orcs call it Hextor) although some individuals harbor secret thoughts of rebellion and were gladdened to see the defeated and decimated army of Dargon limp back home. The Ogre-mage Lord simply took his frustration out on the populace, however, and arbitrarily seized several of them and held a slave auction. Many of these new slaves were shipped to Zel City.

Type: town

Population: 1,928

Who Rules: Lord Dargon Skullcrusher,

but the Hoth of the Town is a oluk named Gezbag.

Notable Individuals:

Cleric (total: 7)

- level 4 (Guaire, half-orc cleric of Vornoth)
- level 2 (Bebinn, cleric of Heshtail)
- level 1 (Sean, cleric of Kantor)

Fighter

- level 10 (Gezbag, Hoth of Hestor)
- level 2 (Eogan)
- level 1 (Ultan O'Harris)

Rogue

- level 6

Sorcerer

- level 3

Adept

- level 5

Commoner

- level 6 (Old Man Senach)
- level 3 (Murchad O' Sullivan, Inn Keeper)

Expert

- level 6 (Nathi)

Warrior (total: 97)

- level 4 (Dermott Keene)

Map

Map File: See Appendix

Hestor Key (for map corresponding to key see Appendix)

- 1 Manor House of Hoth Gezbag
- 2 Outside the Troll Pits
- 3 Secluded homestead of Bebinn, cleric of Hestail
- 4 Church of Vornoth and haunted grove
- 5 Banshee Inn (proprietor Murchad O'Sullivan)
- 6 Traders Guild (Nathi, head guildman)

7 Orc Garrison
8 Market Square

20 Orcs: CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13, touch 10, FF 13; BAB +1; Atk: +4 melee (2d4 + 4/crit 18-20, Falchion), +1 ranged (1d6 + 3, or javelin); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

3 Orcs, Oluk: CR 1; Size M; HD 2d8+2; hp 9; Init +0; Spd 30 ft; AC 16, touch 10, FF 16; BAB +2; Atk: +6 melee (1d10 + 4, Bastard Sword), +2 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +4, Ref +0, Will +0; AL NE; Str 18, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

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

Captain Gezbag; Oluk orc Ftr10: CR 10; ECL 13; Size M; HD 2d8+2 + 10d10+10; hp 79; Init +5; Spd 20 ft (base 30 ft); AC 22, touch 12, FF 21; BAB +12/+7/+2; Atk: +19/+14/+9 melee (1d10 + 8/crit 19-20, Sword, bastard +2), +14/+9/+4 ranged (1d8/crit x3, Longbow, composite MW), +13/+8/+3 ranged (1d4/crit 19-20, Dagger); SA -; SQ Darkvision 60 ft.; SV Fort +11, Ref +4, Will +2; AL NE; Str 18, Dex 13, Con 13, Int 13, Wis 9, Cha 13.

Skills and Feats: Intimidate +16, Knowledge (Local) +3.5, Listen +1, Spot +1; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization, Combat Expertise, Improved Overrun.

Possessions: Bastard +2 sword, Composite mw longbow, Dagger, Full plate, Heavy wooden shield, Ring of protection +1,

Potion of protection from good, Potion of bull's strength, Potion of cure serious wounds, Potion of barkskin +5, .

Outside the Troll Pits (EL 14.5)

This abandoned mine complex is delved into the side of a hill. A stone wall that is 15 foot high and 3 feet thick surrounds the entrance to the complex and several outbuildings, stables, and guard posts sit outside the entrance. Broken glass is mortared into the top of the wall. Any one climbing over the wall will take 1d4 damage.

1 Guard towers: Rising above the huge wooden double gates are two towers with dark windows overlooking the approaching road. The DC to pick the gate lock is 30 and to break down the door the STR DC is 35. The doors have a hardness of 15 and 100 hitpoints if the PCs attempt to hack through it. They will open to a password.

Stationed on watch here at all times are two oluk orc rangers, one in each watchtower. Each of these three orcs has a permanent See Invisible spell cast upon them. The oluk ranger commander, one Karkan, is in a room in the bottom of the west tower. They will blow horns to alert the guardians mentioned below. Then they will shoot at any intruders from the windows. The oluk rangers have poisoned a vial of poison each and will dip an arrow in the poison as a move action before each shot. They have a 1 in 20 chance per dip of poisoning themselves before they do it. Because they are in the windows of the tower, the rangers have cover.

Poison: Sassone Leaf Residue, FORT save DC 16, initial damage 2d12 hp, secondary damage 1d6 CON

Also in each tower are five normal orcs, gate wardens. The password to the gate is

"demonium." In the case of a general alarm a normal orc, one of the gate wardens, will run toward the troll pits to warn the inhabitants.

2 Home of one of the fire giants, Grimbold.

3 Home of the other fire giant, Fafnir. Both giants will issue from these buildings two rounds after any horn is blown.

4 Storage house. Located here are 5 large kegs of orc grog, 4 whole deer carcasses, enough iron rations to feed 40 men for two weeks, plus 10 spare suits of plate, 300 extra arrows, 20 spare daggers, 20 orcish scimitars, 20 flasks oil, and 50 torches.

5 This is the orcish barracks. Located here are 10 normal orcs. There is a 75% chance they will be sleeping.

6 These buildings serve as stables and spare storage areas.

7 If the general alarm is sounded the double doors into the troll pits will be locked. If it is not they will be unlocked. The DC to pick the lock is 30 and to break down the door the STR DC is 35. The door has a hardness of 15 and 100 hitpoints if the PCs attempt to hack through it.

If all defenders outside the pits are slain, the towers will be found to contain the treasure of the oluk ranger chieftain and his two compatriots in the form of several gems and bags of silver.

2 Fire giants: CR 10; Size L; HD 15d8+75; hp 142, 145; Init -1; Spd 30 ft.; base speed 40 ft.; AC 23, touch 15, FF 23; BAB +11/+6/+1; Atk: +20/+15/+10 melee (3d6 + 15, Greatsword), +20/+20 melee (1d4 + 10, or slams), +10 ranged (2d6 fire, or rock); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching,

vulnerability to cold; SV Fort +14, Ref +4, Will +9; AL LE; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Craft (Other) +6, Intimidate +6, Spot +14; Cleave, Great Cleave, Iron Will, Power Attack, Improved Overrun, Improved Sunder.

20 Orcs: CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13, touch 10, FF 13; BAB +1; Atk: +4 melee (2d4 + 4/crit 18-20, Falchion), +1 ranged (1d6 + 3, or javelin); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

2 Oluk orcs Rgrs 8: CR 8; ECL 11; Size M; HD 2d8+2 + 8d8+8; hp 48; Init +5; Spd 30 ft.; AC 20, touch 15, FF 19; BAB +10/+5; Atk: +14/+9 melee (1d10 + 4, Bastard Sword), +13/+8 ranged (1d8 + 1/crit x3, Longbow MW); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +5, Will +2; AL NE; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Gather Information +5.5, Survival +13, Listen +13, Spot +13; Alertness, Armor Proficiency (Light), Endurance, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Manyshot.

Spells Prepared: Longstrider.

Spells Known: Alarm, Animal messenger, Calm animals, Charm animal, Delay poison, Detect animals or plants, Detect poison, Detect snares and pits, Endure elements, Entangle, Hide from animals, Jump, Magic fang, Pass without trace, Read magic, Resist energy, Speak with animals, Summon nature's ally I, Longstrider.

Possessions: Small shield), Bastard sword, Shortbow, Longbow mw, Leather +1, Potion of cure moderate wounds, Heavy

wooden mw shield.

Karkan, Oluk Rgr8: CR 8; ECL II; Size M; HD 2d8+2 + 8d8+8; hp 48; Init +5; Spd 30 ft.; AC 18, touch 15, FF 17; BAB +10/+5; Atk: +13/+8 ranged (Id8 + 1/crit x3, Longbow MW), +15/+10 melee (Id10 + 5/crit 19-20, Sword, bastard +1); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +5, Will +2; AL NE; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Gather Information +5.5, Survival +13, Listen +13, Spot +13; Alertness, Armor Proficiency (Light), Endurance, Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Manyshot.

Spells Prepared: Longstrider.

Spells Known: Alarm, Animal messenger, Calm animals, Charm animal, Delay poison, Detect animals or plants, Detect poison, Detect snares and pits, Endure elements, Entangle, Hide from animals, Jump, Magic fang, Pass without trace, Read magic, Resist energy, Speak with animals, Summon nature's ally i, Longstrider.

Possessions: Small shield), Bastard sword, Shortbow, Longbow mw, Leather +1, Potion of cure moderate wounds, Heavy wooden mw shield, Bastard +1 sword, Potion of barkskin +3.

Treasure

Coins: 175 sp.

Troll Pits Level One

Inside the troll pits, the walls and floors are rough-hewn earth and stone. The walls are shored up with timbers, and giant columns of rock or timber support the large halls. The halls are larger than average, for Dargon breeds trolls and other monsters. The rooms are unlit unless otherwise indicated. The ceilings

are 15 feet high.

All doors are unlocked unless otherwise indicated. If a door is locked, the DC to pick it is 25 and the break DC is 28. All doors have 50 HP and a hardness of 10 unless otherwise noted.

Read to the players the text in italics. All flavor text assumes that the players have their own light source equivalent to a torch. Adjust as appropriate if they do not.

Listen Checks: Any battle that takes place in a room has the chance to attract the denizens of the surrounding rooms. They should make a listen check DC 15 to hear the sounds of battle. If a closed door is interposed between the sound, the DC is 20. If an intelligent creature hears the sound of battle and is able, it will warn Dargon of intruders, and the Ogre Lord will take defensive measures.

Random encounters should be rolled off the list below. There is a 1 in 10 chance of a random encounter per hour. All random encounters come from a room. If the denizens of a particular room are slain, remember to remove them from any future encounter or description of the room.

Random Encounter Table Level One

Roll	Monsters
1	Denizens of Room Two
2	One Stalker from Room Seven
3	Ten orcs and a troll from room eight
4	Guardians from room fourteen

Room One

You enter a large hall, obviously the main entranceway to the dreaded Troll Pits. There

is a door immediately ahead of you to your left; the remainder of the rectangular room is sunk in an ominous shadow, like the shadow of oppression that lies over the village of Hestor and indeed the entire land.

As they enter the room, read this:

As you emerge into the hall and walk down its length, two more doors appear in the gloom: one to your right and one immediately ahead of you. The rest of the room is bare. Empty torch sconces line the walls. The floor shows evidence of being well-traveled.

The northern half of the room is warded with a permanent Invisibility Purge spell. Furthermore, the same area has a permanent Alarm cast upon it. Anyone entering it who does not say the password "incantrix" sets off the audible alarm that sounds like a hand bell ringing for six seconds. The residents of area I4 will make a DC 5 listen check and will emerge to investigate if they hear it. The warded area radiates moderate abjuration and evocation magics. The DM must remember to make an auto search check for elves if they pass within range of the secret door.

Defeating the invisibility purge and not setting off the alarm is worth 500 ad hoc XPs.

