

THE WORLD OF

# FARLAND

# THE TROLL PITS OF HEXTOR

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## INTRODUCTION

This is an adventure for four to five 13<sup>th</sup> to 14<sup>th</sup>-level characters. You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide will help. This scenario utilizes the D&D 5E rules. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation and plot (NPCs and maps are in the appendix). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times. The World of Farland is on the silver standard, and as such if you are playing in a different campaign world, you should read silver pieces as gold pieces, gold pieces as platinum pieces, and so forth. All maps are in the appendix.

### ADVENTURE BACKGROUND

This adventure takes place in the Kingdom of Zeland. Zeland, an old member of the now-defunct Eastern Alliance, 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 Oni Dargon Skullcrusher and the abominations he breeds in his pits.

### ADVENTURE HOOKS

The PCs may choose to journey to Hextor (or Hextor, as the orcs call it) 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.

***Freedom Fighters.*** The PCs have found out 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 Oni Warlord and needs freeing. Worse, this Oni has a reputation for breeding troll-hybrid abominations.

***Saviors.*** 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. The villagers have lived long under the yolk of tyranny, and it continues to get worse.

***Treasure Seekers.*** Rumors have reached the PCs that an evil Oni Warlord possesses vast riches in his underground stronghold.

***Haunted Dwarven Tomb.*** If you are playing through the World of Farland adventure series, the PCs may have discovered the missive on the gnolls alerting them to the threat of Lord Dargon Skullcrusher, and they are seeking to end that threat.



## PART I: BEGINNING THE ADVENTURE

### ENTERING ZELAND

Part of the trouble the heroes face will be getting into the occupied kingdom of Zeland in the first place. How they accomplish this depends on them and where they were last. If they are approaching from the West, from the Kingdom of Kelerak for example, the most obvious route is across the Border River at the Stone Ford crossing. This crossing is heavily guarded and will make an interesting scene for the heroes to overcome. If the heroes do not cross into Zeland from this direction, you as the DM are encouraged to insert the Stone Ford encounter into some relevant place on their route when they must cross a river. Change the place names as appropriate. Of course the PCs may teleport or use some other method of travel that does not involve traveling over land. In that case, they may bypass the following encounter entirely.

### STONE FORD

If the party is traveling overland, 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. For a map of the Stone Ford, see the appendix.

### The Defenders of the Ford

There is a garrison of 50 orcs stationed at the Ford. They are commanded by an Oluk orc war chief named Ognor who always has a bodyguard of one orc Eye of Vornoth and three oluk fighters with him. 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.

Oluk Orc War chief (see appendix)

Orc Eye of Vornoth (use Orc Eye of Gruumsh stats; see MM p. 247)

3 oluk orcs (use orog stats; see MM p. 247)

3 oluk orc rangers (see appendix)

2 stone giants (see MM p. 156)

50 orcs (see MM p. 246)

## The 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 (asking them who they are, what they want, etc.) 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.

2 ogres (see MM p. 237)

Human fighter (use Gladiator stats; see MM p. 346)

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 succeed at a Wisdom [Perception] check DC 5), it will take them three rounds to destroy the precarious dam. During this time, succeeding at a Wisdom (Perception) check DC 20 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 must succeed on a DC 15 Dexterity saving throw or take (18) 6d6 bludgeoning damage, or half as much damage on a successful one. Creatures in the flood must succeed at a DC 20 Strength (Athletics) check to swim against the strong current or be swept away to potentially drown in the new lake (see the next section) or further down river.

**Drowning in the New Lake:** Worse, Ognor has placed large boulders at a narrow spot about 40 feet 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.

If they characters were swept away by the flood and the temporary dam has been established, they will strike it at great force. They must succeed on a DC 15 Dexterity saving throw or take (9) 3d6 bludgeoning damage, or half as much damage on a successful one. If the dam has not been established, they will be swept downstream into 15' deep water.

If the new dam has been established, the water in the new lake and the ford will rise to a depth of 10 feet on the sixth round after the dam is broken, 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 new lake may attempt to escape it by succeeding at a Strength (Athletics) check to swim out. The DC is 20 on round 6 and 7, 15 on round 8, and 10 on round 9 and thereafter. Remember that any creature in deep water must swim out. Any creature that fails three consecutive swim checks gains a level of exhaustion. If a creature faces drowning, use the suffocation rules on page 183 of the *Players Handbook*.

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 experience point award of 1000 XPs.

The garrison of 50 orcs will shoot a few arrows and throw 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 oluk rangers will not reveal themselves as anything special and will try to slink away at the first opportunity to warn Dargon. A successful DC 15 Wisdom (Perception) check will allow characters to notice that the oluk rangers aren't the same as the other orcs. If they clear the garrison, they will be able to scrounge together 75 silver pieces from the orc footlockers. You should randomly determine the treasure for the rest of the guardians of the Ford.

## THE TOWN OF HESTOR

The town of Hestor (or Hextor, as the orcs call it) is located in the highlands of Zeland (see map in the appendix). 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 stone wall. Two dark watch towers overlook the wall and town. Hestor is a town that is afflicted by an evil ruler and many lesser 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 unauthorized weapons in Hestor is illegal and punishable by death. There is no trace of organized rebellion in Hestor, although some individuals harbor secret thoughts of rebellion and were gladdened to see the defeated and decimated army of Dargon limp back home after their latest skirmish with the army of Kelerak. The Ogrimage 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.

### Facts About the Town

**Population:** 1928 (Two-thirds human, with half-orcs and orcs making up the remainder)

**Items Available:** Items costing 200 silver pieces or less may be purchased in the town, but since the town is occupied by the dark forces, no items may be purchased without the prerequisite papers authorizing it.

**Government:** The town is ruled by Hoth Gezbag, an oluk orc war chief. Gezbag manages the day-to-day operations of the town, albeit he does so badly. Gezbag in turn answers to Lord Dargon Skullcrusher, but Skullcrusher is preoccupied with his evil machinations in the Troll Pits of Hextor, so his oversight of Gezbag is extremely lax.

## PLACES OF INTEREST IN HESTOR

There are a few places in the town of Hestor that may interest the PCs. Besides possibly providing information about the Troll Pits, none of them are essential to the action in the Pits, but exploring them may add richness to the adventure.

