

Cave of the Troll King

This is a glory hole. It is filled with a lot of evil trolls just for the killing. In addition the eggs for this dungeon should restock upon the avatars leaving, giving a continual supply of needed money. The dungeon is a series of rough cut caves once occupied by other creatures and now taken over by trolls. The caves are located near a bridge on the same island Valoria is located.

One thing about trolls, that could be learned with training, they are nocturnal and most will be asleep during the day. Stealth could play a big part. This dungeon will refill with trolls upon leaving, except for the king who will no longer be present and the orcs and leader who will not be replaced

PLOT INSERTION

The guards at Valoria will require that the Avatar go to the Caverns in order to prove his/her valor. This is accomplished by retrieving the Helm of Light which is currently possessed by the Troll King. Once the King is vanquished and the Helm retrieved then the guards at the Citadel will allow the Avatar to gain an audience with Sir Corigan.

DETAILS

These chambers are rough cut stone and natural caverns. Bones and debris litter the place everywhere. Occasionally a pile of bones or skulls have been stacked neatly in a weak if not macabre form of art.

Level 1

1. Entrance. One troll stands a few feet inside ready to attack intruders. (Hatched at map load).
Journal note: *"On this day we entered the Caves of the Troll King at the behest of the fighters of the Citadel. By finding the Helm of Light, currently in possessed by the Troll king, we hope to win the favor of the warriors of the Citadel and gain audience with Lord Corigan."*
2. Two trolls. They will hatch once party enters and path find to party's location.
3. A garbage area used by the trolls to throw carrion in for it to ripen properly (uuuggggh!). Maybe some nasty bugs located here that hatch when party enters.
4. Gathering chamber. There are three trolls in here at all times ready to fight. Each has a chest with assorted items and ~10 gp.
- 5,6 One troll sleeps here. If party is stealthy, the troll will not wake. Each has a bag with ~10 gp and a dagger.
- 7,8 Each contains one troll. If it is day, then they will be asleep. If party is stealthy, the trolls will not wake.
- 9 Two trolls sleep in here. Both have a bag with ~3 gp and one bottle of wine.
- 10 empty
- 11 Three trolls wander this room. Each has a bag with ~5 gp, a bottle of mead, shield, and axe.

Level 2

1. This large chamber has 3 trolls in it. If daytime, they will be asleep. If party is stealthy, the trolls will not wake. Each has a bag with ~10 gp

