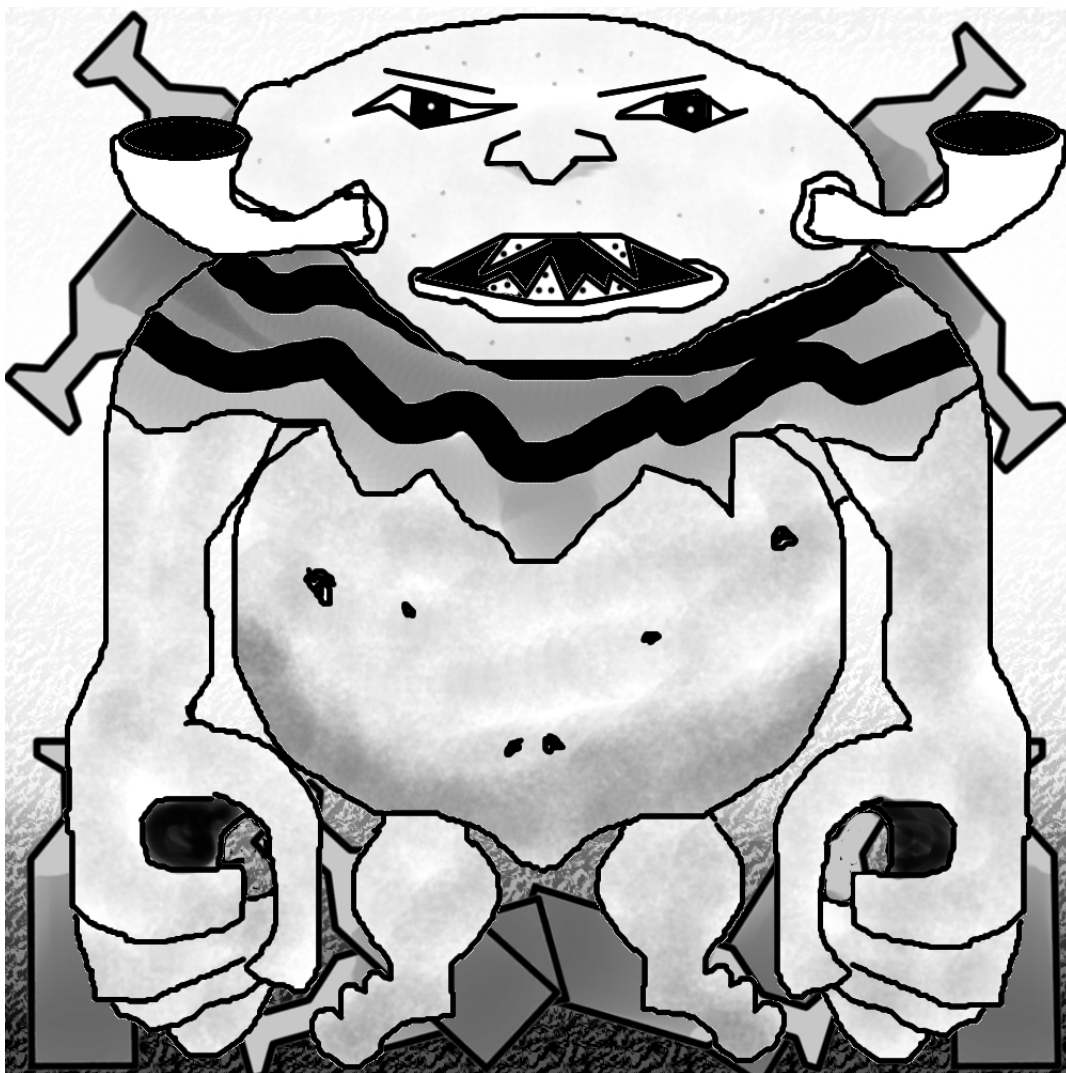


Eructation



Of The Goblin Troll



A Labyrinth Lord Adventure

Eruption Of The Goblin Troll
A Mid Level
Labyrinth Lord Adventure
by
Unbalanced Dice Games

Eructation Of The Goblin Troll

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Introduction

The door to the inn fell to the floor and it walked in. A big green man like thing with a large sharp teathed mouth, long arms and horns sticking out of its cheeks. "Pour the blurf in or I pour your blood in" it yelled with a guttural roar.

The innkeeper, Blurf, pointed at it and gasped "The Goblin Troll..". He pushed a wooden cart up to it and the Goblin Troll sat down. Around the room the innkeeper pushed it and everyone poured their drink down one of its horns.

"Drink drink drink, I get the good drink..." it muttered as it went around the room. The innkeeper pushed it to the door after everyone had served the Goblin Troll. Out the door and into the night the creature went. Its belches could be heard miles away as it ran back to its lair.

Blurf had never seen the Goblin Troll before. He remembered his mother telling him that it must be killed if it ever returned. Mom usually was right.

Word spread of the Goblin Troll and people stopped going to the inn. Blurf decided it was time to hire some adventurers.

The Adventure Uses Labyrinth Lord

The adventure uses Labyrinth Lord and Advanced Edition Companion. Armor Class is descending and starts at 9.

The Party's Mission

The innkeeper will put up notices everywhere. One will enter the parties possession. It will say "Reward Of 100 GP For The Head Of The Goblin Troll. Come see Blurf at the Inn Of The Big Beer.". Directions to the inn are on the notice.

Blurf appears not that dissimilar from the Goblin Troll. He's 5 feet tall, wears the same kind of shirt, has brown pants and leather boots on. His arms almost touch the ground and he has white skin. The horns on the Goblin Troll's face are missing. His teeth are not sharp but dull. One tooth is stained purple. Blurf is very friendly and never touches a drink.