### 1 Manor House of Hoth Gezbag

This large manor is both in ramshackle condition but heavily fortified. Its paint is peeling, it is missing shingles, and most shutters have broken slats. Still, a six foot stone wall, newer than the manor, surrounds the house. Rusty shards of metal top the wall. A sturdy wood gate is set in the wall. The gate is guarded at all times by two large oluk orcs. Inside the manor are 5 more oluks, fierce brutes, the bodyguards of the Hoth (orcish for “general”). Any attempt by the PCs to communicate with the Hoth will have to be handled carefully. Hoth Gezbag is canny and treacherous. If the PCs don’t have a very convincing story explaining their presence in the town, as well as possessing the correct papers, the Hoth will attempt to arrest them,

imprison them in the orc garrison, and ultimately report their presence to Dargon Skullcrusher. The Hoth knows of the hidden entrance to the pits (location 9 on the town map), but he will not reveal that he knows it unless intimidated into doing so while being asked specifically about other entrances. He also knows the password to the main gates, but again, will not reveal it unless intimidated into doing so while being asked specifically about it.

Hoth Gezbag, oluk war chief (see appendix for stats)

7 oluks (use orog stats; see MM p. 247)

### 2 The Gate of the Troll Pits

This is the main entrance to the Troll Pits. See **Entering the Troll Pits** in the next section.

### 3 Secluded Homestead of Bebinn the Farmer

This nondescript farmhouse, set in a copse of trees atop a small hill, is the home of Bebinn O’Clare, a local farmer, and his family. Bebinn, a thin and nervous man, is actually a cleric of Heshtail. If convinced that the PCs are good and that they seek liberation for the town, he will provide spiritual comfort and healing, for a very fair price. After all, he has to feed his family. If Bebinn had good reason to believe that doing so would endanger his family, however, he will have nothing to do with the PCs.

## 4 Temple of Vornoth and the Haunted Grove

This large edifice has two tall spires, studded with spikes. It is adorned with horrid gargoyle and demon-statues that leer down at anyone approaching the temple. The temple itself is painted black. Inside, the temple is as horrid and macabre as it is outside. The high priest of the temple is an oluk orc named Toduk the Vile. Every resident of Hestor and the surrounding environs is required by law to attend Black Mass twice a week.

High Priest Toduk the Vile (use Orc Eye of Gruumsh stats; see MM p. 247)

Abutting the temple is the Haunted Grove, an unholy copse of dark trees. Anyone entering the trees feels that the place is profane (it is sacred to the Dark God Vornoth). Anyone entering the Haunted Grove at night (except Toduk the Vile and those in his willing company) will be beset by 1d4 wraiths. Buried in the Haunted Grove and discoverable with a successful DC 20 Intelligence (Investigation) check is a *Figurine of wondrous power* (*serpentine owl*).

Wraith (see MM p. 302)

## 5 Banshee Inn

This inn, marked by a crudely painted sign of a female ghost, is a rough and tumble place, frequented by orc soldiers on rest and relaxation and by humans who dare be in their company. The proprietor is one Murchad

O'Sullivan, a short, rotund man. In his heart of hearts, Murchad despises orcs and dark folk, but he is a master of concealing those feelings. He is a charismatic, congenial person who has the rare ability to get along with orcs and other dark folk, as well as humans. Burchad can be convinced (by contesting a PC's Charisma [Persuasion] check with Burchad's Charisma [Persuasion] check) to reveal information about the town. He knows most of what goes on in the town, but he only knows that "strange abominations" are being bred by Dargon in the Troll pits.

Burchad O'Sullivan (use commoner stats; see MM p. 345, but he has a 17 CHR and is trained in persuasion, so his Charisma (Persuasion) checks are made with a +5). Burchad does not know of the hidden entrance to the pits (see location 9), but an oluk who frequents the establishment does. This oluk, a one eyed brute who goes by the name of Scar, has a 50% chance of being encountered in the inn at any time it is open. Scar is a spy for Dargon, tasked to keep an eye on the Hoth for signs of treachery. There is nothing in particular to distinguish Scar from the other orcs and oluks who hang about the place, save for a prominent scar on his chin (although all the orcs have prominent scars of one form or another). Scar will not advertise that he has any special information, nor can he be persuaded to reveal it unless intimidated into doing so while being asked specifically about other entrances to the Pits. He also knows the password to the main gates, but again, and like the Hoth, will not reveal it unless intimidated into doing so while being asked specifically about it.

Scar the oluk (use orog stats; see MM p. 247)

## **6 Traders Guild**

The Traders Guild is located in a large building that is part general store, part manor home, and part warehouse. It controls the trade that goes in and out of Hestor. It also sells items directly to the residents of the town. With the proper papers, healing potions and non-magical items up to 200 silver pieces in value can be purchased at the guild. The head of the guild is Nathi, a well-dressed half-orc. He is overly courteous and diplomatic to a fault, but he is in the employ of Hoth Gezbag and will report anything strange, including unusual purchases, to the orc war chief.

## **7 Orc Garrison**

This ugly, squat building houses the orcish soldiers garrisoned in the town. Fifty orcs reside here, although only about half are here at any time; the other half are out on patrol or performing other duties. The orcs are commanded by an oluk named Harg, who resides here and who answers to the Hoth. Two oluk sergeants help maintain order.

3 oluk orcs (use orog stats; see MM p. 247)

50 orcs (see MM p. 246)

## **8 Market Square**

This large, open space is the town's market square. Market is held every Sunday. Most products sold at market are crops and livestock, but textiles, leather goods, and farming implements can also be had. Far away from Zel City, the market is rather busy and industrious, although 20 orcs from the

garrison patrol the market during every market day, randomly checking papers and otherwise hassling the hapless humans.

## **9 Hidden Entrance to the Pits**

This is another entrance to the Troll Pits. See **Entering the Troll Pits** in the next section.

## PART 2: THE TROLL PITS

### ENTERING THE TROLL PITS

Once the PCs have decided to enter the Troll Pits, there are two ways they can do so. The first way, the main gate, is the most obvious (and most dangerous) route. If the party chooses to enter this way, go to the **Gate of the Troll Pits** below. There doesn't appear to be any other entrance, but in actuality, a secret door also allows entrance. See the **Hidden Entrance** below.

### THE GATE OF THE TROLL PITS

The Troll Pits are located in an abandoned mine complex delved into the side of a large hill. The main gate is the apparent entrance (see map in the appendix). A stone wall that is 15 feet 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 must succeed at a DC 15 Dexterity (Acrobatics) check or take 1d4 slashing damage.

### 1 Guard Towers

Rising above the huge wooden double gates are four towers with dark windows overlooking the approaching road. Only the two next to the gate are manned. It takes a Dexterity check DC 25 to pick the gate lock, and it takes a DC 30 Strength check to break down the door. The doors have an AC of 15, 100 hit points, and resistance to all damage except slashing, bludgeoning, fire, and force. Guards will open them if given a password. Stationed on watch here at all times are two oluk orc rangers, one in each watchtower. Once of these two orcs has a 75% chance to be under the effect of a *See Invisibility* spell cast upon him at any time.