Room Two (EL 10)

This large hall has several pillars. The end of the hall is lost in shadow. You hear raucous voices coming from the shadows.

In this hall are 20 oluk warriors. They are gathered to discuss a retributive raid on the nearby hamlet of Donego; Dargon claims they didn't pay their oppressive taxes with alacrity. They are led by a oluk fighter named Podish. They will be

curious to know how the PCs got past the guards and what they want. They are bullies and will appear aggressive but are low-level fighters and will surrender to the PCs and offer them money or information for their release if pressed. If they are released they will go straight to Dargon.

17 Oluk orcs: CR 1; Size M; HD 2d8+2; hp 9; Init +0; Spd 30 ft; AC 16, touch 10, FF 16; BAB +2; Atk: +6 melee (1d10 + 4, Bastard Sword), +2 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +4, Ref +0, Will +0; AL NE; Str 18, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

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

Orc, Oluk leader Podish; Oluk orc Ftr6: CR 6; ECL 9; Size M; HD 2d8+2 + 6d10+6; hp 45; Init +5; Spd 20 ft (base 30 ft); AC 18, touch 10, FF 18; BAB +8/+3; Atk: +12/+7 melee (1d10 + 4, Bastard Sword), +9/+4 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +9, Ref +3, Will +2; AL NE; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +12, Listen +2.5, Spot +2; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Great Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Leadership.

Possessions: Small shield, Bastard sword, Shortbow, Potion of cure serious wounds, Potion of remove fear, Half-plate.

2 Oluk orc sergeants; Ftr3: CR 3; ECL 6; Size M; HD 2d8+2 + 3d10+3; hp 24; Init +4; Spd 30 ft; AC 16, touch 10, FF 16; BAB +5; Atk: +10 melee (1d10 + 4, Bastard Sword), +5 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +7, Ref +1, Will +1; AL NE; Str 18, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Intimidate +5, Listen

+2, Spot +2; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow.

Treasure

Coins: 205 sp, 200 cp, rock crystal quartz gem (50 sp), Corundum (900 sp), Spinel (130 sp)

Room Three (EL 12)

This large natural cavern has stalagmite columns supporting the ceiling. A ferocious grunting echoes from the darkness in a large recess in the south wall.

A hillgiant wereboar makes this lair its home on the orders of Dargon. It keeps its pets, four dire boars, in a pen in the back of the room. If it senses intruders, it will open the pen and order the boars to wait, confront the intruders and demand to know the password ("Walker-in-Darkness). The wereboar giant will be belligerent and confrontational but secretly feels like an outcast. If treated properly he will refrain from attacking. His stash of treasure is in a large chest inside the boars' pen. He has a large cot against the west wall.

Once the wereboar giant is dealt with one way or another, if the PCs search the room read the following:

Paradoxically you find an engraved sun dial on a pedestal near the west wall of this room. Its presence is strange in this shadowy cavern. Even stranger, there is a shadow that is painted on the sun dial, permanently indicating 12 o'clock.

The sundial spins and will deactivate the iron golems in area 5 if rotated so that the dial points to three o'clock. A DC 25 spot check or a DC 20 search check will reveal the fact that the dial spins.

4 Dire Boars: CR 4; Size L; HD 7d8+21; hp 52; Init +0; Spd 40 ft; AC 15, touch 9, FF 15; BAB +5; Atk: +12 melee (1d8 + 12, Gore); SA Ferocity; SQ Low-light vision, scent; SV Fort +8, Ref +5, Will +8; AL N; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will.

Hill giant dire wereboar (hybrid boar form): CR 11; Size L; HD 12d8+84; hp 185; Init -1; Spd 40 ft; AC 19, touch 8, FF 19; BAB +14/+9/+4; Atk: +29 melee (2d8 + 22, Greatclub), +23 melee (1d8 + 7, gore), +28/+28 melee (1d6 + 15, or claws), +23 melee (1d8 + 7, gore); SA Curse of lycanthropy; SQ Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent; SV Fort +20, Ref +8, Will +12; AL N; Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +18, Jump +22, Listen +10, Spot +12.

Treasure

Coins: 300 sp, golden circlet with four aquamarines (5000 sp), solid gold idol (600 gp), old masterpiece painting (1300 gp), Black Velvet Mask With Numerous Citrines (120 gp), Eyepatch With Mock Eye Of Sapphire And Moonstone (1000 gp), Small Solid Gold Idol (10 Lb.) (400 gp)

Room Four (EL 12)

The door from area five into area four is locked.

A huge natural pool dominates this roughly

circular natural cavern. The water ripples as if there is a breeze in the chamber, but you feel no air stirring against your skin. Your light reveals the glint of gold from the depths of the murky water.

The pool contains an elder water elemental. The elemental can leave the pool and venture anywhere in the room but prefers not to. It will instead try to grapple an opponent and drag it into the 10' deep pool. The water elemental is instructed to attack any creature that does not enter in the presence of an orc, troll, or ogre. At the bottom of the pool is some treasure thrown in as a lure by Dargon.

Elder water elemental: CR 12; Size H; HD 24d8+120; hp 228; Init +6; Spd 30 ft, swim 120 ft.; AC 24, touch 14, FF 18; BAB +18/+13/+8/+3; Atk: +25/+25 melee (2d10 + 9, slams); SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; SV Fort +19, Ref +16, Will +10; AL N; Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11.
Skills and Feats: Listen +29, Spot +29; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Critical, Iron Will, Lightning Reflexes, Power Attack, Improved Sunder.

Treasure

Coins: 100 gp, 100 sp.

Room Five (EL 13.5)

This large gallery is the most spacious yet. The ceiling rises to a height of 30 feet and is supported by large timbers. Although the east wall is visible, the west and north walls are lost in gloom. A large iron statue clutching a sword is barely visible in the dim light.

Call for a DC 12 spot check, and if successful, read the following:

A strange inscription, written in orcish on a nearby wall, catches your eye:

Only at three o'clock can you cross this room.

Entering more than 10 feet into the room without turning the sun dial in area three to 3 o'clock will cause the iron golem to attack, although it will not pursue anything from this room.

Using the sun dial in area three to cross this room without activating the iron golem is worth 1200 ad hoc XPs if this is the first time the party has used the sundial; otherwise it is worth 300 XPs.

Two pits with illusory floors guard the north and south doors. The pits are 40 feet deep and filled with 10 feet of water.

Pit traps: (40 Ft. Deep): CR 3; no attack roll necessary (4d6 plus drowning); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

The doors into areas four, six, and nine are locked.

Iron golem: CR 13; Size L; HD 18d10; hp 129; Init -1; Spd 20 ft; AC 30, touch 8, FF 30; BAB +12/+7/+2; Atk: +23/+23 melee (2d10 + 11, slams); SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; SV Fort +6, Ref +5, Will +6; AL N; Str 33, Dex 9, Con 0, Int 0, Wis 11, Cha 1.

Room Six (EL 6)

The door into area six is locked.

This area appears to be a storage room. Crates and barrels line the walls. Gigantic boxes are strewn about.

The boxes contain orcish scimitars, leather armor, shortbows, arrows, and orcish food. One box is trapped with a needle trap:

Poison Needle Trap: CR 6; +18 ranged (1, plus Sassone Leaf Residue, FORT save DC 16, initial damage 2d12 hp, secondary damage 1d6 CON); Search (DC 22); Disable Device (DC 22).

Inside the trapped chest are some items of value as indicated below:

Treasure: Jeweled Anklet (2000 gp), Silver Chalice With Lapis Lazuli Gems (80 gp), Carved Harp Of Exotic Wood With Ivory Inlay And Zircon Gems (600 gp), Dagger +1

Room Seven (EL II)

Two huge holes in the floor dominate this large gallery. A pulley and rope system dangles over each hole, with a separate winch mechanism on the north wall that apparently allows the denizens to lower boxes and crates into the dark depths. Indeed, boxes and crates line the walls and are stacked haphazardly in this room.

Guarding this room are four invisible stalkers. They are the servants of Dargon, although they are very resentful at their protracted missions. They stalk the opponents of Dargon and stay in this room when not summoned. They will seek to bullrush and knock down the pits anyone who is not accompanied by an orc, ogre, or troll. Anyone who falls in the whole can make a DC 25 reflex save to grab the winch mechanism. Otherwise they fall 60 feet and take 6d6 damage, ending up in Troll Pits Level Two Room Thirteen.

There is a 20% chance per three rounds that the stalkers will peevishly break off their attack and sulk in the corner. If

this happens, they will still defend themselves and will resume their attack in three rounds if anyone remains in the area.

The crates contain dried jerky and other food stuffs. A DC 25 search check will reveal a crate full of valuables, detailed below:

4 Invisible Stalkers: CR 7; Size L; HD 8d8+16; hp 52; Init +8; Spd 30 ft, fly 30 ft. (perfect); AC 17, touch 13, FF 13; BAB +6/+1; Atk: +10/+10 melee (2d6 + 4, slams); SA -; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; SV Fort +4, Ref +10, Will +4; AL N; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13; Combat Reflexes, Improved Initiative, Weapon Focus.

Treasure

Coins: 20 pp, 200 sp, Golden Circlet With Four Aquamarines (5000 gp), Gold Dragon Comb With Red Garnet Eye (800 gp), Gold And Topaz Bottle Stopper Cork (1100 gp)

Room Eight (EL II)

This rough natural cavern seems to have been enlarged at some point, judging by the chisel marks clearly visible in the walls. Approaching this room, you hear the sound of gruff voices. The floor of this room is covered with rough furs. Large forms loom out of the blackness. Several various humanoids are trying to converse and are seemingly having difficulty; they are gesticulating wildly.

This room is the general barracks for the garrison that calls the Troll Pits home. There are 10 orcs, 10 gnolls, a gnoll leader, and a troll bruiser. The gnolls and troll will fight the PCs while the orcs flee to

warn Dargon. The troll will fight to the death but the gnolls will surrender or flee when they lose half of their number or their leader.

The gnoll leader, however, one Grawlzak, is greatly angry at Dargon. Dargon threw his brother Barkzor into a cell in Room Ten because Barkzor was a captain of an orcish battalion that failed to defeat a human battalion they recently fought. If this information is somehow discovered and the gnoll leader is properly approached and parlayed with, Grawlzak will allow them to pass if they agree to kill Dargon and release Barkzor. He will even go with them on a DC 32 diplomacy check. The rest of the gnolls will follow whatever orders Grawlzak gives them.

The troll and orcs, though, are another matter. If the gnolls do not fight the PCs, the troll will attack the PCs and then the gnolls, if he is given a chance, while the orcs will flee to the lower level and go to warn Dargon.

There is a rough stair in the south east corner of the room. It descends steeply for seventy five feet and comes out in the second level Room Eight. The stair is dangerous and has no rail, and anyone running down the stairs (including the orcs) must make a DC 10 balance check or slip down twenty feet, taking 1d6 hp damage. The character must continue making DC 10 balance checks until he can recover his feet or he reaches the bottom.