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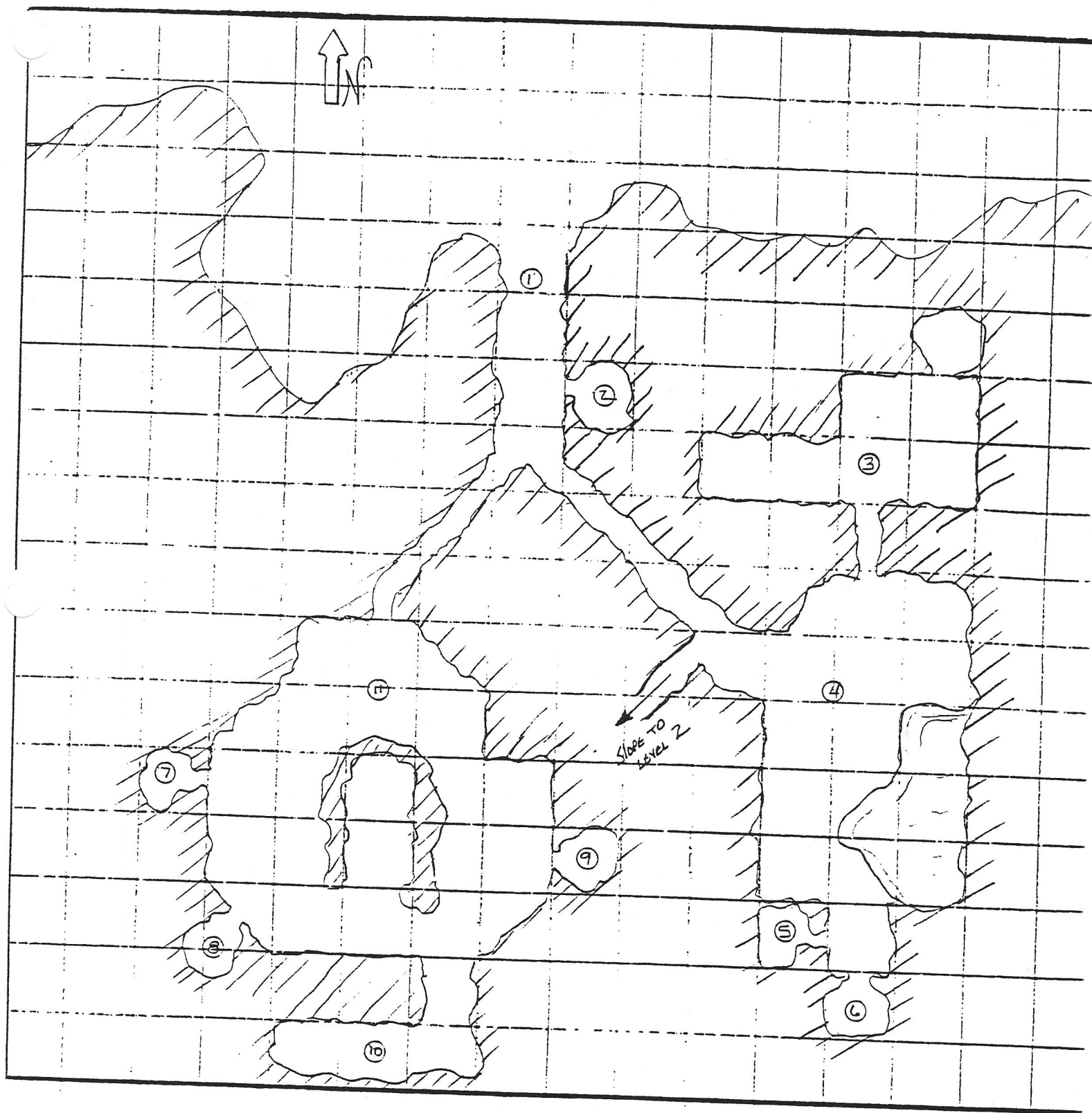
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2. This is the home of 10 giant rats which will harry the party throughout the dungeon until killed.
3. Room of the pool. The north end of the room has a pool of water. One troll stands guard in this room. He has no treasure.
4. This is the home of two giant spiders. Inside their webs are the bodies of two trolls. Both have bags with ~5 gp and two bottles of mead.
5. Another pool. The SE corner of the room has a pool of water. There is also a group of orcs bandits and their human leader camped here. They have come seeking aide from the trolls in overthrowing the citadel (really unimportant to the plot). There are 7 orcs with various equipment. Each carries ~2 gp and 1, 14 gp gem.