The oluk ranger commander, one Karkan, is in a room in the bottom of the west tower. The oluks will blow horns to alert the guardians mentioned below, and then they will shoot at any intruders from the windows. The oluk rangers have a vial of poison each and will dip an arrow in the poison as a bonus action before each shot. They have a 1 in 20 chance of poisoning themselves after each dip. Because they are in the windows of the tower, the rangers have half cover.

*Enhanced Serpent Venom (Injury)*. A creature subjected to this poison must succeed on a DC

15 Constitution saving throw, taking 16 (5d6) poison damage on a failed save, or half as much damage on a successful one.

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. Randomly determine the treasure of all the orcs in the towers.

2 oluk rangers (see appendix)  
Oluk Orc War chief (see appendix)  
10 orcs (see MM p. 246)

## **2 Home of the Fire Giant Grimbold**

The Fire Giant Grimbold, a mercenary in the employ of Dargon, inhabits this building. Inside the building is a roaring fire kept going at all times, to make Grimbold comfortable. The inside of the building is uncomfortably hot. Grimbold will issue from this building two rounds after any horn is blown. In Grimbold's pouch are 260 CPs and 70 SPs.

Fire Giant (see MM p. 154)

## **3 Home of the Fire Giant Fafnir**

The Fire Giant Fafnir, Grimbold's brother and a mercenary in the employ of Dargon, inhabits this building. Like Fafnir, Grimbold keeps a large roaring fire going at all times. The inside of the building is uncomfortably hot. Fafnir will issue from this building two rounds after any horn is blown. In Fafnir's pouch are 110 SPs and 13 GPs. Fafnir has a great love for his brother Grimbold, and if Grimbold is slain, Fafnir will go berserk (Grimbold is not as attached to his brother and will merely be understandably angry if he

is slain). Fafnir gains advantage on all attack rolls for the next hour, but those attacking Fafnir also have advantage on their attack rolls.

Fire Giant (see MM p. 154)

## **4 Storage House**

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

## **5 Orc Barracks**

Located here are 10 orcs. There is a 75% chance they will be sleeping. Their barracks is a filthy shambles. Randomly generate treasure for these orcs.

10 orcs (see MM p. 246)

## **6 Stables and Spare Storage Areas**

Located here are 4 riding horses, 4 donkeys, 3 large kegs of orc grog, enough rations to feed 20 men for two weeks, 2 weeks' worth of horse feed, plus 200 extra arrows, 10 clubs, and 10 torches.

## **7 Interior Gate**

These reinforced wooden gates allow direct entrance to the Pits. It takes a Dexterity check DC 25 to pick the gate lock, and it takes a DC 25 Strength check to break down the door. The doors have an AC of 15, 75 hit points, and resistance to all damage except slashing, bludgeoning, fire, and force. 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 Hidden Entrance

A little used secret entrance into the Troll Pits exists. It is located around the side of the hill in a little grotto. At the back of this shallow cave is a large rock disguised to look like a natural formation. A successful DC 20 Wisdom (Perception) check will reveal a barely visible path where the grass has been a bit trampled. A successful DC 20 Wisdom (Perception) check will reveal the rock in the back of the grotto to be a secret door, and a successful DC 20 Intelligence (Investigation) check will allow a PC to discern the hidden catch that operates the secret door. The secret door leads to **Level One Room 13** in the next section.

## THE PITS

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, it takes a Dexterity check DC 20 to pick it, and it takes a DC 20 Strength check to break down the door. The doors have an AC of 13, 50 hit

points, and resistance to all damage except slashing, bludgeoning, fire, and force.

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

Any battle that takes place in a room has the chance to attract the denizens of the surrounding rooms. You should note the passive perception scores of creatures in adjacent rooms; a score higher than DC 15 indicates the denizens are aware of the sound of battle. If a closed door is interposed between the sound and the surrounding room, the DC is 20. If an intelligent creature hears the sound of battle and is able, it will warn Dargon of intruders, and the Oni Lord will take defensive measures. These instructions apply to levels one and two of the Pits.

## LEVEL ONE

Random encounters for level one 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.

Roll	Encounter
1	Denizens of Room 2
2	One Stalker from Room 7
3	10 orcs and a troll from Room 8
4	Guardians from Room 14

## Room 1

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 the PCs 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 enchantment that dispels *Invisibility* spells (but not *Greater Invisibility* spells). Anyone who steps into the northern half of the room who is under the effect of an *Invisibility* spell automatically becomes visible as if he had made an attack.

Furthermore, the same area has an enchantment that functions as a permanent *Alarm* spell cast upon it. Anyone entering it who does not say the password, "incantrix," sets off the audible alarm that produces the sound of a hand bell for 10 seconds within 60 feet. The residents of **Room 14** will make a DC 10 Wisdom (Perception) check to perceive the alarm sound and will emerge to investigate if they hear it. A *detect magic* spell reveals an

aura of abjuration on the floor. A successful *dispel magic* (DC 16) cast on the floor destroys the enchantments.

In the North West corner of this room is a secret door to **Room 14**. PCs can detect the secret door with a successful DC 20 Wisdom (Perception) check and can figure out its opening mechanism with a successful DC 15 Intelligence (Investigation) check.

## Room 2

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 orc 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 an orc war chief 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 actually submissive to anyone who is clearly stronger 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. Randomly generate their treasure.

Podish, orc war chief (see MM p. 246)  
19 orcs (see MM p. 246)

### Room 3

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

The ceiling of this room rises to 30 feet. A hillgiant wereboar named Pog makes this lair its home on the orders of Dargon. It has a large cot against the west wall. It keeps its pets, four giant 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, which is "Walker-in- Darkness". The wereboar giant keeps a stack of 10 large rocks for throwing next to the pen. The wereboar giant will be belligerent and confrontational but secretly feels like an outcast. If treated properly he will refrain from attacking.

Hillgiant Wereboar (see appendix)  
4 giant boars

Once the hill giant wereboar is dealt with one way or another, if the PCs search the room, they will find the wereboar's stash of treasure in a small chest inside the boars' pen. It contains 600 SPs and 10 GPs.

Then 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 **Room 5** if rotated so that the dial points to three o'clock. A successful DC 20 Intelligence (Investigation) check will reveal the fact that the dial spins.

### Room 4

The door from **Room 5** into **Room 4** 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 two water elementals and a water weird. The elementals and the weird can leave the pool and venture anywhere in the room but prefer not to. They will instead try to grapple an opponent and drag it into the 10' deep pool. The water creatures are 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. The treasure amounts to 89 SPs and 40 GPs.