Several chests sit against the walls. Inside the collective chests are the treasures of the orcs and gnolls.

10 Gnolls, Ftr2: CR 2; ECL 5; Size M; HD 2d8+2 + 2d10+2; hp 24; Init +4; Spd 30 ft; AC 15, touch 10, FF 15; BAB +3; Atk: +7 melee (1d8 + 3/crit x3, Battleaxe), +3 ranged (1d6/crit x3, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +7, Ref +0,

Will +0; AL CE; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Intimidate +1, Listen +2, Spot +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus.

Possessions: Leather armor, Heavy steel shield, Battleaxe, Shortbow.

Gnoll leader Grawlzak; Ftr8: CR 8; ECL 11; Size M; HD 2d8+2 + 8d10+8; hp 67; Init +4; Spd 20 ft (base 30 ft); AC 18, touch 10, FF 18; BAB +9/+4; Atk: +9/+4 ranged (1d6/crit x3, or shortbow), +13/+8 melee (1d8 + 5/crit x3, Battleaxe +1); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +2, Will +2; AL CE; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 10.

Skills and Feats: Diplomacy +4, Listen +2, Spot +3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Critical, Improved Initiative, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization.

Possessions: Heavy steel shield, Battleaxe, Shortbow, Breastplate, Battleaxe +1.

10 Orcs: CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13, touch 10, FF 13; BAB +1; Atk: +4 melee (2d4 + 4/crit 18-20, Falchion), +1 ranged (1d6 + 3, or javelin); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Troll, Ftr3: CR 4; ECL 14; Size L; HD 6d8+36 + 3d10+18; hp 99; Init +6; Spd 30 ft; AC 17, touch 11, FF 15; BAB +7/+2; Atk: +13/+13 melee (1d6 + 7, claws), +8

melee (1d6 + 4, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; SV Fort +14, Ref +5, Will +4; AL CE; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +1, Listen +5, Spot +6; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track, Improved Natural Armor.

Treasure

Coins: 200 sp., Citrine gem (80 gp), Brown-green Garnet (70 gp), Rich Purple Corundum (1100 gp), Carnelian (50 gp), Deep Blue Spinel (500 gp), Hematite (12 gp), Black Pearl (700 gp), Potion of Levitate, Scroll of Chill Touch and Jump

Room Nine

This rather large room exudes an air of evil, and it is easy to see why: horrible instruments of torture fill the room. You see a large rack, thumbscrews, a scaffold, a brazier, and an iron maiden. You think you see a glint of bone-- a grinning skull peers out at you from within the iron maiden. The skin on the back of your neck crawls, and it feels as if something has brushed your skin from behind. You quickly glance behind and see-- nothing. You shudder.

This room is currently empty, although it is Dargon's favorite, and he does much of his own torturing. If the PCs make any noise, they will hear low growling shouts from Room Ten.

Room Ten

The door to this room is locked.

In the shadows of this small room equipped

with no furniture save a ratty fur on the floor, you see a tall gnoll. Although unarmed and unarmored, he growls at you threateningly and bears his teeth.

This is Barkzor, a former captain of Dargon's forces. He is being held prisoner here because Dargon blames him for the retreat of his battalion in a recent skirmish. Barkzor will promise to pay the PCs if they free him and will tell them to go ask his brother in Room Eight for the money. He will tell the heroes all about level one of the troll pits as well as some of Dargon's military plans if they treat him in a friendly fashion and succeed at a DC 25 diplomacy check. He will even accompany them if they succeed at a DC 32 diplomacy check. If he does accompany them, he will flee for the front gates at the first opportunity, although he will need the heroes to deactivate the golem in area five before he can leave. If he feels they will lock him back in, he will fight them, seeking to flee.

Gnoll Barkzor; Ftr8: CR 8; ECL II; Size M; HD 2d8+2 + 8d10+8; hp 67; Init +4; Spd 20 ft (base 30 ft); AC 18, touch 10, FF 18; BAB +9/+4; Atk: +9/+4 ranged (1d6/crit x3, or shortbow), +13/+8 melee (1d8 + 5/crit x3, Battleaxe +1); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +2, Will +2; AL CE; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 10.

Skills and Feats: Diplomacy +4, Listen +1, Spot +4; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Critical, Improved Initiative, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization.

The DM should award a discretionary amount of ad hoc XPs for successfully treating with Barkzor.

Room Eleven

The door to this room is locked.

This small, shadowy room is empty except for a skeleton in the middle of the floor. The bones are covered in spider webs. They bear the gruesome tooth marks of gnawing rats.

A DC 27 search check will reveal a loose stone in the northwest corner. Pulling up the stone will reveal a note and a small purse. The note reads as follows:

"I, Elohad, write this. Once Dargon's second in command, he locked me here, the foul, stinking fiend. Well, one good turn deserves another. There is a secret passage to the outside from Dargon's own room. You will know the room, which is on the second level, by the magical rune of warding on the door. Be careful, for the rune is dangerous. Move the left leg of the heavy desk to trigger the secret passage. While in the troll pits, Dargon is always found with his second in command, the creature that supplanted me; some say this creature is the real brains behind his operation. This being is Zenor, a half-dragon troll made with the blood of the Lord of Greed, sold at a steep price by the Dragon Lord himself. At first he was a loyal servant, but he soon grew cunning and betrayed me to get me imprisoned. Curse him and Dargon. Slay them both! The password to get past the clay golems on the upper level is 'Wintervale.' Do not enter the spawning room without the special key. Information on where to find the key is in Dargon's room. Destroy the spawning vats. Use this information to destroy Dargon and his lackey and avenge me."

In the purse is a large diamond.

The discovery of this note is worth 800 ad

hoc XPS.

Treasure: Diamond (300 gp)

Room Twelve

A large hall lies before you with its end disappearing into darkness. The floor seems to have a strange metallic sheen.

Call for a DC 12 spot check, and if successful, read the following:

A strange inscription, written in orcish on a nearby wall, catches your eye:

Only at nine o'clock can you cross this room.

Unless the sundial in Room Three is set to 9 o'clock, the PCs will be hurt by the shocking floor in this room.

Electric Floor Trap; magic device; proximity trigger (*stepping on floor*); automatic reset; spell effect (10d6 electricity to all on floor and not within 5' of an entrance, DC 25 Reflex save half damage); Search DC 28; Disable Device DC 28.

Using the sun dial in area three to cross this room without activating the iron golem is worth 1200 ad hoc XPs if this is the first time the party has used the sundial; otherwise it is worth 300 XPs.

Room Thirteen (EL 12)

A circular staircase surrounds this huge round hall. Tapestries depicting armies of orcs successfully routing human armies line the walls. East and west of the staircase are two giant constructs that look like huge ogres fashioned from clay.

These two clay golems will attack anyone coming within 20 feet of the top of the

staircase unless the password "Wintervale" is given.

2 Clay golems: CR 10; Size L; HD 11d10; hp 90; Init -1; Spd 20 ft; AC 22, touch 8, FF 22; BAB +8/+3; Atk: +14/+14 melee (2d6 wound, slams); SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; SV Fort +3, Ref +2, Will +3; AL N; Str 25, Dex 9, Con 0, Int 0, Wis 11, Cha 1.
Skills and Feats: .

Room Fourteen (EL 13)

This spartan room is equipped with a table and several rough wooden chairs. It appears to be a guardroom.

The denizens of this room have a 1 in 10 chance of being asleep if an alarm rings or if someone enters. Otherwise they will be alert for any sounds from area 1 and will enter in full attack mode if they hear anything unusual.

The strategy of the guardians is for the kobold to bang the door open, hopefully surprising anyone in area 1 (they get a listen check to hear the kobold walk up to the door, opposed by a move silently check on behalf of the kobold) and to cast ice storm into the area on the first round while the oluk cleric casts protection from good on the troll. During the next round, the other creatures will delay while the kobold casts web into the room. The cleric will cast magic weapon on the troll's sword. The orc runner will sprint for the door to area 3 in order to tell Dargon and raise the general alarm. Next the sorcerer will cast wall of ice to create a wall for the oluks to crouch behind and fire upon anyone caught in the web. The troll will melee with anyone escaping the web.

Kobold sorcerer 10: CR 10; ECL 10; Size S; HD 10d4; hp 26; Init +5; Spd 30 ft; AC 13, touch 12, FF 12; BAB +6/+1; Atk: +8/+3 ranged (1d3, or sling), +8/+3 ranged (1d4/crit 19-20, Dagger); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +5, Ref +4, Will +6; AL LE; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 15.

Skills and Feats: Concentration +13, Craft (Trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spellcraft +15, Spot +2; Alertness, Dodge, Improved Initiative, Quicken Spell, Simple Weapon Proficiency, Magical Aptitude.

Sor Spells Per Day: 6/6/6/6/5/3.

Spells Known: Mel's acid arrow, Acid splash, Bull's strength, Charm person, Cone of cold, Daze, Detect magic, Fireball, Flaming sphere, Flare, Grease, Haste, Ice storm, Lightning bolt, Mage armor, Magic missile, Mirror image, Open/close, Permanency, Phantasmal killer, Protection from arrows, Ray of frost, Shield, Slow, Stinking cloud, Stoneskin, Summon monster v, True strike, Wall of ice, Web, Crushing despair, Ray of exhaustion.

Possessions: Spear, Sling, Dagger, Wand of lightening bolts (lvl 8) 20 charges.

Orc runner: CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 13, touch 10, FF 13; BAB +1; Atk: +4 melee (2d4 + 4/crit 18-20, Falchion), +1 ranged (1d6 + 3, or javelin); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Orc, Oluk cleric 6: CR 6; ECL 9; Size M; HD 2d8+2 + 6d8+6; hp 47; Init +4; Spd 30 ft; AC 16, touch 10, FF 16; BAB +6/+1; Atk: +10/+5 melee (1d10 + 4, Bastard Sword), +6/+1 ranged (1d6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +9, Ref +2, Will +7; AL NE; Str 18, Dex 11,

Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +9, Knowledge (Religion) +4, Listen +4, Spot +4; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Per Day: 5/4/4/2.

Spells Prepared: Blindness/deafness, Command, Cure minor wounds, Darkness, Hold person, Inflict minor wounds, Inflict serious wounds, Magic weapon, Protection from good, Resistance, Shield of faith, Silence, Spiritual weapon, Virtue, Light.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow, Mass scroll of cure moderate wounds (div).

Orc, Oluk barbarian 8: CR 8; ECL II; Size M; HD 2d8+4 + 8d12+16; hp 83; Init +6; Spd 40 ft (base 30 ft); AC 18, touch 12, FF 16; BAB +10/+5; Atk: +12/+7 ranged (1d6, or shortbow), +16/+11 melee (1d10 + 4/crit 19-20, Sword, bastard MW (Bane)); SA -; SQ Darkvision 60 ft.; SV Fort +11, Ref +4, Will +2; AL NE; Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +8.5, Intimidate +12, Jump +10, Listen +2, Spot +2; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow, Bastard mw sword (bane).