Blurf will show the party on a map where the lair of the Goblin Troll is. It is located 10 miles out of town. It's a little wooden shack. No one seems to live there. What you must do is start a fire in the fireplace and a stair will take its place. This leads to the Goblin Troll's home... which must be underground.

The Goblin Troll has haunted his family through the years. Sometimes

he isn't seen for 2-3 generations and then he returns. The same thing happens each time. A party is hired and the Goblin Troll is killed. Then things go quiet again.

When the party returns with the Goblin Troll's head he will be most pleased. He will give each character a beer and the party as a whole will receive 99 gold pieces. He will keep one for himself because they never would have found the Goblin Troll without his help!

Blurf can be treated as a level 0 character. AC 9, HP 3, attacks with a club if threatened and worth only 10 XP. He prefers not to fight and will try to talk some sense into the party if they get violent.

Inn Of The Big Beer

All by itself without any neighbors sits the Inn Of The Big Beer. The Labyrinth Lord chooses where he wants it on the map. Most likely by a road that is frequently traveled. Blurf's family has had this place for generations. Its bottom floor consists of 3 rooms. One to serve the customers. Another to hold beer barrels. And the third to hold cheese and dried meats. Stairs lead upstairs where there are 10 rooms with a single bed each to rent for the night. Blurf usually charges 10 GP a night. The customer area has a bar and many tables with chairs aplenty.

Everything is made out of wood. He will give the party free lodging, food and drink while they are working for him. This hospitality extends for a week after they bring him the Goblin Troll's head.

The inn used to be full most nights. The beer was good and it's hard to say which was better the beer or the cheese. But since the Goblin Troll incident no one has come to the inn. If the party brings proof that the Goblin Troll is dead things will return to normal.

One of the big cheeses in the cheese room is made out of wood. The bottom pops out and inside is 1234 GP. This is the gold Blurf pays the party with.

The Journey To The Little Wooden Shack

As stated earlier it is 10 miles away from the Inn Of The Big Beer. Along the way the party can have regular random encounters. In addition to that they will frequently find traces of the Goblin Troll. Empty beer bottles, dead deer, dead bear, trees broken in half, etc... . One thing they find is terrifying. A dead farmer with a beer bottle shoved into his forehead. There seems to be something inside of the bottle. If pulled out the bottle breaks and a green lollipop falls out of it.

All the dead things they find are swarmed by a huge amount of flies. When the party approaches a dead thing the flies head into the sky and towards the direction of the little wooden shack. From below it looks like a fast moving black cloud.

The Little Wooden Shack

It is a little 10' x 30' wooden shack without a roof and one side missing. A stone fireplace is all that is left in it. When a fire is lit in it a stairway leading down to The Goblin Troll's Place appears. The fire parts and allows the party easy access. The walls of the stairs are on fire all the way to the bottom. Touching the fire does not do any damage or feel hot, it must be an illusion. It takes a couple of minutes to walk down them.

Fire or no fire, the party can always walk back up the stairs and return here. Fire is always necessary to climb down the stairs. When the fire goes out the stairs disappear in the shack. Summoning the stairs is not a permanent event.

The Goblin Troll's Place

A normal dungeon without any lighting. The place's surfaces are made out of rocks, stones and an occasional large boulder of different colors: gray, white, brown and occasionally green. Strange creatures like the Diapered Goblins and the Lollipop Fly have normal monster infravision and don't need lights. Ceilings are generally 15'-20' high.

The Goblin Troll

A big(10' tall) fat green creature that has a large mouth and sharp teeth. Two metal drinking 'horns' stick out of his cheeks. Its arms reach the ground. Its legs are only 2' tall but strong and fast enough to give it quick movement.

The Goblin Troll lives to drink. That is its purpose in life. The place it lives in is where it plays when there is enough of the stuff he likes to drink. When alcohol is present the Goblin Troll gets especially violent. All the good tasting stuff should be its it thinks. Everyone should give him their beer, wine, etc... . A man drinking a beer is a man marked by the Goblin Troll! Any alcohol it gets its hands on is poured into one of the metal horns. This allows it to do other things with its mouth since it can spend hours, if not endless days, pouring drink after drink into the horns. The Goblin Troll appears to be immune to any alcoholic beverage. Its ability to consume it is endless.

A source of drink it always seeks. Sometimes it targets a family and keeps on stealing booze from them, generation after generation. When this isn't possible it will sneak into large cities and attack one drinking establishment after another. It prefers to be in nature so this is an extreme situation for it.

Killing it is only a temporary

solution. Once its spirit leaves its body it hunts for a sufficiently strong troll and waits for it to get drunk. This can take decades. When it finally succumbs to the temptation of alcohol the Goblin Troll inhabits the troll's body. Then it mates with a goblin and what is born later is the new body of the Goblin Troll. The mother goblin, the goblin's kin and the troll are invited to live with it. It gives them things all the time. Nice to have them around if things go bad again.

The Goblin Troll attacks by punching. It can do many things with his punch:

1. Normal damage, 2d6(2-12) HP per hit
2. Drive a character into the ground. Its fist hits the head and instead of doing damage the character is driven feet first into the ground. The damage roll indicates the number of rounds it takes for the character to dig/pull himself out of the ground. While digging he can do nothing else and any attack against him is an automatic hit. This ability can be deadly, the Labyrinth Lord should not use it to ram everyone in the party into the ground, but the Goblin Troll still has unlimited use of it. Allow a saving throw to anyone this is used against, magic. If made the character has a 50% of not being rammed into the

ground or the number of rounds he is stuck in the ground is cut by 50%(1 round minimum).