2 water elementals (See MM p. 125)  
1 water weird (See MM p. 299)

## Room 5

Read this upon entering:

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.

Entering more than 10 feet into the room without turning the sun dial in **Room 3** to three 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 fighting the iron golem is worth 1500 ad hoc XPs if this is the first time the party has used the sundial. If the party then chooses to later fight the golem, deduct the 1500 XPs from the XP award if they defeat the golem.

Iron Golem (See MM p. 170)

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.** Spotting the pit is a Wisdom (Perception) check DC 20; compare the PCs' passive perception scores to this DC if they are not actively searching for traps here. A creature falling into the pit takes 10 (3d6) bludgeoning damage from the fall and risks drowning in the water if it cannot escape.

## Room 6

The door into this area is locked.

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

The boxes contain 20 orcish scimitars, 20 suits of leather armor, 20 shortbows, 200 arrows, and 6 months' worth of orcish rations (edible by PCs, but disgusting).

One chest is trapped with a poison needle. Opening the chest without the key (which Dargon possesses) causes the needle to spring out and extend three inches straight from the lock. A creature in the path of the needle takes 1 piercing damage and 20 (4d10) poison damage, and must succeed on a DC 18 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence, and a successful DC 18 Dexterity check using thieves' tools disarms the trap and removes the needle. Unsuccessfully attempting to pick the lock springs the trap.

Inside the trapped chest are some items of value: Jeweled Anklet (2000 SPs), Silver Chalice with Lapis Lazuli Gems (80 SPs), Carved Harp Of Exotic Wood with Ivory Inlay And Zircon Gems (200 SPs), Dagger +1

## Room 7

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 surprise and push into the pits anyone who is not accompanied by an orc, ogre, or troll. Anyone who falls in the hole can attempt a DC 18 Dexterity saving throw to grab the winch mechanism. Otherwise they fall 60 feet and take 19 (6d6) bludgeoning damage, ending up in **Troll Pits Level Two Room 13**.

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.

2 Invisible Stalkers (See MM p. 192)

The crates contain dried jerky and other food stuffs. A successful DC 18 Wisdom (Perception) check will reveal a crate full of valuables: 600 SPs, 30 GPs, a gold and topaz bottle stopper cork (200 SPs), 7 green spinel worth 100 gp each

## Room 8

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 10** 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 accompany them if a PC succeeds at a DC 25 Charisma (Persuasion) 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.

Grawlzak, gnoll pack lord (see MM p. 163)  
10 gnolls (see MM p. 163)  
10 orcs (see MM p. 246)  
1 troll (see MM p. 291)

Several chests sit against the walls. Inside the collective chests are the treasures of the orcs and gnolls: 2,100 TPs, 400 CPs, 110 SPs, 7 black onyxes worth 50 SPs each, 5 eye agate worth 10 SPs each.

There is a rough stair in the south east corner of the room. It descends steeply for 75 feet and comes out in **Level Two Room 8**. The stair is dangerous and has no rail, and anyone running down the stairs (including the orcs) must succeed at a DC 10 Dexterity (Acrobatics) check or slip down 20 feet, taking 1d6 bludgeoning damage. The PC must then repeat the check or slip down another 20 feet. When the check is successful, the PC recovers his feet; otherwise the cycle repeats until he can recover his feet or he reaches the bottom.

### Room 9

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 nape 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 10**.

### Room 10

The door into this area 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 8** 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 20 Charisma (Persuasion) check or Charisma (Intimidate) check. He will even accompany them if they succeed at a DC 25 Charisma (Persuasion) check, although they will have to arm him. 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 **Room 5** before he can leave. If he feels they will lock him back in, he will fight them, seeking to flee.

Barkzor, gnoll pack lord (see MM p. 163, but unarmed and unarmored)

If the PCs successfully treat with Barkzor in a way that is profitable to the party instead of killing him, they should receive XPs as if they defeated him in combat.

## Room 11

The door into this area 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.

The skeleton has no possessions. If the PCs search, a successful DC 20 Wisdom (Perception) 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, Elochad, write this. Once Dar gon'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 Dar gon's own room. You will know the room, which is on the second level, by the magical rune of warding on the door. Be care ful, for the rune is dangerous. Move the le ft leg of the heavy desk to trigger the secret passage. While in the Troll Pits, Dar gon 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 Dar gon. 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.*

*In formation on where to find the key is in Dar gon's room. Destroy the spawning vats. Use this in formation to destroy Dar gon and his lackey and avenge me."*

In the purse is a large diamond worth 300 SPs.

## Room 12

A large hall lies before you with its end disappearing into darkness.

Compare the PCs' passive perception scores to a DC 12. If their scores equal or exceed a 12, they notice 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 3** is set to 9 o'clock, the PCs will be hurt by the shocking floor in this room.

**Electric Floor Trap** (Magic trap). This trap is activated when a creature steps on the metallic floor, releasing a burst of electricity. The DC is 15 to spot the fact that the floor of the hall has a strange metallic sheen. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals

an aura of evocation magic on the floor. The trap activates when more than 20 pounds of weight is placed on the floor. Each creature on the floor when it activates must make a DC 16 Dexterity saving throw, taking 40 (8d10) lightning damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 16) cast on the floor destroys the trap.

### Room 13

You see a large hall dominated by a circular staircase descending into the earth. A small passage leads to the east. 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. A passage leaves this room to the east and leads to the **hidden entrance**.

### Room 14

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

This room is accessed by a secret door from **Room 1**. Anyone in **Room 1** can detect the

secret door with a successful DC 20 Wisdom (Perception) check and can figure out its opening mechanism with a successful DC 15 Intelligence (Investigation) check. From **Room 14**, the secret door is apparent and can be pushed open with no trouble.

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 **Room 1** and will enter in full attack mode if they hear anything unusual.

The strategy of the guardians is for the orc mage to bang the secret door open, hopefully surprising anyone in **Room 1** (the mage will attempt a Dexterity [stealth] check as he approaches the door. You should compare the PCs' passive perception scores to the results of his check to see if they hear him approaching it) and to cast *ice storm* into the area on the first round while the orc priest casts *bless* on the troll. During the next round, the other creatures will delay while the mage casts *fireball* into the room. An orc will sprint for the door to **Room 3** in order to tell Dargon and raise the general alarm. Next the mage will cast *greater invisibility* on a troll, who will wade into combat, as will the second troll.

Orc mage (see MM p. 347)

Orc priest (see MM p. 348, but has *bless* prepared instead of *sanctuary*)

2 trolls (see MM p. 291)

4 orcs (see MM p. 246)

You should randomly determine the treasure of the inhabitants of this room.

## LEVEL TWO

Random encounters for level two 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.