Orc, Oluk Fighter 9: CR 9; ECL 12; Size M; HD 2d8+2 + 9d10+9; hp 71; Init +4; Spd 30 ft; AC 16, touch 10, FF 16; BAB +11/+6/+1; Atk: +11/+6/+1 ranged (1d6, or shortbow), +18/+13/+8 melee (1d10 + 8/crit 19-20, Sword, bastard +1 (Bane)); SA -; SQ Darkvision 60 ft.; SV Fort +10, Ref +3, Will +3; AL NE; Str 20, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +7, Intimidate +3,

Listen +2, Spot +2; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization, Improved Overrun, Improved Sunder.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow, Bastard +1 sword (bane).

Troll Fighter 4: CR 4; ECL 15; Size L; HD 6d8+36 + 4d10+24; hp 106; Init +6; Spd 30 ft; AC 23, touch 11, FF 21; BAB +8/+3; Atk: +14/+14 melee (1d6 + 7, claws), +9 melee (1d6 + 4, bite), +14/+9 melee (1d8 + 7, Mace, heavy); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; SV Fort +15, Ref +5, Will +4; AL CE; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Listen +5, Spot +6; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Disarm, Improved Initiative, Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track, Combat Expertise, Improved Natural Armor.

Troll Pits Level Two

Inside the troll pits, the walls and floors are rough-hewn earth and stone. The walls are shored up with timbers, and giant columns of rock or timber support the large halls. The halls are larger than average, for Dargon breeds trolls and other monsters. The rooms are unlit unless otherwise indicated. The ceilings are 15 feet high.

All doors are unlocked unless otherwise indicated. If a door is locked, the DC to pick it is 25 and the break DC is 28. All

doors have 50 HP and a hardness of 10 unless otherwise noted.

Read to the players the text in italics. All flavor text assumes that the players have their own light source equivalent to a torch. Adjust as appropriate if they do not.

Listen Checks: Any battle that takes place in a room has the chance to attract the denizens of the surrounding rooms. They should make a listen check DC 15 to hear the sounds of battle. If a closed door is interposed between the sound, the DC is 20. If an intelligent creature hears the sound of battle and is able, he will warn Dargon of intruders, and the Lord will take defensive measures.

Random encounters should be rolled off the list below. There is a 1 in 10 chance of a random encounter per hour. All random encounters come from a room. If the denizens of a particular room are slain, remember to remove them from any future encounter or description of the room.

Random Encounter Table

Roll Monsters

1-2	2 Ogre Fighter and Orc Cleric from Room 5
3-4	6 Trolls from Room 7
5-6	Fire giant from Room 12
7-8	6 Ogres from Room 13
9-10	2 Priests from Room 19

Room One (EL 10)

This large cavern is dominated by a circular staircase. The dull gleam of iron ore glints

from the walls of the hewn cave.

Call for a spot check DC 12. If successful read the following:

You seem to see the floor moving in the northern section of the cavern. Light glints off a strange viscous black blob that is stealthily moving over the floor in your direction. There is something sinister about the way it is unerringly slithering towards you.

A one X one foot pit in the northeast corner of the room leads to a warren of small, abandoned tunnels under the pits. These tunnels are the regular home of the black pudding. The orcs know that the blob frequents this chamber and thus they are especially careful when moving through here.

Black pudding ooze: CR 10; Size H; HD 10d10+60; hp 140; Init -5; Spd 20 ft, climb 20 ft.; AC 3, touch 3, FF 3; BAB +7/+2; Atk: +8 melee (2d6 + 4 acid, Slam); SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; SV Fort +9, Ref -2, Will -2; AL N; Str 17, Dex 1, Con 22, Int 0, Wis 1, Cha 1.

Skills and Feats: Climb +11.

Room Two

The door to this room is locked.

This rough chamber is equipped with a huge, strange bed made with a wooden frame slung with leather and furs. A chest sits against the north wall. Strange etchings of dragons, rough pictures that look as if they have been scratched by claws, adorn the walls.

This is the room of Dargon's second in command, his lieutenant-general Zenor a half-dragon troll hybrid.

The chest is locked but untrapped. Zenor has the key on his person. The contents are found below.

Also in the chest is a note, a journal entry. It says:

"That foolish Ogre thinks he will be Lord forever. He does not know, however, that the most recent batch of trolls from the spawning pits are loyal to me, and many of the oluk captains are in my employ. If my trolls work and my cunning thrive, Zenon the hybrid will top the Ogre Lord in a bloody coup. I grow, I prosper. Now, Dragon Gods, stand up for bastards!"

Treasure

Coins: 100 gp, Rose Quartz (70 gp), Red Garnet (80 gp), Carnelian (40 gp), Star Rose Quartz (60 gp), Potion of Resist energy 10 (fire)

Room Three

Upon entering this chamber, you notice that some effort has been made to make it more lavish than the typically spartan rooms on the level above. There are approximately five beds, covered with thick furs, and several wall hangings, depicting the glorious charges of troll-led orc armies, adorn the walls. Perhaps this room houses visiting dignitaries.

This room is empty, but check for a random encounter here.

Room Four (EL 7)

The door to this room is locked and trapped with a visible Glyph of Warding.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage);

multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

If Dargon has not been alerted to the presence of intruders, there is a 25% chance that he is present in this room. If he is present, there is a 10% chance that he is sleeping. A secret passage leads from this room, activated by moving the left leg of the heavy desk. If he has a chance he will flee through this passage, locking it behind him.

This is the most lavishly furnished room yet. A huge bed, a full ten feet long and five feet wide sits against the north wall. Against the west wall is an oversized desk, strewn with papers and maps. A large chest and a stuffed chair sit against the east wall.

Moving the desk requires a DC 14 strength check. On the desk the PCs will discover with a DC 10 search check several scrolls, detailed below, as well as a note which says, "Remember-- do not enter the spawning chamber without the special key. Where is the key? It is possessed by He-Who-Walks in Darkness." (This is a note about the key located in [Room Eleven](#).) Another note says, "Trollish regeneration makes them the perfect specimens to create hybrids. Mixing demon blood with trollish blood is particularly successful. Also lycanthropic trolls are good servants." There are also some other important documents and papers (the DM should insert documents appropriate to his campaign, for example a hook for another adventure). In the desk drawer is a key to Room Six.

The chest is locked and trapped with a contact poison trap.

Chest Handle Smeared with Contact Poison: CR 7; mechanical; touch trigger (attached); manual reset; poison (Deathblade extract, DC 20 Fortitude

save resists, Id6 Con/2d6 Con); Search DC 17; Disable Device DC 23.

The contents of the chest, besides several suits of ogre-sized noble's clothing, are detailed below.

Treasure

Coins: 100 sp, 100 cp, Silver Comb With Moonstones (400 gp), Silver-plated Steel Longsword With Jet Jewel In Hilt (800 gp), Solid Gold Idol (300 gp), Potion of Blur, Potion of Mage armor, Potion of Bull's strength, Scroll of Sculpt Sound (arc), Scroll of Solid Fog (arc), Scroll of Suggestion, Mass (arc)

Room Five (EL 15)

The door to this room is locked.

This room is strangely decorated. Scrawlings, reminiscent of cave drawings, are smeared across all visible walls. A large table and several chairs rests against the west wall. On the table are dice and half empty mugs-- large mugs. Two huge creatures-- ogres-- rise at your approach and level huge clubs to block your way. Lurking behind them, in the shadows, is a oluk orc with a patch over his eye. The horrid bat-symbol of Vornoth on his shield marks him as a cleric.

These are Dargon's guards. They are highly trained and will let no one pass without Dargon's presence or permission.

Ogre Fighter 10: CR 13; ECL 16; Size L; HD 4d8+12 + 10d10+30; hp 105; Init +3; Spd 20 ft (base 30 ft.); base speed 40 ft.; AC 18, touch 8, FF 18; BAB +13/+8/+3; Atk: +11/+6/+1 ranged (Id8 + 5, or javelin), +19/+14/+9 melee (Id10 + 8, Greatclub MW); SA -; SQ Darkvision 60 ft., low-light vision; SV Fort +14, Ref +5, Will +6; AL CE; Str 22, Dex 8, Con 16, Int

6, Wis 10, Cha 7.

Skills and Feats: Intimidate +8, Listen +2, Spot +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus, Weapon Specialization, Improved Overrun.

Possessions: Greatclub, Javelin, Chainmail, Greatclub mw, Potion of haste.

Ogre Fighter 5/Rogue 5: CR 13; ECL 16; Size L; HD 4d8+8 + 5d10+10 + 5d6+10; hp 94; Init +6; Spd 30 ft.; base speed 40 ft.; AC 20, touch 11, FF 18; BAB +11/+6/+1; Atk: +16/+11/+6 melee (Id10 + 7, Greatclub MW), +13/+8/+3 ranged (Id8/crit x3, Longbow MW); SA -; SQ Darkvision 60 ft., low-light vision; SV Fort +11, Ref +8, Will +5; AL CE; Str 21, Dex 14, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Hide +12, Intimidate +3, Listen +10, Move Silently +7, Spot +9; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Initiative, Iron Will, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus, Weapon Specialization.

Possessions: Greatclub, Javelin, Studded leather +1, Greatclub mw, Longbow mw, Potion of cat's grace.

Oluk orc Cleric 5: CR 5; ECL 8; Size M; HD 2d8+2 + 5d8+5; hp 42; Init +4; Spd 30 ft; AC 16, touch 10, FF 16; BAB +5; Atk: +9 melee (Id10 + 4, Bastard Sword), +5 ranged (Id6, or shortbow); SA -; SQ Darkvision 60 ft.; SV Fort +8, Ref +1, Will +6; AL NE; Str 18, Dex 11, Con 13, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +4, Knowledge (Religion) +5, Listen +4,

Spellcraft +2, Spot +4; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Per Day: 5/4/3/1.

Possessions: Chainmail armor, Small shield), Bastard sword, Shortbow, Potion of cure serious wounds.

Room Six (EL 7)

The door to this room is locked but opens with a key found in Dargon's room, area R Four. The door can be opened from the inside.

When you enter this rough chamber, you are struck by a feeling of palpable evil. A faint voice seems to whisper from the darkness, "do not disturb the rest of those who are fallen...." Dimly in the gloom you see large mounds of rock unearthed from the rocky floor; seemingly they are cairns.

This is the burial chamber of Dargon's favored troll soldiers. Under the cairns lie trolls, orcs, and ogres who fell in loyal service to Dargon, the Lord of Sloth, and ultimately Vornoth, the Walker-in-Darkness (see

<http://www.farlandworld.com>). In this room lives an old troll, an extraordinary individual named Gurg-lip. Gurg-lip was a great soldier and cleric in the armies of Sloth many years ago, but he gradually grew tired of war and asked to be reassigned. He was assigned to guard the Troll Pits, but he began spending all of his time in the burial chamber, praying, and eventually Dargon stopped trying to get him to do anything else. He became the caretaker of the burial ground, and even when he died, he continued in his job. He no longer buries the bodies-- orcs do that-- but he prays and guards the tombs. He will be loquacious-- he is very

smart for a troll-- and will willingly speak with the heroes. His favorite topics are philosophical ones, like the question of free will, and the reason for the endless alignment wars. He will not attack, but if the tombs are disturbed he will fight ferociously.