3. Cause any character in metal armor to ring like a loud bell. Any character within 10' of the rung character cannot cast a spell. The ringing lasts 2-4 rounds.
4. Knock a spell out of a spell caster. The caster loses a random spell which flies(300' a round) around for 1-2 rounds. It attacks a character with the Goblin Troll's HD. If it hits the character takes HP damage equal to the spell's level. The spell round count begins immediately and so does the attacking. If the character does not have a spell the attack does nothing.
5. Goo smash any character that is carrying alcohol. The character turns into jelly mush and the booze containers sit on top of it. The goo jelly state lasts until the alcohol/containers are removed. The Goblin Troll can smell the alcohol and will know who to use this ability against. When in the goo jelly state the character is immune to further physical damage. After the alcohol containers are removed the character returns to normal, one round later.

The Goblin Troll is always belching. He can focus all its belches into one very loud belch, unlike anything the party has ever heard. When it does this any character within 50' must make a saving throw or be stunned for 2-8 rounds. It can do this once every hour.

The Goblin Troll is immune to sleep and mind spells. If cast on it these types of spells rebound and affect the caster. A caster can become the servant of the Goblin Troll. It regenerates 2 HP every round.

Things can be thrown, poured, etc.. into the horns. Consider it a normal attack, no modifications to the Goblin Trolls AC. When something goes in the horn that is not alcohol a terrible reaction occurs. The Goblin Troll turns very bright red and begins to shake. The round after the horns were filled 2 fireballs erupt out of the horns. Anyone within 20' of the Goblin Troll takes 6d6 HP of damage, a save cuts the damage in half. The Goblin Troll will not be damaged by the fire. But if anyone else was damaged by it the Goblin Troll will be stunned for 1-2 rounds. The fire explosion should be considered its attack for that round. The Goblin Troll will not put anything but alcohol in its horns. The experience is very painful to it.

If killed its head will fall off. Wine will begin to pour out of its neck. The party will find that its stomach is

filled with wine. If removed(just have to reach down the neck and pull it out) and kept a good quantity, 2-6 bottles, of wine can be poured from it each day.

The party must be careful with the head. If they fall asleep within 10' of it and it is not kept bound the head will attach itself to one of the characters in the party and escape. The head of the character is covered by the Goblin Troll's head. The character will be missing from 6 months to a year. During that time he will have no recollection of what he was doing. The Goblin Troll will be regrowing a body that is acceptable to it. This is quicker than getting a drunk Troll under its control. After it is finished the character will find himself walking naked in a populated area. Green scars line his neck.

While controlled by the Goblin Troll the character/Goblin Troll combo acts like the normal Goblin Troll. There is a 50% chance it will retreat to its place or find a new place for awhile. The adventurers already found it, why tempt fate?

No. Enc.: 1
Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 0
Hit Dice: 10(60 HP)
Attacks: See Description
Damage: See Description
Save: F10
Morale: 12
XP: 6600

The Level Random Encounters/Events

Check every 2 turns. A roll of a 2 on a d6 means an encounter/event has occurred.

1. A strange presence searches the party. All alcohol on the party is taken from them. It just disappears.
2. The ceiling starts to rain wine, beer or some other alcohol. The party will be soaked. This will last a few minutes and then stops. If the Goblin Troll is encountered in the next hour he will forgo getting into the bottle pile and fight the party for the alcohol in their clothes. "Suck yer shirt I will" it says.
3. The next time the party reaches an U number on the map and continues to the next one they end up at a different U number than the one indicated. They will only notice this if they turn around and see that where they came from is different.
4. A big green face like the one in the Big Green Face area starts to come down a tunnel. It is chomping and chewing like mad. "I WILL CHEW AND CHEW YOU!" it bellows. It

moves at 10' a round. It will chase the party for 5-10 rounds and then disappear. If it gets close enough to a character it consumes him. The character will reappear in the Start area 24 hours later. Attacking the green face does nothing. Everything goes through it, almost like it is an illusion. It will chew all the characters if it can.

5. The party comes across a group of dead Goblins in a tunnel. There are 10 of them. They are fairly rotted. If searched the party will find 52 GP, a couple of short swords and a ring of protection +1. After they turn their backs on the Goblins they rise up as Zombies and attack the party.

Zombie

(AL CE, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1d8,
SV F1, MR 12, XP 29)

Immune to mind and
sleep spells. Attacks
last every round.

HP: 10, 9, 13, 7, 5,
9, 8, 4, 8, 11

6. The walls begin to reflect the party's images. If any of the images are touched a Doppelganger for each of the characters emerges from the wall and attacks. The reflections stop after 10 minutes(a turn) or if the Doppelgangers emerge. Every time one is killed it does not fall to the ground but flickers out of existence. Like it never was real.

Doppelganger
(AL CE, MV 90'(30'),
AC 5, HD 4, AT 1,
DG 1d12,
SV F10, MR 10, XP 190)

Immune to charm and sleep spells.

HP: 16 each

7. A treasure chest appears in front of the party. It is unlocked. The lid is slightly ajar and gold pieces can be seen inside. If opened the chest explodes. A Troll jumps out and attacks. It is wearing leather shorts that if inspected after it is destroyed is leather armor + 2. There never was any gold in the chest, just a

Troll that was pretending to be gold.

Troll
(AL CE, MV 120'(40'),
AC 4, HD 6 + 3, AT (2
claws /bite),
DG 1d6/1d6/1d10
SV F6, MR 10, XP 600)

3 rounds after damage is received it begins to regenerate 3 HP a round. Fire and acid damage are not regenerated. Can only be totally destroyed by fire or acid. If not destroyed in this manner it will rise up in 2d6 rounds

HP: 25

8. An old man and woman that look like the two in the Candy People area lay dead in front of the party. One arm/hand each grasps a single green lollipop. There is only one lollipop. If the lollipop is taken the flesh on their bodies melts off and begins to follow the party. The flesh does nothing but keeps 10'

away from them. It never attacks but just follows. To get rid of it the party must burn it. A single dose of torch fire will suffice. If the party doesn't get rid of it they will wake up with green lollipops in their hands every morning. Other people will ignore it, the stuff tries its best to hide from them.