Roll	Encounter
1-2	2 ogre fighters and an orc cleric from Room 5
3-4	2 trolls from Room 7
5-6	Fire giant from Room 12
7-8	5 ogres from Room 13
9-10	4 acolytes from Room 19

### Room 1

This large cavern is dominated by a circular staircase. The dull gleam of iron ore glints from the walls of the hewn cave.

Compare the passive perception scores of the PCs to a DC 12. Read the following to anyone whose passive perception exceeds a 12.

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

A small hole (one foot in diameter) 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 puddings. The orcs know that the blobs frequent this chamber and thus they are especially careful when moving through here.

3 Black puddings (see MM p. 241)

### Room 2

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.

The chest is locked but not trapped. The DC to pick the lock is 20. The chest has an AC of 12 and 30 hit points, although smashing it will destroy the potion inside. Zenor has the key on his person. The contents are:

100 GPs, Rose Quartz gem (70 GP), Red Garnet gem (80 GP), Carnelian gem (40 GP), Star Rose Quartz gem (60 GP), Potion of heroism

Also in the chest is a note, a journal entry. It says: *"That foolish Oni 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. Plus, the Lord of Envy himself is*



*backing my plot. Envy currently raises an army to retake Kelerak once and for all. I have promised that once Dargon is dead, I will commit my trolls to Envy's cause and in return be richly rewarded. If my trolls work and my cunning thrive, Zenon the half-breed will top the Oni Lord in a bloody coup. I grow, I prosper. Now, Dragon Gods, stand up for bastards!"*

This letter reveals Zenon's plot against Dargon and also, in its references to the Lord of Envy, gives the PCs their hook to engage in the next adventure in the World of Farland adventure series, "The Ordeal of the Viper."

### Room 3

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 4

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

**Blasting Glyph Trap** (Magic trap). This trap is activated when any creature but Dargon opens the door. The Glyph on the door is clearly visible. A spell or other effect that can sense

the presence of magic, such as *detect magic*, reveals an aura of evocation magic on the Glyph. Any creature opening the door must make a DC 16 Dexterity saving throw, taking 40 (8d10) force damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 17) cast on the Glyph destroys the trap.

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. Another 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. PCs can detect the secret door with a successful DC 20 Wisdom (Perception) check and can figure out its opening mechanism with a successful DC 18 Intelligence (Investigation) check.

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 Wisdom (Perception) 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 II.)

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 6**.

The chest is locked and trapped with a **poison needle trap**. Anyone opening the trap without the key (on Dargon's person), springs the trap. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 40 (8d10) poison damage, and must succeed on a DC 17 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock. A DC 18 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

The contents of the chest, besides several suits of ogre-sized noble's clothing, are: 1,000 SPs, 70 GPs, 8 coral worth 100 SPs each, a potion of healing, and a potion of climbing.

## Room 5

The door to this room is locked.

This room is strangely decorated. Graffiti, reminiscent of cave drawings, are smeared

across all visible walls. A large table and several chairs rest against the west wall. On the table are dice and half empty mugs-- large mugs. Three huge creatures-- ogres-- rise at your approach and level massive clubs to block your way. Lurking behind them, in the shadows, are two orc warriors, and an 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. Randomly generate any treasure for these guards.

3 ogres (see MM p. 237)

orc cleric (see MM p. 348)

2 orc warriors (use gladiator stats; see MM p. 346)

## Room 6

The door to this room is locked but opens with a key found in Dargon's quarters, **Room 4**. 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 is 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 (Intelligence 12)-- 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 dug open, the following items will be found: 2,400 TPs, 900 CPs, 70 SPs, 8 turquoises worth 10 SP each, 9 malachites worth 10 SP each, scroll of vicious mockery, 2 potions of healing, scroll of light.

Troll ghost (see MM p. 147, but he looks like a troll, is size large, and regenerates as per the troll MM entry)

### Room 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 four trolls are occupying this cavern at any time. The trolls have no treasure.

4 trolls (See MM p. 291)

### Room 8

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 20 feet then enters the earth to ascend another 50 feet to **Level One Room 8**. Check for a random encounter here.

### Room 9

This cavern is stocked with barrels and crates.

The crates and barrels contain food stuffs and orc-grog. In one crate is a pair of jeweled bracelets worth 100 SPs each. These bracelets can be found with a successful DC 18 Wisdom (Perception) check if the PCs search.

## Room 10

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 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. They will use kitchen knives (use the statistics of daggers). There is nothing of value in this room.

2 orcs (see MM p. 246, but armed with daggers and unarmored)

## Room 11

The door to this room is locked.

This large room is lined with many wooden beds, all of them very simple and undecorated. 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 **Level Two Room 19** 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 **Room 19**). Under the beds are foot-lockers, containing clothing, two potions of healing, and 200 SPs. A successful DC 10

Wisdom (Perception) check will also reveal a strange, bat-shaped key hidden behind the shrine. This opens the door in **Level Two Room 17**.

## Room 12

As you approach this room, you hear 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. One of the giants is forging a +1 magical dagger, and they each possess a ruby worth 75 SPs, plus 2d6 SP coins each.

2 fire giants (See MM p. 154)

## Room 13

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.

If the PCs are trying to be stealthy, compare the passive perception scores of the monsters with the lowest Dexterity (Stealth) check in the party to see if they are spotted. Otherwise, the PCs will be spotted. IF they are spotted, read this:

"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.

5 Ogres (See MM p.  
1 oluk orc (Use orog stats; See MM p. 247)  
1 troll (See MM p. 291)

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

## Room 14

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 a complex magical trap: an enchantment that functions as a permanent *Alarm* spell cast upon it, which also triggers an electricity trap. Anyone entering it who does not say the password "electrix" sets off the audible alarm that produces the sound of a hand bell for 10 seconds within 60 feet. The residents of **Room 20** will make a DC 10 Wisdom (Perception) check to perceive the alarm sound and will emerge to investigate if they hear it. Anyone in **Room 8** will also make a DC 15 Wisdom (Perception) check to perceive the alarm sound and will emerge to investigate if they hear it.

When the alarm is triggered, a burst of electricity is also released. The DC is 18 to spot the fact that the floor of the hall has some very faint scorch marks. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic and abjuration magic on the floor. Each creature on the floor when the electricity burst activates must make a DC 16 Dexterity saving throw, taking 40 (8d10) lightning damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 16) cast on the floor destroys the enchantments.

## Room 15

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 **Level Two Room 18**. Allow them appropriate Wisdom (Perception) checks.

### Room 16

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.