If the cairns are searched, items will be found.

Troll, ghost: CR 7; Size L; HD 6d12; hp 38; Init +2; Spd 30 ft, Fly 30 ft.; AC 16, touch 11, FF 14; BAB +4; Atk: +9/+9 melee (1d6 + 6, claws), +4 melee (1d6 + 3, bite), +5 ranged touch (1d6, Incorporeal Touch); SA Rend 2d6+9, manifestation, 1-3 of Corrupting Gaze, Corrupting Touch, Draining Touch, Frightful Moon, Horrific Appearance, Telekinesis; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, rejuvenation, Turn Resistance +4; SV Fort +5, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 0, Int 6, Wis 9, Cha 10.

Skills and Feats: Listen +13, Spot +14; Alertness, Iron Will, Track.

Treasure

Coins: 700 sp, Brass Mug With Jade Inlays (400 gp), Scroll of Levitate, Scroll of Mage Armor and Alarm, Potion of Bear's endurance, Scroll of Resist Energy, Scroll of Protection from Law, Scroll of Command, Scroll of Magic Fang, Scroll of Magic Weapon

Room Seven (EL 7)

This large cavern is supported by a stone column in the center. Evidence of occupation by creatures that are less than sanitary litters the floor. Skins, bones, and feces are strewn about the floor.

This cavern is the home of many of the trolls of the pits. There is a 25% chance that six trolls are occupying this cavern at any time.

6 Troll Bbns 2: CR 2; ECL I3; Size L; HD 6d8+42 + 2d12+14; hp 95; Init +2; Spd 40 ft (base 30 ft); AC 16, touch 11, FF 14; BAB +6/+1; Atk: +11/+11 melee (1d6 + 6, claws), +6 melee (1d6 + 3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; SV Fort +15, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 24, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Listen +5, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track.

Room Eight

This large natural cavern is dominated by a staircase that emerges from the ceiling and descends, without a rail, along the western wall. It looks steep and treacherous.

This room is empty. The stair goes up twenty feet then enters the earth to ascend another fifty feet to Level One Room Eight.

Check for a random encounter here.

Room Nine

This cavern is stocked with barrels and crates.

The crates and barrels contain food stuffs and orc-grog. In one crate is a valuable piece of artwork, detailed below. These gloves will be found with a DC 25 search check.

Treasure: Jeweled gloves 300 gp.

Room Ten (EL 1)

A stench of smoke emanates from this room.

Inside is a large oven and a table. This must be the kitchen for the lower level. Two female orcs, hideously ugly, stare at you in surprise. "What can we do for you, masters?" they ask, cringing. Thick steel collars adorn their necks.

These female orc cooks will only fight in defense. There is nothing of value in this room.

2 Orcs: CR 0.5; Size M; HD 1d8+1; hp 5; Init +0; Spd 30 ft; AC 10, touch 10, FF 10; BAB +1; Atk: +1 ranged (1d4/crit 19-20, Dagger); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will -2; AL CE; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Room Eleven

The door to this room is locked.

This large room is lined with many wooden beds, all of them very spartan. Against the north wall is a small shrine-- an image of a bat with a horrible, gnashing-fanged mouth sits atop the pedestal, glaring at you menacingly.

This is the quarters of the wizards and priests who serve Vornoth, carrying out his breeding experiments. There is a 50% chance that 2-4 priests from second level Room Nineteen are here at any time. If they are here, there is a 75% chance that they will be asleep (if these priests are slain here, remember that they will not appear in R Nineteen. Under the beds are foot-lockers, their items detailed below. A DC 10 search check will also reveal a strange, bat-shaped key hidden behind the shrine. This opens the door in second level Room Seventeen.

Treasure

Coins: 200 sp., Potion of Hide from

undead, Scroll of Continual Flame (div)

Room Twelve (EL 13)

As you approach this room, you here the clearly audible sound of ringing hammers. It sounds like a smithy. Peering into this room, which is lit by a lurid red glow reminiscent of the fires of hell, you see a large anvil and forge, the smoke drifting through a crack in the ceiling. Working the forge are two fire giants, their thick muscles rippling with their hammer strokes. Stacks of weapons line the walls.

These giants will attack if they feel they can defeat the PCs.

2 Fire giant smiths **Ftr 1:** CR 11; ECL 20; Size L; HD 15d8+90 + 1d10+6; hp 150; Init +3; Spd 30 ft.; base speed 40 ft.; AC 23, touch 15, FF 23; BAB +12/+7/+2; Atk: +21/+16/+11 melee (3d6 + 15, Greatsword), +21/+21 melee (1d4 + 10, or slams), +11 ranged (2d6 fire, or rock); SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; SV Fort +17, Ref +4, Will +9; AL LE; Str 31, Dex 9, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Craft (Weaponsmith) +2, Craft (Other) +6, Intimidate +6, Spot +14; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Initiative, Iron Will, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Improved Overrun, Improved Sunder.

Treasure: Longsword +2 (Parrying)

Room Thirteen (EL 11.5)

This large room appears to be a loading zone wherein crates and barrels full of supplies are

lowered down from level one. The walls are crowded with boxes and barrels, but there are several large clear areas in the floor. Glancing up you notice two large holes in the ceiling. Ropes with hooks dangle through the holes from some unknown area above. Many large, hulking figures work moving crates. They appear to be directed by a oluk orc in armor. A troll lounges against the wall, apparently asleep.

Roll spot and listen checks for the ogres and orc. If the party is spotted, read the following:

"'Ere now! Who are you and what are you doing down here? Let's see your papers!" shouts the oluk orc, glaring at you menacingly. The ogres grab up huge clubs that they have leaning nearby. One moves to awaken the sleeping troll.

The crates contain foodstuffs, iron, and wood for the forges.

6 Ogre Ftrs 2: CR 5; ECL 8; Size L; HD 4d8+8 + 2d10+4; hp 48; Init +3; Spd 20 ft (base 30 ft); base speed 40 ft.; AC 16, touch 8, FF 16; BAB +5; Atk: +10 melee (2d8 + 7, Greatclub), +3 ranged (1d8 + 5, or javelin); SA -; SQ Darkvision 60 ft., low-light vision; SV Fort +9, Ref +0, Will +1; AL CE; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Intimidate +0, Listen +2, Spot +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus.

Orc, Oluk cleric 8: CR 8; ECL 11; Size M; HD 2d8+2 + 8d8+8; hp 46; Init +5; Spd 20 ft (base 30 ft); AC 18, touch 11, FF 17;

BAB +8/+3; Atk: +9/+4 ranged (Id6/crit x3, or shortbow), +13/+8 melee (Id10 + 5/crit 19-20, Sword, bastard +1); SA -; SQ Darkvision 60 ft.; SV Fort +9, Ref +3, Will +8; AL NE; Str 18, Dex 12, Con 12, Int 11, Wis 15, Cha 10.

Skills and Feats: Concentration +14, Knowledge (Religion) +3, Listen +5, Spot +5; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Clr Spells Per Day: 6/5/4/3/2.

Spells Prepared: Bane, Blindness/deafness, Bull's strength, Detect magic, Dispel magic, Divine power, Bear's endurance, Entropic shield, Guidance, Hold person, Inflict critical wounds, Inflict minor wounds, Protection from good, Resistance, Sanctuary, Searing light, Shield of faith, Silence, Virtue, Light.

Possessions: Chainmail, Large steel shield, Bastard, Shortbow, Bastard +1 sword.

Troll Bbn2: CR 2; ECL 13; Size L; HD 6d8+42 + 2d12+14; hp 84; Init +2; Spd 40 ft (base 30 ft); AC 16, touch 11, FF 14; BAB +6/+1; Atk: +11/+11 melee (Id6 + 6, claws), +6 melee (Id6 + 3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; SV Fort +15, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 24, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Listen +5, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track.

Room Fourteen (EL 7)

This large, roughly circular chamber is supported by a huge wooden column. Benches line the room and faded tapestries hang from the walls. This seems like an antechamber or

waiting room. The room appears empty. There is an ornate door on the south wall.

The southern half of the room, past the pillar, is warded by two traps: one is a chain lightning trap and the other is an alarm spell. The spell effects overlap. No one can cross the trap without uttering the password, "electrix." The entire area radiates moderate evocation and abjuration magics.

Both traps have a search and disable device DC 31 and dispel and is cast by an 11th level wizard.

Chain lightning trap: CR 7

Room Fifteen

This large rough-hewn cavern is apparently a dining room. It is dominated by a large table complete with benches. Rough copper dishes and plates sit atop the table. The room appears empty,

Any activity in this room may alert the denizens of second level [Room Eighteen](#).

Room Sixteen

The door to this room is locked.

This irregularly shaped cave has a small pool against the south wall. A beaten track leads through the room as well as right up to the pool.

Call for a DC 10 spot check. If it successful, read the following:

At the edge of the pool, just below the surface, you see what looks like a metal box.

Inside the box is 100 GPs and a gem.

The pool is tainted with the ooze that leaks from the newly spawned trolls that stop to drink at the pool on their way out of the spawning room.

Any one drinking from the pool or touching it who is not a troll, ogre, or orc must make a DC 20 FORT save or take 2d6 STR points of damage with another save in one minute for another 1d6 STR points. The points of STR return at a rate of 1 per hour.

Treasure

Coins: 100 gp, Aquamarine (500 gp)

Room Seventeen (EL 13)

As you approach this large chamber, you feel a cold breeze strike you, wafting from some unknown location. Four huge stone pillars support the ceiling. Strange holes are sunk in the floor of this room, each one approximately five feet wide. Weird liquids slosh and swish in the vats, moved about by submerged creatures. The whole area is lit by a lurid, hellish red light. Several tables line the south wall with flasks and beakers covering them. The glint of silver winks from the distant back wall of the cavern.

This is the room wherein Dargon grows his abominations. Because this room contains his special secret creations, Dargon has taken special measures to protect it. Once the PCs enter this room, a hidden door will slam shut, locking them in. A DC 10 spot check will reveal an oddly-shaped keyhole in the middle of the door. The room will begin to grow unnaturally cold, until on the third round everyone in the room will begin taking five HPs of cold damage per round. Suddenly, on the third round, several troll-hybrids will climb out of the vats and begin a ferocious attack. The trolls may try to push PCs into the

vats; any non-troll, orc, or ogre who touches or drinks the liquid in the vats must make a DC 20 FORT save or take 2d6 STR points of damage with another save in one minute for another 1d6 STR points. The points of STR return at a rate of 1 per hour. The glint of silver is a vein of iron ore in the east wall.

The only way to escape the room is to use the strange key from second level Room Eleven, or to kill all of the trolls permanently, upon which the door will open and the cold will cease.

There are several potions among the beakers. See below.