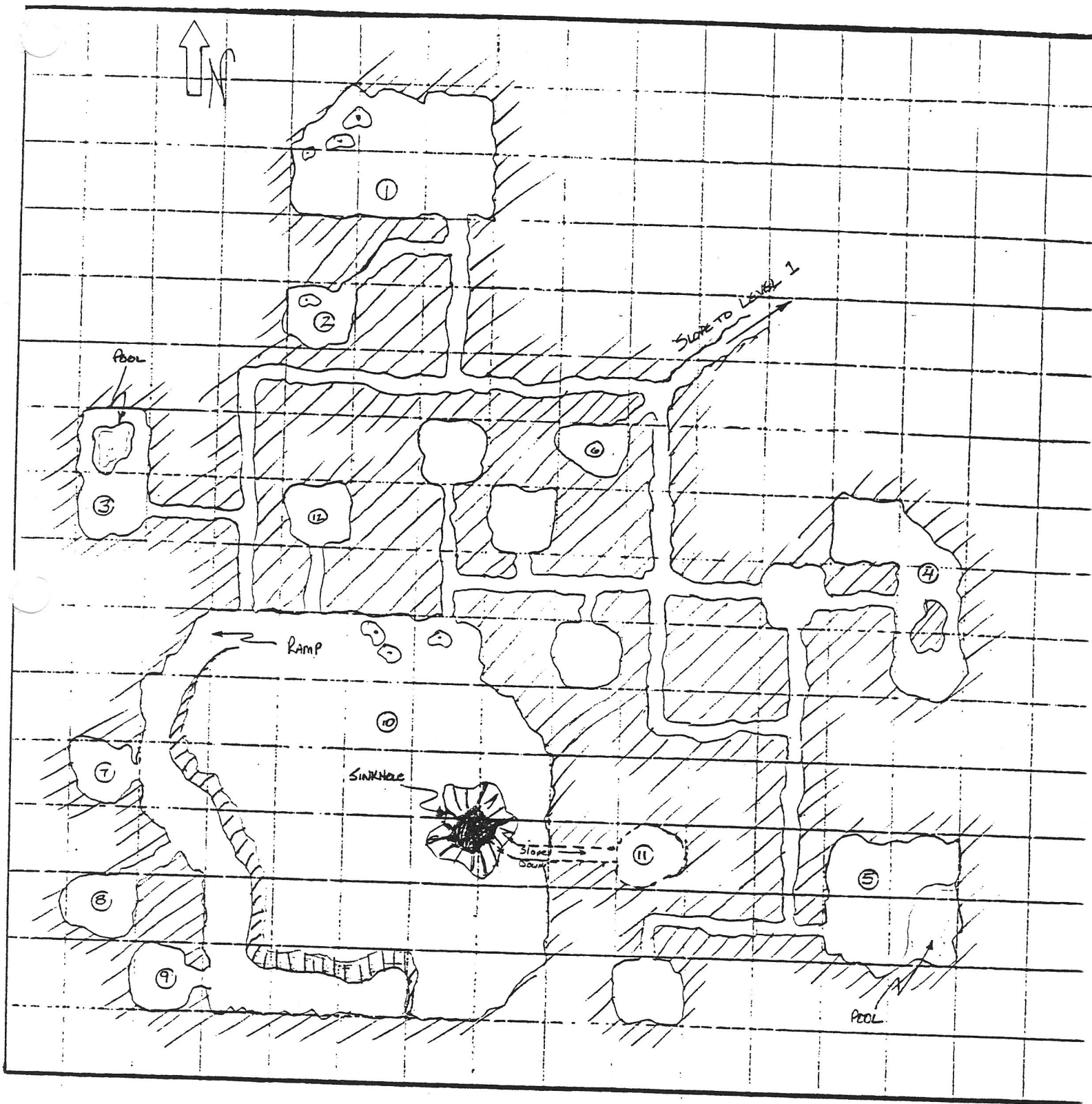
Talking with the orc leader, shows that he is a scruffy derelict of a fighter, long past his prime, but with an axe to grind (literally) against the fighters of the citadel. He is obsessed, near to the point of insanity and will have to be killed.

There is also an old ladder sitting against wall (needed to reach room 11)
6. Two trolls stand guard over the sloped passage up to level 1. They will hatch once any intruders pass the intersection of corridors. They will then path find to party as quickly as possible. They each carry 2 gp a shield and a dagger.
- 7,8,9 Two trolls sleep (if it's night they are awake) in this chamber. They have no treasure.
- 10 Four trolls patrol this chamber. If it is night the king is here (see room 12). None of them carry treasure, but all carry daggers. If the king is defeated here, see journal note in room 12.
11. Chamber of the Sinkhole. The ladder from room 5, level 2 will be needed. Ladder must be moved over sinkhole. It attaches to lip of sinkhole in preset position. Party uses ladder as normal to enter lower area. Trash and bones litter the floor down here and it is also home for a xorn, who has remained well fed by the trolls. At the end of the tunnel is a round chamber with more trash. Searching the trash will reveal 50 gp, 5 gems at 4 gp ea., a magic shield and an invisibility ring.
12. King's room. If it is day time he will be here asleep. If night he will be in room 10. He is much tougher to kill than the other trolls. He carries a spear, the Helm o' Light and 20 gp. **Journal note:** *"On this day we vanquished the Troll king and have gained the Helm of Light. We will now return to Citadel as soon as possible to get the audience with Lord Corigan."*

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CAVERNS OF THE TROLL KING
LEVEL 1



CAVERNS OF THE TRAIL KINGS
LEVEL 2