Compare the PC's passive perception scores to a DC 10. If their scores match it or are higher, 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. Anyone who is not a troll, ogre, or orc who drinks from the pool or touches it must succeed at a DC 17 Constitution saving throw have its Strength score reduced by 1d8. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

### Room 17

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 successful DC 10 Wisdom (Perception) check will reveal an oddly-shaped keyhole in the middle of the door. The room will begin to grow unnaturally cold. On the third round, creatures in the room will have to succeed at a DC 13 Constitution saving throw or gain a level of exhaustion from the cold. They will need to repeat this saving throw every other round, gaining another level of exhaustion with each failure. This magical effect cannot cause a PC to progress past four levels of exhaustion. Somehow becoming warm for two rounds will remove a level of exhaustion gained from this effect. The denizens of this room are immune to this effect.

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 succeed at a DC 17 Constitution saving throw have its Strength score reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

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 **Level Two Room II**, or to kill all of the denizens of this room permanently, upon which the door will open and the cold will cease.

There are several potions among the beakers: potion of greater healing, potion of healing, potion of resistance to cold (drinking this potion means a PC will be in no danger from the cold in this room).

2 troll demons (see appendix)

2 troll lycanthropes (see appendix)

## Room 18

The door to this room is locked.

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

These are two mages studying under Dargon. They are not interested in fighting the PCs and will retreat to **Level Two Room 19** 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 of note on the shelves include: *Fauna of Zeland*, *The History of the Wars of Sorrow*, *The Wintervale*, *Demonology*, and *Spawning and Breeding of the Dark Races*.

2 Mages (see MM p. 347)

## Room 19

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 McGreg, 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 Malor, the Abyss. It is acidic and will deal 4d4 acid damage to anyone touching the liquid. This water can be used to damage trolls. A chest near the altar contains offerings to Vornoth: 1000 SPs, 200 GPs, 5 diamonds worth 50 SPs each.

1 priest (see MM p. 348)

6 acolytes (see MM p. 342)

Demon, Hezrou (see MM p. 60)

## Room 20

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.

**Spiked Pit.** A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to 13 (4d6) falling damage. Anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

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 an 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, 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 (DC 20 to pick) but not trapped. The contents are: 15,000 SPs, 4 chalcedonies worth 50 SPs each, scroll of Otiluke's resilient sphere, potion of heroism

Dargon Skullcrusher (See Appendix)

Zenon (See Appendix)

3 oluk orcs (Use orog stats; see MM p. 247)

# CONCLUDING THE ADVENTURE

## DEATH OF DARGON

Slaying Dargon and freeing the towns he rules is worth an award of 1000 XPs for each PC. This will leave Western Zeland without an overlord, which could give the armies of the freed kingdoms an opportunity to seize the land and fortify it. This will have more than the usual chance of success, because Orak the Lord of Sloth will not replace Dargon in a timely fashion. It will be an opportunity that hasn't been seen for years, and the PCs, if their goal is to continue the liberation of the occupied kingdoms, will be wise to seize it.

If the PCs discovered the note about Envy's plan to raise an army to invade Kelerak, which may point them in the direction of eliminating the Lord of Envy. This will take them to the next World of Farland adventure, "Ordeal of the Viper."

## FURTHER ADVENTURES

If Dargon manages to escape, he will do all he can to bring about the demise of the PCs, and he is a terrible and wily foe. He is likely to try to enlist the full power of the Lord of Sloth to hunt down and slay the PCs. If Zenon escapes, he won't seek to slay the party, though he will report all about them to the Lord of Envy, who will likely see them as a threat and start planning steps to neutralize that threat.

# APPENDICES

## NPCs and MONSTERS

### Dargon Skullcrusher, Oni

*Large giant, law ful evil*

**Armor Class** 18 (chain mail)  
**Hit Points** 169 (20d10 + 60)  
**Speed** 30 ft., fly 30 ft.

---

**STR** 20 (+5) **DEX** 14 (+2) **CON** 16 (+3)  
**INT** 14 (+2) **WIS** 12 (+1) **CHR** 17 (+3)

---

**Saving Throws** Dex +5, Con +7, Wis +5, Cha +7

**Skills** Arcana +6, Deception +10, Perception +5

**Senses:** darkvision 60 ft., passive Perception 15

**Languages** Dark speech; Dark speech, wild; Kingdom Common

**Challenge** 10 (5900 XP)

#### Special Traits

**Innate Spellcasting:** The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, requiring no material components:

**At will:** *darkness, invisibility*

**1/day each:** *charm person, cone of cold, fireball, gaseous form, sleep*

**Magic Weapons:** The oni's weapon attacks are magical.

**Regeneration:** The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

#### Actions

**Multiattack:** The oni makes two attacks, either with its claws or its glaive.

**Claw (Oni Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 5) slashing damage.

**Glaive:** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 5) slashing damage, or 17 (2d12 + 5) slashing damage in Small or Medium form.

**Change Shape:** The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

## Hill Giant Wereboar

*Huge Giant (shapechanger), chaotic evil*

---

**Armor Class** 16 (natural armor)

**Hit Points** 165 (16d12+64)

**Speed** 40 ft.

---

**STR** 21 (+5) **DEX** 8 (-1) **CON** 19 (+4)

**INT** 5 (-3) **WIS** 9 (-1) **CHR** 6 (-2)

---

**Skills** Perception +3

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** passive Perception 13

**Languages** Dark Speech, wild Dark Speech

**Challenge** 9 (5000 XP)

---

**Shapechanger:** The hill giant wereboar can use its action to polymorph into a boar-giant hybrid or into a giant boar, or back into its true form, which is a hill giant. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Boar or Hybrid Form Only):** If the hill giant wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest):** If the hill giant wereboar takes 28 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

## Actions

---

**Multiattack.** The hill giant wereboar makes three greatclub attacks (if in giant form) or two attacks and a tusk attack (if in hybrid form) or two tusk attacks (if in giant boar form).

**Greatclub (Giant or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8+5) bludgeoning damage.

**Tusks (Giant Boar or Hybrid Form Only).**

*Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with wereboar lycanthropy.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage.

## Oluk Orc Ranger

*Medium humanoid (orc), chaotic evil*

---

**Armor Class** 18 (plate)

**Hit Points** 68 (8d8+32)

**Speed** 30 ft.

---

**STR** 16 (+3) **DEX** 16 (+3) **CON** 18 (+4)

**INT** 12 (+1) **WIS** 16 (+3) **CHR** 12 (+3)

---

**Saving Throws** Str +5, Dex +3

**Skills** Intimidation +6, Perception +5, Survival +3

**Senses** Darkvision 60 ft., passive Perception

15

**Languages** Dark Speech, one human language  
**Challenge** 3 (700 XP)

---

**Aggressive.** As a bonus action, the oluk orc ranger can move up to its speed toward a hostile creature that it can see.