Troll, fiendish: CR 6; Size L; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, FF 14; BAB +4; Atk: +9/+9 melee (1d6 + 6, claws), +4 melee (1d6 + 3, bite); SA Rend 2d6+9, Smite Good; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, darkvision, DR 5/magic, resistance to cold, fire 5; SR 11; SV Fort +11, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

4 Half-fiend Trolls: CR 7; Size L; HD 6d8+42; hp 69; Init +4; Spd 30 ft, fly 30; AC 19, touch 13, FF 15; BAB +4; Atk: +11/+11 melee (1d6 + 8, claws), +6 melee (1d6 + 5, bite), +11/+11 melee (1d6 + 8, Claw), +11 melee (1d8 + 8, Bite); SA Rend 2d6+9, Smite Good; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, darkvision 60 ft; resistance to acid, cold, electricity, fire 10; immunity to poison, DR 5/magic; SR 16; SV Fort +12, Ref +6, Will +3; AL CE; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Troll, wereconstrictor snake, giant: CR 8; Size L; HD 6d8+36 + 3d0+18; hp 85; Init

+2; Spd 30 ft; AC 18, touch 11, FF 16; BAB +7; Atk: +12/+12 melee (1d6 + 6, claws), +7 melee (1d6 + 3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, DR 5/silver, low-light vision, scent, Alternate form, lycanthropic empathy; SV Fort +11, Ref +4, Will +4; AL CE; Str 23, Dex 14, Con 23, Int 6, Wis 11, Cha 6.
Skills and Feats: Listen +6, Spot +7; Alertness, Iron Will, Track.

Troll, werecrocodile: CR 8; Size L; HD 6d8+36; hp 84; Init +2; Spd 30 ft; AC 18, touch 11, FF 16; BAB +7; Atk: +12/+12 melee (1d6 + 6, claws), +7 melee (1d6 + 3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, DR 5/silver, low-light vision, scent, Alternate form, lycanthropic empathy; SV Fort +11, Ref +4, Will +4; AL CE; Str 23, Dex 14, Con 23, Int 6, Wis 11, Cha 6.
Skills and Feats: Listen +6, Spot +7; Alertness, Iron Will, Track.

Treasure: Potion of Endure elements, Potion of Resist energy 30 (electricity), Potion of Tongues, Potion of Water breathing, Potion of Magic circle against good, Potion of Remove disease, Oil of Magic weapon

Room Eighteen (EL 7)

This appears to be some kind of a library. Bookcases line the walls, and a large table sits against the east wall. Several humans in black robes are seated at the table, bent over dusty toms.

These are several acolytes studying under Dargon. They are not interested in fighting the PCs and will retreat to second level Room Nineteen at the first opportunity. There they will alert the clerics and help them in any battle,

although they will surrender before they are slain.

Books on the shelves include:

Fauna of Zeland

The History of the Wars of Sorrow

The Wintervale

Demonology

Spawning and Breeding of the Dark Races

There are also several scrolls, detailed below.

3 Human Wizards 3: CR 3; ECL 3; Size M; HD 3d4-3; hp 11; Init +4; Spd 30 ft; AC 10, touch 10, FF 10; BAB +1; Atk: +3 melee (1d3 + 2, Unarmed), +1 ranged (1d8/crit 19-20, Crossbow, light), +1 ranged (1d4/crit 19-20, Dagger); SV Fort +0, Ref +1, Will +2; AL N; Str 14, Dex 10, Con 9, Int 17, Wis 9, Cha 14.

Skills and Feats: Craft (Alchemy) +9, Concentration +5, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Planes) +9, Spellcraft +11; Brew Potion, Improved Initiative, Scribe Scroll, Toughness.

Wiz Spells Per Day: 4/3/2.

Spells Prepared: Mel's acid arrow, Acid splash, Charm person, Daze, Detect magic, Mage armor, Read magic, Reduce person, Scorching ray, Touch of fatigue.

Spells Known: Mel's acid arrow, Alarm, Alter self, Acid splash, Animate rope, Arcane lock, Arcane mark, Blindness/deafness, Blur, Bull's strength, Burning hands, Cat's grace, Cause fear, Disguise self, Charm person, Chill touch, Color spray, Comprehend languages, Continual flame, Dancing lights, Darkness, Darkvision, Daze, Detect magic, Detect poison, Detect secret doors, Detect thoughts, Detect undead, Disrupt undead, Bear's endurance, Endure elements, Enlarge person, Erase, Expeditious retreat, Feather fall, Flaming sphere, Flare, Tensor's floating disk, Fog cloud, Ghost sound, Ghoul touch, Glitterdust, Grease,

Gust of wind, Ta's hideous laughter, Hold portal, Hypnotic pattern, Hypnotism, Identify, Invisibility, Jump, Knock, Levitate, Locate object, Mage armor, Mage hand, Nyst's magic aura, Magic missile, Magic mouth, Magic weapon, Mending, Message, Minor image, Mirror image, Misdirection, Mount, Obscure object, Obscuring mist, Open/close, Prestidigitation, Protection from arrows, Protection from chaos, Protection from evil, Protection from good, Protection from law, Pyrotechnics, Ray of enfeeblement, Ray of frost, Read magic, Reduce person, Resistance, Resist energy, Rope trick, Scare, See invisibility, Shatter, Shield, Shocking grasp, Silent image, Sleep, Spectral hand, Spider climb, Summon monster i, Summon monster ii, Summon swarm, Leo's trap, True strike, Unseen servant, Ventriloquism, Web, Whispering wind, Command undead, Daze monster, Eagle's splendor, False life, Fox's cunning, Light, Owl's wisdom, Phantom trap, Scorching ray, Touch of fatigue, Touch of idiocy.

Possessions: Light crossbow, Dagger.

Human wizard 4: CR 4; ECL 4; Size M; HD 4d4+12; hp 23; Init +5; Spd 30 ft; AC II, touch II, FF 10; BAB +2; Atk: +3 melee (1d3 + 1, Unarmed), +3 ranged (1d8/crit 19-20, Crossbow, light), +3 ranged (1d4/crit 19-20, Dagger); SV Fort +4, Ref +2, Will +5; AL N; Str 12, Dex 12, Con 17, Int 17, Wis 12, Cha 17.

Skills and Feats: Craft (Alchemy) +10, Knowledge (Dungeoneering) +8, Concentration +10, Knowledge (Arcana) +10, Search +5, Spellcraft +12, Spot +3.5; Combat Casting, Improved Initiative, Scribe Scroll, Eschew Materials.

Wiz Spells Per Day: 4/4/3.

Spells Known: Mel's acid arrow, Alarm, Alter self, Acid splash, Animate rope, Arcane lock, Arcane mark, Blindness/deafness, Blur, Bull's strength, Burning hands, Cat's grace, Cause fear, Disguise self, Charm person, Chill touch,

Color spray, Comprehend languages, Continual flame, Dancing lights, Darkness, Darkvision, Daze, Detect magic, Detect poison, Detect secret doors, Detect thoughts, Detect undead, Disrupt undead, Bear's endurance, Endure elements, Enlarge person, Erase, Expeditious retreat, Feather fall, Flaming sphere, Flare, Tensor's floating disk, Fog cloud, Ghost sound, Ghoul touch, Glitterdust, Grease, Gust of wind, Ta's hideous laughter, Hold portal, Hypnotic pattern, Hypnotism, Identify, Invisibility, Jump, Knock, Levitate, Locate object, Mage armor, Mage hand, Nyst's magic aura, Magic missile, Magic mouth, Magic weapon, Mending, Message, Minor image, Mirror image, Misdirection, Mount, Obscure object, Obscuring mist, Open/close, Prestidigitation, Protection from arrows, Protection from chaos, Protection from evil, Protection from good, Protection from law, Pyrotechnics, Ray of enfeeblement, Ray of frost, Read magic, Reduce person, Resistance, Resist energy, Rope trick, Scare, See invisibility, Shatter, Shield, Shocking grasp, Silent image, Sleep, Spectral hand, Spider climb, Summon monster i, Summon monster ii, Summon swarm, Leo's trap, True strike, Unseen servant, Ventriloquism, Web, Whispering wind, Command undead, Daze monster, Eagle's splendor, False life, Fox's cunning, Light, Owl's wisdom, Phantom trap, Scorching ray, Touch of fatigue, Touch of idiocy.

Possessions: Light crossbow, Dagger, Potion of cure moderate wounds.

Treasure: Scroll of Horrid Wilting (arc), Scroll of Mind Fog (arc), Scroll of Sculpt Sound (arc), Scroll of Symbol Of Pain (arc)

Room Nineteen (EL 12.5)

This room reeks of evil, hitting you like a palpable force as you enter. Four pillars

surround a circular pool in the center of the chamber. The liquid in the pool is roiling and bubbling strangely. Near the west wall of the chamber is a strange circular pentagram etched in silver lines. In the middle of the pentagram billows a grayish silver vapor, shot through with small flashes of lightening. Drawn on the south wall, barely visible in the dim light, is a mosaic depicting a horrible bat creature preparing to bite the throat of a benevolent looking old man in white robes with a staff. A small, dark-stained altar sits before the mosaic. Several figures clad in dark robes surround the pentagram and the pool, their arms and voices raised in grim arcane ritual.

This is the official temple and summoning room of the troll pits. The High Priest of Vornoth, one Ewan McGregor, will speak to the heroes, demanding to know their purpose. He will try to avoid fighting the heroes, hoping to go warn Dargon and help him prepare to face them. If he needs to, he will inform the heroes that there is a powerful demon locked in the pentagram which he will release if they do not leave.

He is not bluffing, and anything that breaks the pentagram, even a foot across the edge of the circle, will release the demon. The demon is not, however, necessarily more favorably disposed to the evil clerics than it is to the heroes and will generally attack at random.

The pool is used as a focus to summon demons from the Abyss. It is acidic and will deal 1d4 acid amage to anyone touching the liquid. This water can be used to damage trolls.

A chest near the altar contains offerings to Vornoth, detailed here below.

Demon, Bebilith: CR 10; Size H; HD 12d8+96; hp 150; Init +5; Spd 40 ft, climb

20 ft.; AC 21, touch 8, FF 21; BAB +12/+7/+2; Atk: +19 melee (2d6 + 9 plus poison, Bite), +14/+14 melee (2d4 + 4, claws), +11 ranged (0, or web); SA Poison, rend armor, web; SQ Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.; SV Fort +16, Ref +9, Will +9; AL CE; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills and Feats: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16; Cleave, Improved Initiative, Power Attack, Track, Improved Grapple.

5 Half-orc Clerics 5: CR 5; ECL 5; Size M; HD 5d8+5; hp 30; Init +5; Spd 20 ft (base 30 ft); AC 18, touch 11, FF 17; BAB +3; Atk: +4 melee (1d3 + 1, Unarmed), +4 melee (1d8 + 1, Mace, heavy); SQ Darkvision 60 ft, Orc Blood; SV Fort +5, Ref +2, Will +7; AL NE; Str 13, Dex 13, Con 12, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +8, Knowledge (Religion) +3, Spellcraft +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Per Day: 5/4/3/2.