9. The party hits a tripwire and purple liquid sprays everyone. Each character thinks that the Goblin Troll is dead and his head is in the possession of Blurf. Something about the party providing enough distraction for Blurf himself to sneak in and kill the Goblin Troll. One of the characters will remember distinctly that he ran into Blurf here and he had its head. They must have forgotten and the purple liquid made them remember everything. Time to go collect their award! Its up to the characters/players to decide if this is true. If they leave and try to get back to the inn they will never find it. Only if they return and kill the Goblin Troll will it reappear.

10. What appears to be a purple colored Water Elemental comes flowing down a tunnel. It actually is a Wine Elemental. It damages like a regular elemental but any character it

hits takes damage plus they must make a saving throw. If they fail the character becomes extremely drunk. They attack at -3 in this state and spell casters will not be able to use their magic. The Labyrinth Lord can apply other penalties if he thinks it necessary. Only sleeping/waiting 8 hours will end the drunken state. Affected characters will have a terrible hangover. -2 on Charisma attribute checks for the next 24 hours.

Wine Elemental
(AL N, MV 60'(20'),
AC 2, HD 8, AT 1,
DG 1d8(See Above),
SV F8, MR 10, XP 1570)

Forgoes regular Water Elemental restrictions and extra damage for the drunk hit power.

HP: 30

11. The level seems to turn 90 degrees. As it is happening the place shakes like it is experiencing an earthquake. The party goes flying down a tunnel until they hit a wall. Then

the level restores itself.
Characters take 1 HP per 10' traveled. If a character reaches 1 HP the damage stops there. No death from this event. The flying/drop happens all in one round.

12. One of the characters starts to think the rest of the characters in the party are undead goblins. The next time he goes to sleep he finds himself fighting solo the other members of the party. The characters have been mixed with zombie goblins and appear green and rotting. Choose a random room in the dungeon, the whole dungeon is empty in the dream. This is where he fights them. The foes are nothing special, just zombies. If he is killed in the dream he loses a level. This is not an energy drain but a irreversible penalty. If he wins he finds that one of his weapons, he chooses, has gained a +1 bonus to hit and damage. If not magical it is now. Whenever he fights goblins, trolls, the Goblin Troll or the undead it does an additional 1d4 HP of fire damage.

Zombie
(AL CE, MV 120'(40'),
AC 8, HD 2, AT 1,
DG 1d8,
SV F1, MR 12, XP 29)

Immune to mind and sleep spells. Attacks last every round.

HP: 16 each

The Level

1 Start

The area seems deserted. As the party walks through it “spiders” will fall from the ceiling onto them. Each 10' walked a stuffed spider the size of a man's fist falls on a random character's shoulder, head, belly, etc... . Each time it will seem to be alive but as soon as the character touches it he will realize that it is a stuffed spider.

When the party begins to exit the area for the first time they will find themselves where they started in the area. As the walk across the area again, and ever after, the spiders will not fall from the ceiling again. But when they are halfway through the area a real big spider will fall on a character. This one gets a free automatic attack.

Subsequent times through this area will not spring the big spider or stuffed spiders. But each time one of the characters will see the shadow of a big spider overhead. If probed it will prove to be nothing.

Big Spider
(AL N, MV 120'(40'),
AC 5, HD 4, AT 1,
DG 1d8(poison),
SV F2, MR 8, XP 145)

Must make a save or poison paralyzes. Lasts 1-4 hours.

HP: 12

2 Big Green Face



A very large green face that is very similar to the Goblin Trolls is part of the wall here. Its mouth is open one round and closed the next. The opening and closing occurs before any other action during the round. When it is open only one character can get through. Anything that is left in the mouth when it closes will be crushed or cut in half. The face and mouth are not very thick, only 1'. It is made of green stone that isn't any different from the other stones in the

walls.

Characters that enter the mouth will find themselves standing before the door of a random area. The Labyrinth Lord decides.

3 101 Gold Pieces

Hanging from the ceiling tied to a rope is a bag. The bag dangles 3' off the ground. In it is 101 GP. A note is attached to the bag. "Take the Gold and leave my play rooms." is written on it. It is signed "The Goblin Troll". If the party takes the bag/gold they will find themselves back in the Little Wooden Shack. They will never be able to return to the Goblin Troll's Place, they are forever barred from it.

4 Web Floor

The floor of the area is one big web. It is sticky and anyone walking through it will move at half their normal movement rate. If the web is cut through, burned, damaged, etc.. in any way the web falls apart. Everyone in the area falls 10' and lands on another web floor. Characters that fall will take 1d2 HP of damage. The web destroying and falling can continue forever. Each time the people in the room fall another 10' deeper. The ruined webs above can be climbed like a rope so those that have gone far down can

climb upwards.

5 Hall Of Infinity

This area has the terrible property of going on into infinity. As the party looks ahead there is no discernible exit to it. As they walk, fly, run or any movement two things happen. One the walls change as if they are really moving. Two they really do not move beyond the first 20' in the hall.

To make any progress in the hall each character must do something in addition to their normal movement. Roll to determine what:

1. Walk with eyes closed.
2. Walk backwards.
3. Roll sideways on the ground.
4. Ride on the back of someone that has figured out how to move forward.
5. Walk out of the halls exit. Character will find themselves walking out the other end. This works in reverse as well. As soon as they enter the other exit they must turn around and walk out to get to the other side.
6. Do somersaults to the other side.

Each character once they figure out that they are not making any progress in the hall will find a piece of paper stuck in their mouth. The paper is not very large, about the size of one of their fingers. It is rolled up and tied with a purple ribbon. On each paper is a short description telling them how they can travel the hall.