**Archery.** The oluk orc ranger gain a +2 bonus to attack rolls it makes with ranged weapons (included in attacks).

**Spellcasting.** The oluk orc ranger is a 2nd level spellcaster. Its spellcasting ability is Wisdom (save DC 13, +5 to hit with spell attacks). The oluk orc ranger has the following ranger spells prepared:

1st level (2 slots): *alarm*, *ensnaring strike*

### Actions

---

**Multiattack.** The oluk orc ranger makes two attacks with its greatsword or its longbow.

**Greatsword. Melee Weapon Attack:** +6 to hit, reach 5 ft., one creature. **Hit:** 8 (1d10+3) slashing damage.

**Longbow. Ranged Weapon Attack:** +7 to hit, range 150/600 ft., one target. **Hit:** 7 (8+3 plus 1d12) piercing damage.

## Oluk Orc War Chief

*Medium humanoid (orc), chaotic evil*

---

**Armor Class** 18 (plate)

**Hit Points** 136 (16d8+64)

**Speed** 30 ft.

---

**STR** 18 (+4) **DEX** 12 (+1) **CON** 18 (+4)  
**INT** 12 (+1) **WIS** 11 (+0) **CHR** 16 (+3)

---

**Saving Throws** Str +7, Con +7, Wis +3

**Skills** Intimidation +6, Survival +3

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** Dark Speech, one human language  
**Challenge** 5 (1,800 XP)

---

**Aggressive.** As a bonus action, the oluk war chief can move up to its speed toward a hostile creature that it can see.

**Oluk Fury.** The oluk deals an extra 6 (1d12) damage when it hits with a weapon attack (included in the attacks).

**Reckless.** At the start of its turn, the oluk war chief can gain advantage on all melee weapon attacks it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

### Actions

---

**Multiattack.** The oluk makes two attacks with its greatsword or its spear.

**Greatsword. Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 15 (1d10+4 plus 1d12) slashing damage.

**Spear. Melee or Ranged Weapon Attack:** +7 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 13 (1d6+4 plus 1d12) piercing damage.

**Battle Cry (1/day).** Each creature of the oluk war chief's choice that is within 30 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls

until the start of the oluk war chief's next turn. The oluk war chief can then make one attack as a bonus action.

## Troll Demon

*Large Giant (demon), chaotic evil*

---

**Armor Class** 15 (natural armor)

**Hit Points** 89 (9d10+40)

**Speed** 30 ft.

---

**STR** 18 (+4) **DEX** 15 (+2) **CON** 20 (+5)

**INT** 7 (-2) **WIS** 9 (-1) **CHR** 8 (-1)

---

**Skills** Perception +2

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** dark vision 120 ft., passive Perception 12

**Languages** Dark Speech, wild

**Challenge** 6 (2300 XP)

---

**Magic Resistance:** The troll demon has advantage on saving throws against spells and other magical effects.

**Keen Smell:** The troll demon has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration:** The troll demon regains 10 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll demon dies only if it starts its turn with 0 hit points and doesn't regenerate.

## Actions

---

**Multiattack.** The troll demon makes three attacks, one with its bite and two with its claws.

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Claw:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Stunning Screech (1/Day):** The troll demon emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon or troll must succeed on a DC 14 Constitution saving throw or be stunned until the end of the troll demon's next turn.

## Troll Lycanthrope

*Large Giant (shapechanger), chaotic evil*

---

**Armor Class** 15 (natural armor)

**Hit Points** 89 (9d10+40)

**Speed** 30 ft.

---

**STR** 18 (+4) **DEX** 13 (+1) **CON** 20 (+5)

**INT** 7 (-2) **WIS** 9 (-1) **CHR** 8 (-1)

---

**Skills** Perception +2, Stealth +3

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** dark vision 60 ft., passive Perception 12

**Languages** Dark Speech, wild (can't speak in wolf form)

## Challenge 6 (2300 XP)

---

**Shapechanger:** The troll lycanthrope can use its action to polymorph into a wolf-giant hybrid or into a dire wolf, or back into its true form, which is a troll. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Boar or Hybrid Form Only):** If the hill giant wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Keen Hearing and Smell:** The troll lycanthrope has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Regeneration:** The troll lycanthrope regains 10 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll lycanthrope dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

---

**Multiattack.** The troll lycanthrope makes three attacks, one with its bite and two with its claws (if in troll form or hybrid form) or two bite attacks (if in dire wolf form).

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claw (troll or hybrid form only):** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## Zenon, Half-dragon (red) Troll

*Large Giant, chaotic evil*

---

**Armor Class** 16 (natural armor)

**Hit Points** 141 (13d10+65)

**Speed** 30 ft.

---

**STR** 18 (+4) **DEX** 13 (+1) **CON** 20 (+5)

**INT** 11 (+0) **WIS** 9 (-1) **CHR** 12 (+1)

---

**Skills** Perception +2

**Damage Resistance** fire

**Senses** blindsight 10 ft., dark vision 60 ft., passive Perception 12

**Languages** Dark Speech; Dark Speech, wild; Kingdom Common

**Challenge** 8 (3900 XP)

---

**Keen Smell:** Zenon has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration:** Zenon regains 10 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn. Zenon dies only if it starts its turn with 0 hit points and doesn't regenerate.