Spells Memorized: 1st—Cure Light Wounds (x4), Bless 2nd—Hold Person (x2), Cure Moderate Wounds (x2), 3rd—Cure Serious Wounds (x2), Invisibility Purge 4th—Divine Power, Cure Critical Wounds

Possessions: Heavy steel shield, Chainmail, Heavy mace, Potion of cure light wounds.

Ewan; Half-orc Cleric 8: CR 8; ECL 8; Size M; HD 8d8+16; hp 59; Init +4; Spd 20 ft (base 30 ft); AC 20, touch 10, FF 20; BAB +6/+1; Atk: +7/+2 melee (1d3 + 1, Unarmed), +9/+4 melee (1d8 + 3, Morningstar +2); SQ Darkvision 60 ft, Orc Blood; SV Fort +8, Ref +4, Will +10; AL CN; Str 13, Dex 11, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +7, Knowledge (Arcana) +4, Knowledge (Planes) +5, Knowledge (Religion) +13, Spellcraft +13; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Per Day: 6/5/4/4/3.

Spells Prepared: Bestow curse, Blindness/deafness, Command, Create water, Cure minor wounds, Detect magic, Dispel magic, Divine favor, Doom, Bear's endurance, Guidance, Hold person, Inflict critical wounds (2), Invisibility purge, Poison, Protection from good, Read magic, Shield of faith, Silence, Spiritual weapon, Virtue.

Possessions: Potion of cure moderate wounds, Half-plate +1, Morningstar +2, Heavy steel shield.

Treasure

Coins: 1000 sp, Eye Agate (13 gp), Tiger Eye Turquoise (8 gp), Alexandrite (700 gp), Aquamarine (500 gp), Rose Quartz (70 gp), Hematite (5 gp), Freshwater (irregular) Pearl (9 gp), Smoky Quartz (40 gp)

Room Twenty (EL 16.5)

The door to this room is locked. A pit trap blocks the entrance to the room. It is covered with a hinged slab of stone that will drop away if the trap is activated and if any creature that weighs more than 30 pounds treads upon it. The pit is 40 feet deep and has spikes at the bottom. The trap will be activated if Dargon knows of the presence of the PCs; otherwise it will be deactivated.

Pit trap: (40 Ft. Deep); CR 3; Reflex save (DC 20) avoids or fall for 4d6; 6 Spikes +12 each (1d8 per spike); Search (DC 20); Disable Device (DC 20).

This room is obviously of some importance. It has a huge vaulted ceiling, soaring to a height of nearly forty feet. Four huge stone pillars, carved with strange symbols and evil faces, support the ceiling. A large, ornate wooden throne sits against the west wall. Against the east wall is a huge, adorned chest. Several figures are in this room, ominously large and evil looking.

This is Dargon's throne room. If he hasn't been dispatched or dealt with, he will be here. He will take a standard action to pull a lever on his throne to activate the pit if it advantageous to him, then he will turn invisible and fly up to the ceiling. Also present is his second in command, who will be occupying the throne if Dargon has been slain, another troll, and several oluk orcs. They will all attack ferociously, but Dargon will flee if he is losing the fight.

If the heroes lose but Dargon is weakened, Zenon will attack Dargon.

The chest is a treasure chest. It is locked but untrapped. The contents are below.

Slaying Dargon and freeing the towns he rules is worth a story award of 900 XPs for each.

Dargon Skullcrusher; Ogre mage

Sor5/Ftr3: CR 16; ECL 20; Size L; HD 5d8+15 + 5d4+15 + 3d10+9; hp 92; Init +4; Spd 40 ft, fly 40 ft. (good); AC 21, touch 11, FF 21; BAB +8/+3; Atk: +14/+9 melee (2d6 + 7/crit 19-20, Greatsword +2), +7/+2 ranged (1d8/crit x3, Longbow); SA Spell-like abilities; SQ Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19; SV Fort +11, Ref +3, Will +8; AL LE; Str 21, Dex 10, Con 17, Int 17, Wis 14, Cha 16.

Skills and Feats: Concentration +16,

Diplomacy +9.5, Knowledge (Arcana) +4, Knowledge (Other) +6.5, Listen +10, Spellcraft +11, Spot +10; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Combat Casting, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Charismatic Leadership, Flyby Attack, Leadership, Combat Expertise.

Sor Spells Per Day: 6/7/5.

Spells Prepared: Mel's acid arrow, Acid splash, Blur, Bull's strength, Cat's grace, Charm person (2), Cone of cold, Daze, Flare, Gaseous form, Ghost sound, Magic missile (3), Protection from good, Ray of frost, Resistance, See invisibility, Shield, Sleep, True strike, Polymorph.

Spells Known: Mel's acid arrow, Acid splash, Blur, Bull's strength, Cat's grace, Charm person, Comprehend languages, Cone of cold, Darkness, Daze, Detect magic, Flare, Gaseous form, Ghost sound, Invisibility, Mage hand, Magic missile, Protection from good, Ray of frost, Read magic, Reduce person, Resistance, See invisibility, Shield, Sleep, True strike, Polymorph.

Possessions: Greatsword +2, Longbow, Ring of protection +2, Studded leather +2, Scroll of lightning bolt (arc).

3 Oluk orcs, Fighter 5: CR 5; ECL 8; Size M; HD 2d8+2 + 5d10+5; hp 48; Init +4; Spd 20 ft (base 30 ft); AC 19, touch 10, FF 19; BAB +7/+2; Atk: +7/+2 ranged (1d6/crit x3, or shortbow), +13/+8 melee (1d10 + 6/crit 19-20, Sword, bastard MW); SA -; SQ Darkvision 60 ft.; SV Fort +7, Ref +1, Will -1; AL CE; Str 18, Dex 11, Con 13, Int 10, Wis 7, Cha 8.

Skills and Feats: Intimidate +9, Listen +1, Spot +1; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency,

Weapon Focus, Weapon Specialization.

Possessions: Large steel shield, Bastard, Shortbow, Half-plate, Bastard mw sword, Potion of cure light wounds.

Troll Bbn2: CR 7; ECL 13; Size L; HD 6d8+42 + 2d12+14; hp 84; Init +2; Spd 30 ft; AC 21, touch 11, FF 19; BAB +6/+1; Atk: +11/+11 melee (1d6 + 6, claws), +6 melee (1d6 + 3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; SV Fort +15, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 24, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Listen +5, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track.

Zenor, Troll/ Half-Dragon (Red) : CR 7; ECL 16; Size L; HD 6d10+48 + 2d12+16; hp 96; Init +2; Spd 30 ft., fly 60 ft (avg.); AC 25, touch 11, FF 23; BAB +6/+1; Atk: +15 melee (1d8 + 10, Bite), +15/+15 melee (1d6 + 10, Claw), +7/+2 ranged (6d8, Half-Dragon Breath Weapon); SA Rend 2d6+9, Breath weapon (6d8 hp, DC 18, 30-ft cone of fire); SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, darkvision, low-light vision, immunity to sleep, paralysis and fire; SV Fort +16, Ref +4, Will +5; AL CE; Str 31, Dex 14, Con 26, Int 14, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Listen +7, Spot +8; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track.

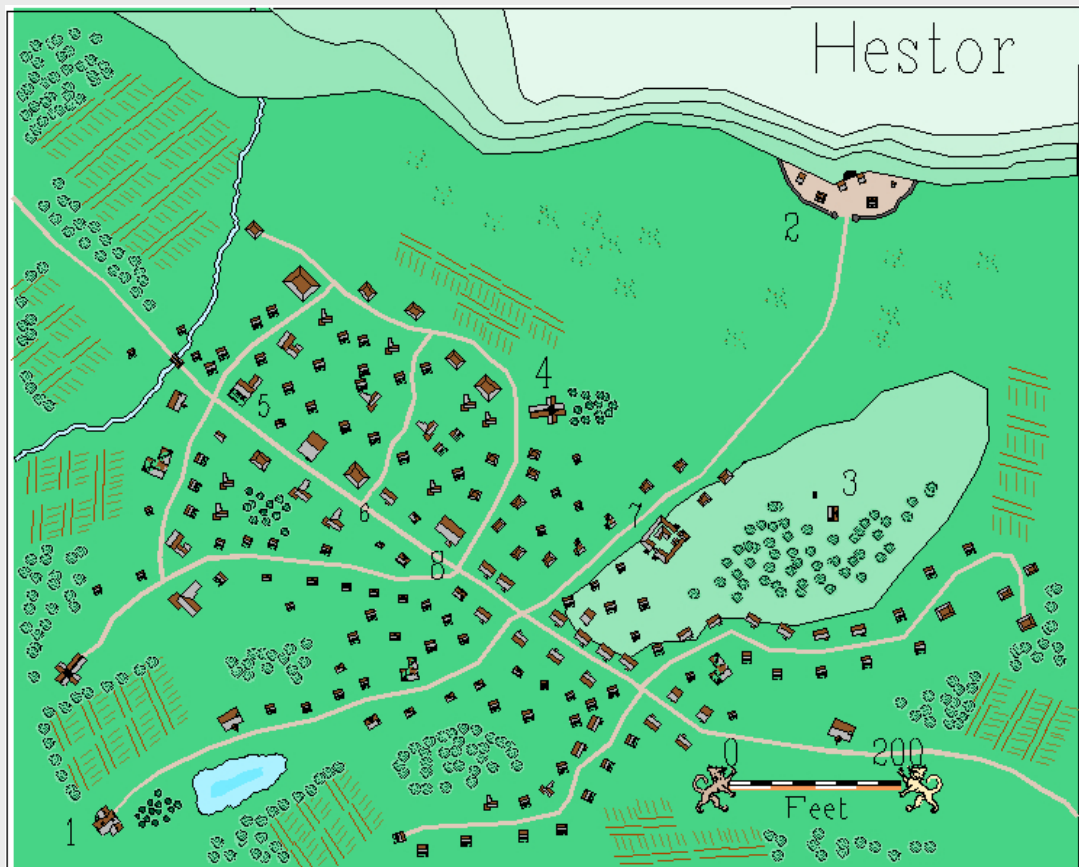
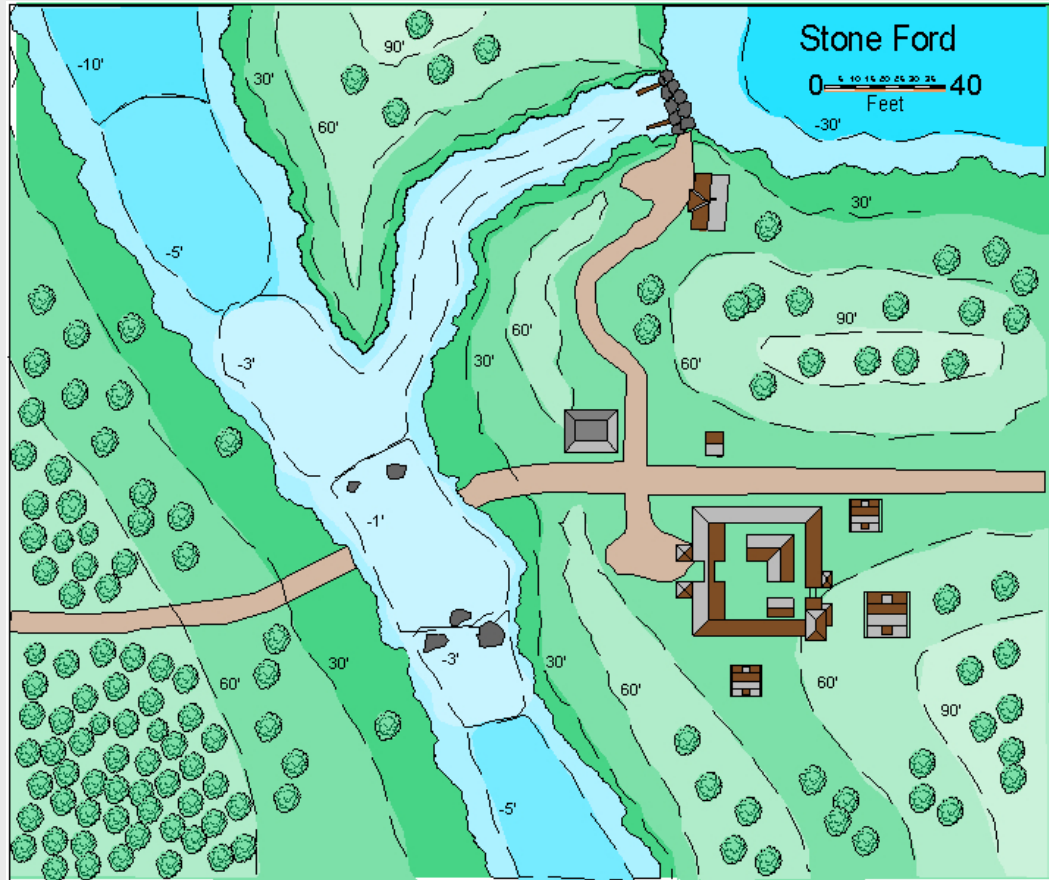
Treasure