6 The Candy People

An old man and woman sit at a table and are making candy. They are both wearing green robes, heads shaved and have a purple beard that grows to their chests. They each have a pale of purple-green swirl liquid that they reach into and somehow make a variety of candies.

The candy on the table makes a big pile. There are gums, chocolates, jelly beans, etc... lots of different candies but no lollipops. A couple of candles on the table provide them with enough light to work.

They offer the party some candy and say “don't take too much, most of it is for Mr. Goblin Troll”. The woman says to the man “we better tell them don't you think?”. The man will agree and tells the party “this place is more dangerous than you think. Nothing is as it seems. Things change unexpectedly. Pits that aren't pits become pits.”. Then they go back to work making candy.

If asked anything else they try to ignore the party. But if asked to make a lollipop they both get angry and say “WE DO NOT MAKE LOLLIPOPS!!!”. Then it's back to work.

Eating the candy causes the party to feel pulled in the direction of the Lollipop Fly area. Wherever they are for the next day it seems like someone is gently pulling them by the shoulders in that direction. When they reach that area they will feel great apprehension and will not be able to pass through the door. The characters will have to make a saving throw to be able to enter the area.

If the party gets violent they throw the purple-green liquid on the party. The party will be blinded for a couple of rounds. When their eyesight is restored the man and woman are gone. If they disappear here this does not affect them appearing in the other Candy People areas. When they appear in the Candy People 2 area they no longer will be found here.

7 Belching Pit

In the center of the area is a 30'x30' pit. It is only 5' down but the party will think that it goes on and on. Out of it they can hear a large belching noise coming from its bellow. It sounds like it is echoing upwards.

As soon as the party tries to climb into it they will discover that it is

only 5' deep. One of the characters will begin belching and it will sound like the belch coming from the pit. The belching continues until they exit the room.

If the party has gotten into the pit the next time they enter the area the pit and belch will be as they first entered it. But the pit will act different this time. Anyone who gets into it will fall to their demise, sucked by some unknown force. The belching stops and is replaced by the character's scream as he falls. After a turn of the character being pulled into it he is disintegrated and the belching resumes.

8 A Rope Hanging Out Of The Wall

A gray metal ball(3' diameter) halfway embedded in the wall is here. It is very cold to touch. Out of its center 5' of rope hangs. There is a hole big enough for the rope to enter/exit it but a character's hand will not fit inside.

Each time the rope is pulled on a random character, not the puller, disappears and shows up in the Freezer area. Where they were standing a 1'x1'x1' ice cube rests. When one character is left and the rope is pulled the puller is transported there as well. Each pull makes the rope 1' longer and then it pulls itself back.

If anyone tries to damage the rope it pulls back into the ball and is gone for a couple of minutes. After that it snakes its way back out.

9 Freezer Door

The door here is made completely of ice. It is very cold to the touch but does no damage to anyone who does. Fire melts it, holes appear but quickly seal once the fire is withdrawn.

10 Freezer

The room is usually empty and very cold. All surfaces are covered with ice. Icicles of various sizes hang from the ceiling. Intermittent snow falls, no recognizable cycle defines how much or how often.

Any character that is transported here from the A Rope Hanging Out Of The Wall area will find themselves here. They will be almost completely encased in a large ice cube. Only their heads stick out. The cubed character will find it impossible to get out of the cube. Unless of course their body can produce heat that is equivalent to a normal torches heat. Then they are freed after 10 minutes of visible melting. Chopping a character out requires that the cube be dealt 25 HP of damage vs an AC of 9. When enough damage has been

dealt the cube shatters.

If the whole party has been trapped in here the Goblin Troll will show up in a couple of days. He will look at them and say “damn innkeeper better have some good hooch the next time I'm around...”. It will get a big sack and put the party in it and leave them tied up in it outside of the Inn Of The Big Beer. If the party comes back again and somehow ends up trapped here something else, worse will happen to them. That is up to the Labyrinth Lord.

11 Bag Filled With Heads

A very large bag is resting in one of the corners. It is tied up with a rope. If it is untied the party will find that it is filled with heads. Upon inspection the heads will seem very similar to the members of the party. If a head is taken out of the bag or if they are poured out the heads will start to bounce around. Before that happens they are completely dead.

The freed heads will begin to attack the character in the party that it most looks like. It bounces 10' a round and will bite attack. If the character is killed by one of the heads the characters head will fall off and be replaced by the bouncing head. The character at this point will have all his HP restored and still be usable by the player. But the character will forever have an evil alignment.

If the bag is ignored while a head starts to bounce 2-4 of them will sneak out each round. Their bounce attacks begin immediately. If the bag is tied they eat their way through the bag in 2 rounds. Once the bag is broken through all the heads attack.

The bag holds 10 heads per character.

Bouncing Heads
(AL CE, MV 40'(10'),
AC 9, HD 1, AT 1,
DG 1d4,
SV F1, MR 12, XP 5)

HP: 2 each

12 Rainbow Slime

The walls and ceiling are covered with a slime that appears like the classic Green Slime. This one is different though in that it is always changing its color. Every 3 rounds it changes its color to a different color of the rainbow. No colors are repeated until all the colors have been used: red, orange, yellow, green, blue, indigo and violet.

Touching the slime has some consequences. Any character who does so will not be able to fight for a day. Also he will not be able to touch or carry any type of weapon for the same time. The character must make a saving throw or he will try to scoop the slime off the rooms surfaces and

splatter other characters with it. This behavior lasts for 2-8 rounds and then it is over with. Anyone splattered with it will have been touched by it.

The Rainbow Slime is difficult to damage. Only the casting of some form of darkness spell on it can hurt it. Once any part of it is touched with darkness magic it turns solid and gray. At that point it's dead. Characters that have a darkness spell memorized will notice that the slime seems to pull away from them when they get within 5' of it. They will feel its presence trying to erase the spell from their memory but it cannot succeed in doing this. Give each character 100 XP if the Rainbow Slime is destroyed.