### Actions

---

**Multiattack.** Zenon makes three attacks, one with its bite and two with its claws.

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

**Fire Breath (Recharge 5–6):** Zenon exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

# MAPS

## Zeland



# Stone Ford



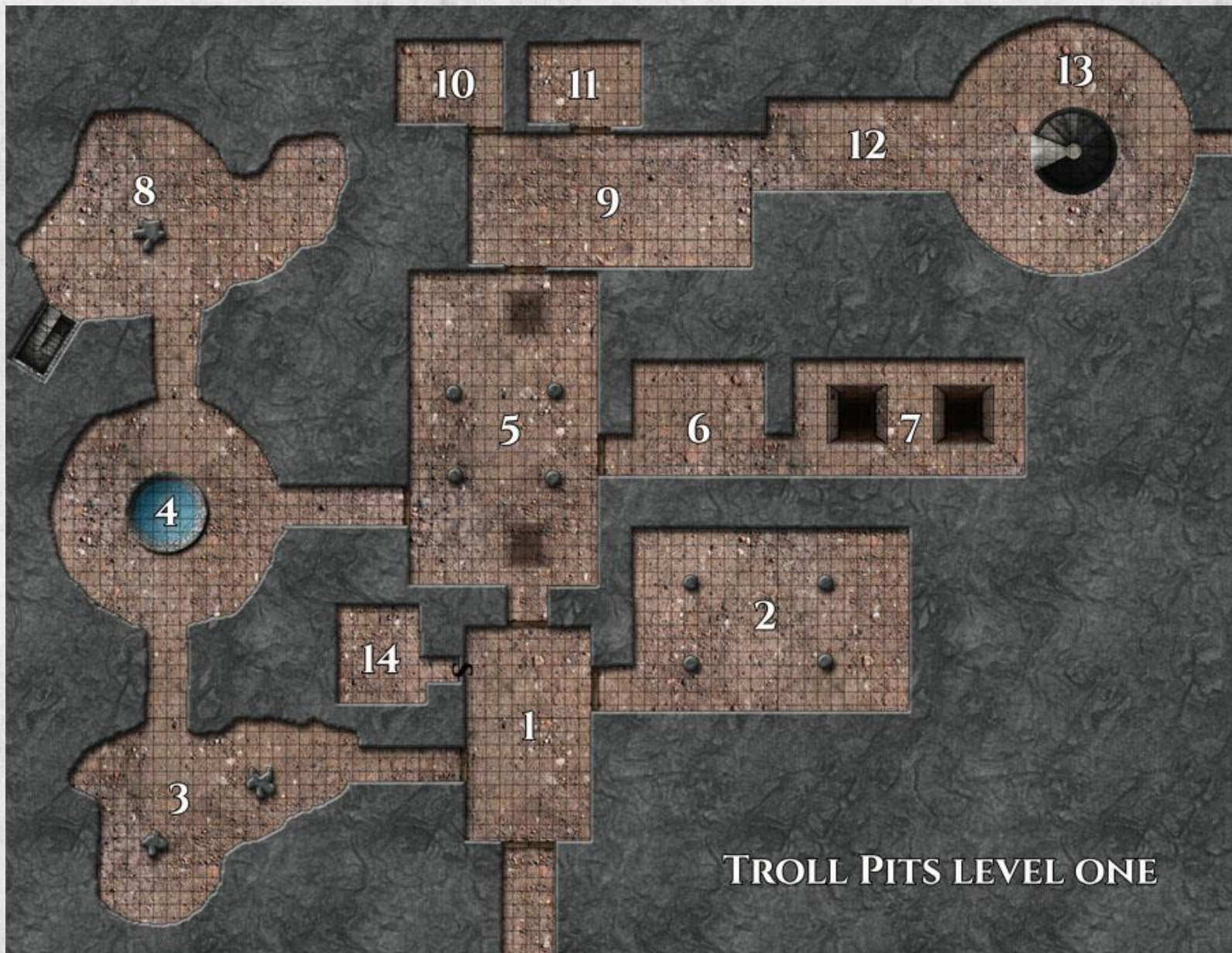
# The Town of Hestor



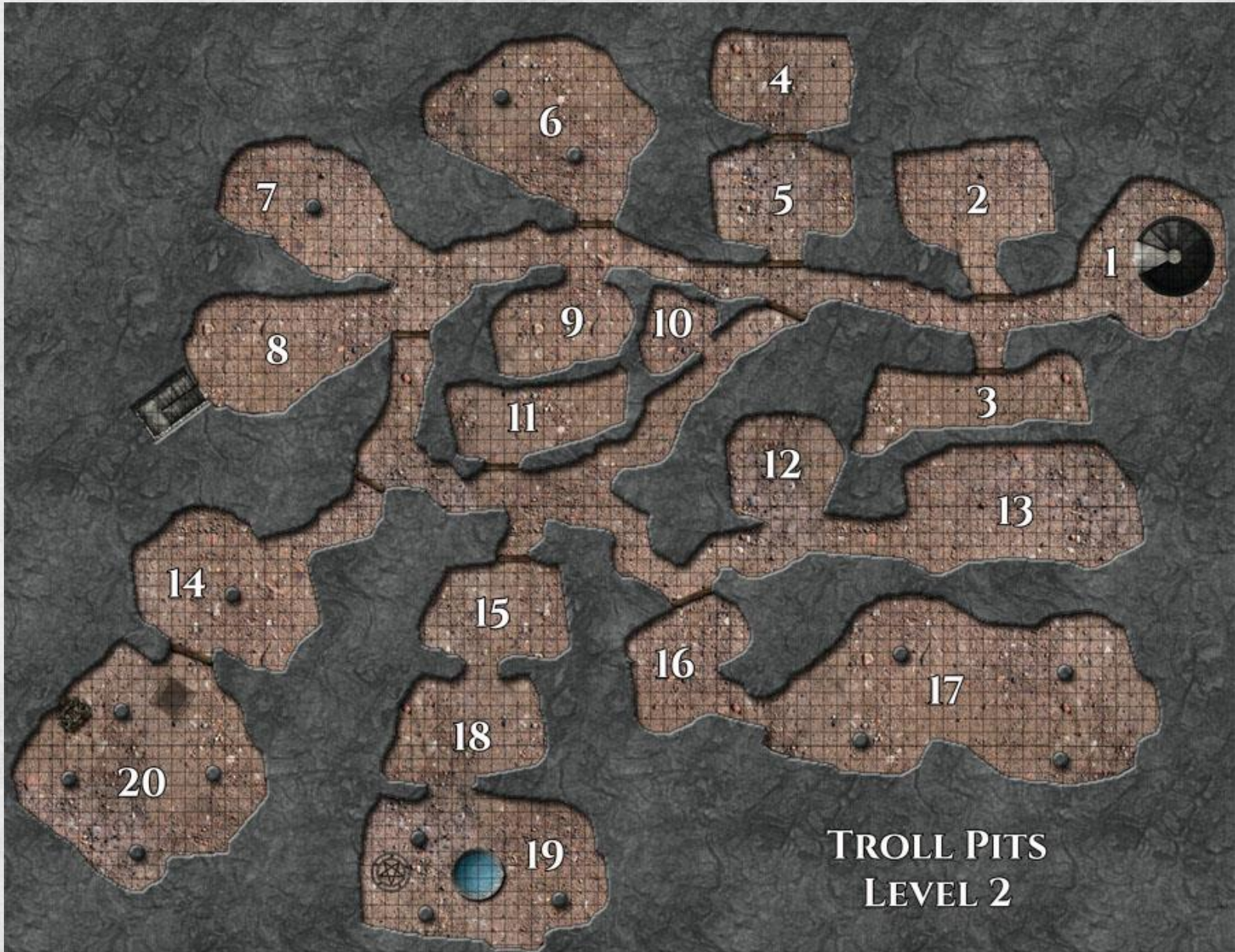
# Outside the Troll Pits



Troll Pits Level 1 (one square=5 feet)



**Troll Pits Level 2 (one square=5 feet)**



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