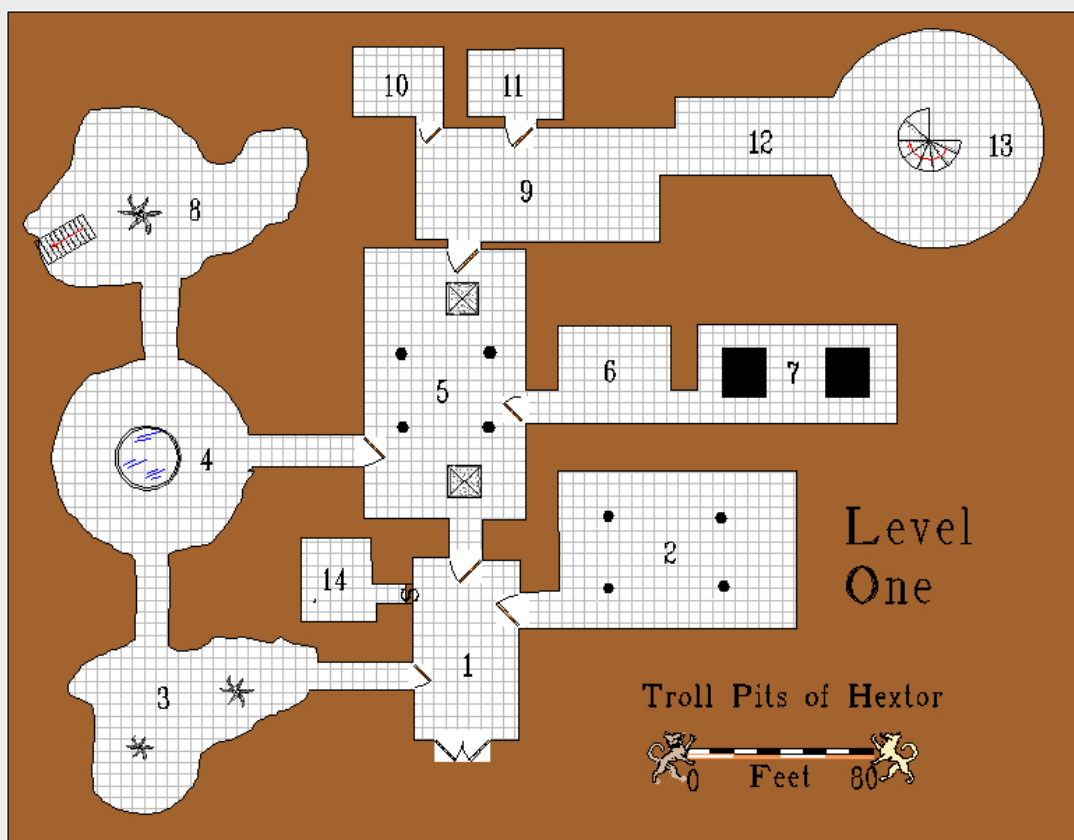
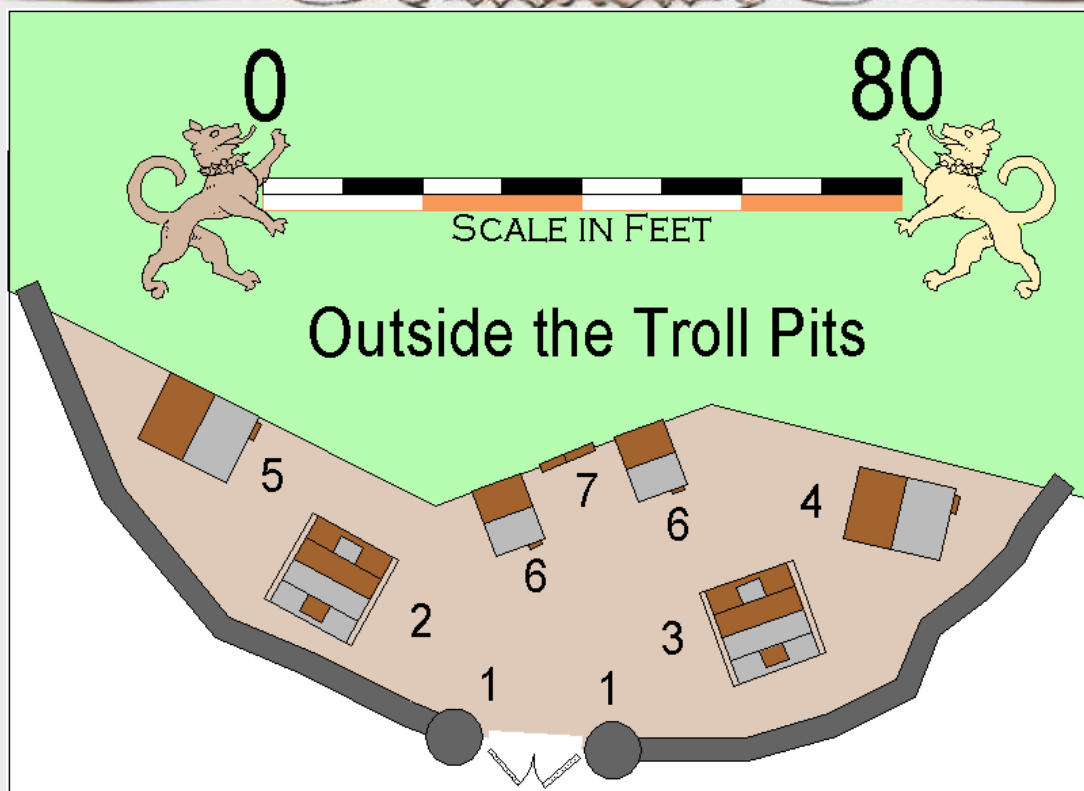
Coins: 50 pp, 500 gp, 4000 sp, 4000 cp, 2 Onyx gems (40 gp each), Red-brown Spinel (100 gp), Coral (70 gp), Peridot (70 gp), Jet (140 gp), Violet Garnet (600 gp), Wand of Magic missile (3rd), Potion of Protection from arrows 10/magic, Wand of

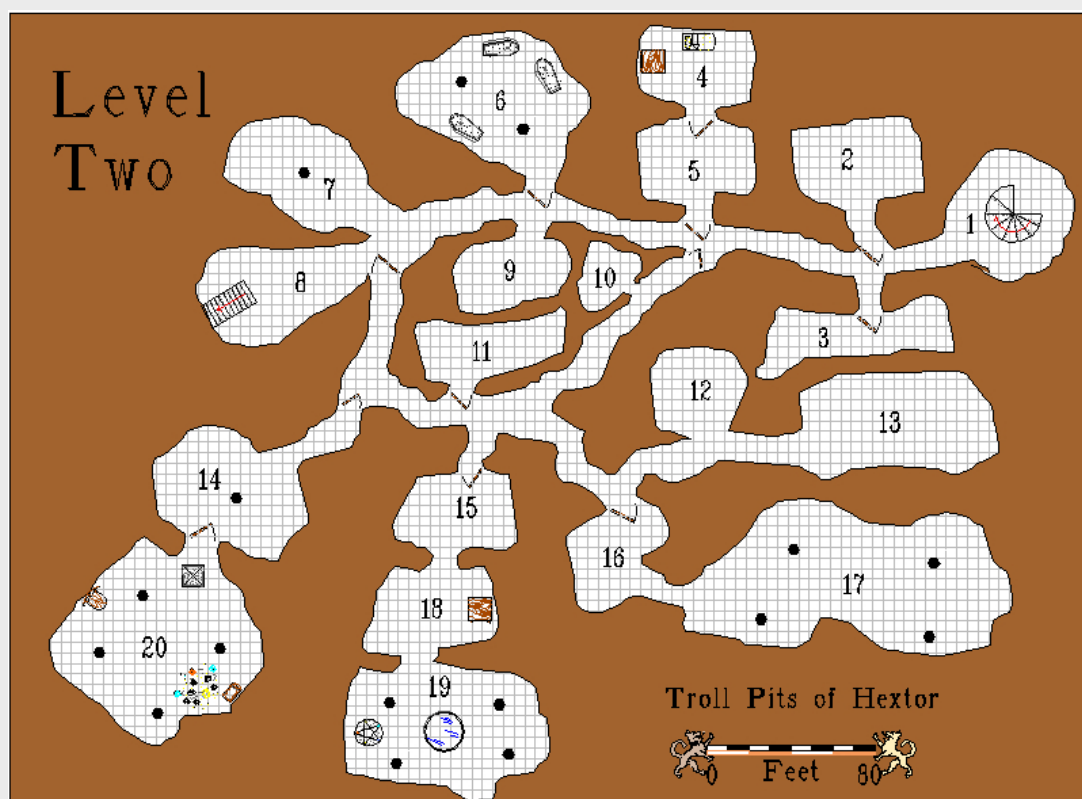
Knock, Potion of Levitate, Scroll of
Comprehend Languages, Potion of Reduce
person

Appendix One: Maps









Appendix Two: Open Gaming License

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