13 Big Green Face In The Floor

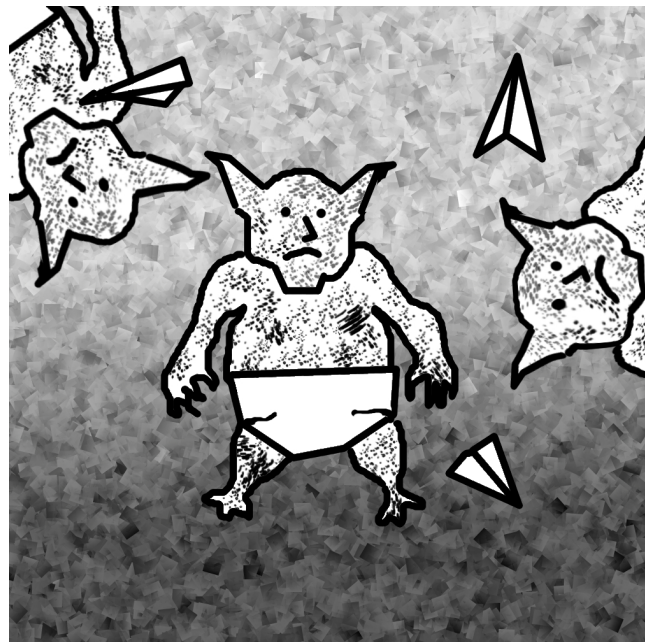
A big green face just like the one in the Big Green Face area is in the floor here. Any character that enters the mouth while it is open will find themselves being spit out of the mouth of the face in the Big Green Face area.

14 Broken Mirror

A mirror just like the one in the Mirror area is resting mirror first on the ground. If lifted it up it will reveal the mirror is broken and hardly reflects anything at all. One of the pieces seems like it is shaped like a dagger.

If used as one it will act like a +3 dagger. It will never break further. The wielder will be immune to gaze attacks such as that used by a Medusa. If held in front of the face when gaze attacked the wielder can capture the gaze attack and has 2 rounds to use it on the gaze attacker. A hit is required, the original gaze attacker is then subjected to its own gaze attack.

15 Diapered Goblins



11 2' tall goblins in diapers are running around the area. They are throwing paper airplanes at each other. Each has a stack of paper and after each airplane is thrown they make another. When the party enters the area they will start throwing the airplanes at the party.

Each plane takes one round to

construct. When thrown it will immediately hit its target. The planes can travel 10' a round. The planes do no damage but will sting slightly if they hit bare flesh.

If the goblins are attacked they start to cry but keep up the airplane attacks. The planes at this point do 1d4 HP of damage per hit and still hit automatically.

Diapered Goblins
(AL CE, MV 120'(40'),
AC 8, HD 2, AT 1,
DG See Above,
SV F2, MR 6, XP 29)

HP: 8 each

16 Red Button

This area has a 2 inch diameter red button in one of the walls. If pressed everyone in the area will be transported to the Mirror area. But when they arrive the mirror will not be there. Only if they leave and return after an hour or more will the mirror be there.

17 The Candy People 2

If the party has encountered the old man and woman in The Candy People area they will be here doing what they were doing there. The woman will tell the party "It's pointless,

your no where close to him. One of you is a traitor."

At that point the Labyrinth Lord must choose one character. Whenever he is within 10' of another character in the party that character suffers a -1 to hit. The affected characters will feel a great unease when the 'traitor' gets close to him. A spell like remove curse will suffice to remove the 'traitor' effect the character radiates.

The man and woman go back to work after this. Attack and lollipop rules for The Candy People apply here. When they appear in the Candy People 3 area they no longer are found here.

18 A Fork In A Green Worm

A dead 30' long, 3' diameter green worm lays on the ground, curled up in a ball. It's like a big earthworm but green. Out of one its ends a 3' long black fork sticks. The worm is cold to touch but gets very warm near the fork. Taking the fork out and sticking it back in a different place causes the warmth to move.

Used as a weapon the fork can only do 1-2 HP of damage per hit. The fork is deadly to the Goblin Troll. The worm was his brother whom he did not like. He reached in his heart and pulled his hate for him out. Strangely it was shaped like a big fork. If the Goblin Troll is stuck with

the fork he dies instantly. A hit goes right into his heart and the fork sinks back in. The Goblin Troll falls over stiff. When this happens the Green Worm comes back to life and begins searching for the party. If it finds them here it tells them what happened to it and gives each character a small(3 inches long) green worm. "New fingers for you, a piece of me for everyone" it says. Then it burrows into the floor and is gone.

The small green worms are good to keep around. They require no food but are killed easily with 1 HP of damage vs AC 9. If a character holds the worm in his hand the worm will try to replace one of the character's fingers with itself. It will wrap itself around the finger and gradually merge with the finger. This happens quickly, less than 5 minutes. If the character lets this happen they find that they get a +2 bonus to hit and damage any green colored monster. When around(30' away) anything that has ill intentions to the character the worm will start to spasm, its way of warning. The spasm only works if it has become a finger.

Attacking the Green Worm is possible. It will fight a couple rounds as a 10 HD, AC 9 monster. Every hit does 1d8 HP of damage. Regardless of what happens it won't be killed or controlled. After 2 rounds of fighting it burrows into the ground and is gone.

19 Crazy Purple Juice

The floor is covered with dead flies. Not regular flies but fist sized flies. The flies fill the floor up to 1'. Some strange combination of a man's head and a white cow with black spots is walking around and eating the flies. The thing has an udder that wraps completely around the torso, nipples everywhere. There is a black bowl that is held by a 3' black stone statue of a fly standing upwards. In the bowl is a purple liquid. The statue is 5' away from a wall.

The cow thing will ignore the party and keep eating the flies. If attacked it will run and try and hide behind the statue. A round after it gets behind the fly it sneaks underneath and is gone. A tunnel opens up and sucks it in then it closes. Gone for the rest of the adventure. The purple liquid starts to flow out of the bowl and begin spreading around the room at a rate of 3' a round. When the liquid reaches the exits it is absorbed into the floor. The room will remain like this from this point onward.

The cow can be milked, every grasp of one of its nipples releases the purple liquid. Anyone touching the purple liquid will go mad. He/she will see maggots covering all his/her flesh and the opposite sex will seem as though they are humanoid flies. Drinking the liquid is worse: the character turns into a big fly. The

transformation takes a week. Every night after a sleep the character becomes more fly like. After the week is over he is truly a man sized fly and will fly away. Every day after that the fly man shrinks a random amount until he is the size of a regular fly. To cure the madness or stop the transformation a spell like Cure Disease must be used. Once shrunk to regular fly size the change can't be reversed.

There are 3 5' diameter wholes in the floor. They each appear to be an entrance to a tunnel that one single character can crawl through at a time. 2 of them connect to each other in the room. The 3rd if traversed will take the character to the Lollipop Fly area. After a turn of crawling in it a hole will open in the ceiling of that area and the character will fall out of it. Then the hole closes up.

20 Purple Button

A 5 inch diameter purple button is on one of the walls in the area. It looks like a mug has been inscribed in yellow ink on it. If pressed the button pops out and falls to the ground. Then a scroll shoots out from where it was at and hits one of the characters in the chest. The scroll has this written on it:

A Goblin Troll
has been unleashed!

Put a beer before the beast
Out of its hiding place
it will streak

For a beer is its true feast
Goblin Troll, Goblin Troll
The drinking beast!

21 Table And Spear Chairs

A 10' x 20' wooden table that is 10' high sits in the center of the area. Around the table is a single chair for each character. Each chair has a 10' spear sticking through its center. A sign on a wall says "Each Must Leave A Beer Or Be Speared".

Characters that do not leave a beer on the table and leave will in the next hour have a nightmare. They will suddenly fall to the ground apparently asleep. As they snore inside their

head the Goblin Troll will repeatedly pick the character up and skewer them on one of the chairs in the room. After 10 minutes of being asleep they will wake and be all right. Every time they enter the room they must leave a beer or the spearing nightmare will occur.

22 Lollipop Fly



A very large fly sits on the ground. It is about 10' tall and is sucking on a green disc shaped lollipop. The lollipop is greenish in color. The floor swirls in this green spiral, a mixture of dark green and lighter. The walls are covered with maggots. The ceiling at first seems to snow but quickly reveals that it is maggots that are falling.

The fly will not do anything but continue eating its lollipop. It takes it 5 minutes to finish it. When it is gone it will talk to the party. "Get me another lollipop or I won't give you the key to the Goblin Troll." it will say. It won't answer any other questions and always reply with "No lollipop no Goblin Troll".

If attacked or if brought a lollipop the Lollipop Fly will get very angry.

"No Goblin Troll for any of you!" it will gasp and begin to attack. If given a lollipop it will tell the party before it gets angry that "the Goblin Troll likes to drink. But it also likes to hide. Yum yum beer makes it not hide."

If it scores a hit on a character it picks the character up and begins sucking on it like a lollipop. The caught character turns into a green lollipop version of himself. Each round a little bit more of the character is sucked away. When 5 rounds have passed the character will have been sucked away. Then it attacks another character. Killing the Lollipop Fly before a character is sucked away restores the sucked character to normal. Any character that was sucked away is gone, not a trace remains. It may take to the air if it suffers too much damage, say 50%. When in the air sucking a character away takes 7 rounds instead of 5. Add 2 rounds to the sucking if a character is partly devoured.

Lollipop Fly
(AL CE, MV 120'(40')
Fly 240'(80'),
AC 4, HD 8, AT 1,
DG See Above,
SV F8, MR 12, XP 1060)

HP: 40

23 A Big Stone Rolls

The biggest stone in the Goblin Troll's place is in a wall. It will roll out of the wall anytime a character walks in front of it. Any characters in its path can make a saving throw of some sort or take 2d8(2-16) HP of damage. A hit character is thrown backwards. A character that is not hit is thrown forward, out of harm's way. To pass by it the character must not be hit by the big stone. For practical purposes anyone who walks into/through the spot marked on the map is a target.. Once it is done rolling it rolls back into its place in the wall. While it is rolling it seems to any character not in danger that a pair of glowing red eyes and a mouth appear on it. The mouth is grimacing in malice.

24 Rubber Wall Tunnel

The walls in this tunnel are made of some kind of rubber. They appear pure brown. The floor and ceiling are normal. Anyone touching one of the walls will find themselves bouncing from wall to wall until they reach the other end of the tunnel. Their bouncing journey happens fast, all in one round. Characters that are in the way will be knocked to the ground. When the character is bounced out of the tunnel they will be stunned for 10-30 minutes(1-3 turns).

25 The Bright Wine Bottle

A big stone 10' diameter gray stone sits in the middle of the room. A large stone mouth is carved into it. When the party is within 10' of it the stone says "Give me a kiss and I'll give you a prize.". The stone cannot be moved or damaged. If a character kisses the big mouth it will roll away and become part of a wall. Where it was sitting is a nice wine bottle with a very bright fly inside. The small fly seems to be made of light itself.

Anyone who puts the bottle to their lips will let the fly go inside of them. One will lose all his features and become a bright light. Fingers, noses, eyes, etc... cannot be seen. Big things like the arms, legs and head can be seen. Putting the bottle back up to the characters lips lets the light fly back into it and the character returns to normal. While the fly is inside of the character the character becomes the source of a Continual Light spell. The character produces light in a 60' diameter.

If the bottle is lost while the fly is inside of the character the only way to remove the fly is to cast a Continual Darkness inside of the characters mouth. When that happens the fly dies and the Continual Darkness spell ends. The character will find the fly dead in its mouth, just a normal fly now. Breaking the bottle with the fly in

it causes the fly to explode in a terrible flash. Anyone who is looking at it when it happens must make a saving throw or become permanently blinded.

26 Red Button 2

This area is similar to the Red Button area. When the button is pressed everyone in the area is transported there. The party will have no idea that this has happened. Only after they leave it will they realize that they are leaving a different area. It's as if they exit the door of the Red Button 2 area but end up walking out of the Red Button area door.

27 The Candy People 3

If the party has encountered the old man and woman in The Candy People 2 area they will be here doing what they were doing there. The man will tell the party "He's gone and all of you are all lost. Want to go home?". If the party says yes they will find themselves far from anything and lost in a wilderness. If the party says no or anything else then it's back to work. Attack and lollipop rules for The Candy People apply here.

28 Smacker

Hanging on a wall is a large black war hammer, 2 handed type(1d6 + 2 magic damage). This is "Smacker", something the Goblin Troll likes to hit things with. The name is written on the hammer head. It is a +2 war hammer. 3 times a day the wielder can forgo inflicting damage with it and cause a hit target to be affected as if hit by a Feeblemind spell. A damage roll is done and this is the number of rounds the target is affected by Feeblemind. If a saving throw is made the target can choose to be affected by Feeblemind or take the damage instead. The wielder must say "Smacker" whenever he uses this ability. A miss means that it has used one of its daily uses. When "Smacker" is said the hammer head changes shape to look like a brain with a number, equaling the number of daily uses left, daggers stuck in it. After the swing with the hammer it returns to normal.

The weapon does not like to be used by anyone but the Goblin Troll. If a character puts it on the ground and leaves it unrestrained it will begin to sneak away. Every round it can move 1'. The hammer will only try to sneak away when no one is watching it. Maybe when the party is asleep. If it escapes in the Goblin Troll's Place it will try to make it back to this area and put itself back on the wall. Otherwise it might be lost to the party.

29 202 Gold Pieces

This area is just like the 101 Gold Pieces area except the GP reward is now 202 GP. If the party goes back to the 101 Gold Piece area after being here the bag will be gone but the rope will still be there. The remains of the bag lay on the ground. Shredded by some sharp knife, or something with a sharp bite.

30 Goblin Troll In Here!

The door here has a message written on it: "The Goblin Troll In Here!". The sound of something large running away from behind the door can be heard. When the sound ends the door opens.

31 Bottle Of Goblin Troll

On a small table is a see through potion bottle full of green liquid. The bottle looks like a small version of the Goblin Troll. On it is written "Be A Goblin Troll Drink Up". Anyone who drinks it will explode. The character turns green and begins to get bigger. For the first 2 rounds the character will think he is getting stronger and more powerful. On the third round he will have doubled in size and then he will realize there is trouble. When round number four arrives is when the character explodes. His body shoots in all directions. The potion appears back on the table as if no one had touched a drop of it.

32 The Shatter Fly

Around the room flies a fist sized silver fly. It's made of metal and will attack any character that is holding a metal weapon. When it attacks and scores a hit it lands on a weapon. Any weapon it lands on is destroyed, it shatters into multiple pieces.

When all the drawn metal weapons are destroyed it goes back to flying around the room. It cannot be hurt when it is just flying around, it is invulnerable. The only time it can be damaged is when it is actively engaged in attacking a character's

weapon.

If the Shatter Fly is destroyed the party will find that a magnifying glass is tied with string to one of its wings. Its head can be unscrewed and inside is a potion of Heal. The liquid looks like a clear yellowish beer and smells like yeast. A sip will feel more than good, the sipper will heal 1 HP. The sip heal only works once for one character.

Shatter Fly
(AL N, MV Fly 240'(80'),
AC 5, HD 5, AT 1,
DG See Above,
SV F5, MR 12, XP 350)

HP: 22

33 Mirror Trap

A mirror hangs from a wall. It is 10' tall and 5' wide. A frame made up of little silver naked woman(10 of them) holding each others hands encases it.

Anyone who looks in the mirror must make a saving throw. If they fail they are pulled into the mirror and become part of what is reflected out. After being in the mirror for 10 minutes(1 turn) the silver woman come alive. They swim into the mirror and pull the trapped character out. The character then becomes part of the frame. A little silver adventurer. After a year of being trapped in the

mirror the adventurer becomes just like the other woman.

To free anyone inside of the mirror it must be hit with a weapon. When this is done the mirror explodes. The shards shoot out all over the area must make a save or take 1d10 HP of damage. The trapped characters lay on the ground fast asleep. They will not awaken until they are removed from the room. The silver women expand in size until they are the same size as the party. Then they attack them.

When a silver woman is destroyed she falls to the ground and returns to her normal size. When all of them are destroyed the mirror begins to reform. After 10 minutes(1 turn) the mirror will have returned to the state it was in when the party entered. It can again trap characters.

Silver Women
(AL CE, MV 120'(40'),
AC 0, HD 8, AT 1,
DG 1d6,
SV F8, MR 12, XP 560)

HP: 33 each

Immune to mind and sleep spells. Are destroyed when hit by a magical metal weapon that does 6 or more HP of damage with a hit.

34 Mirror

A mirror rests against a wall. It is 10' tall and 5' wide. It has a couple of wheels on it making it easy to move around. Characters can move normally and push it. When looking into the mirror everything seems distorted. The only time when the reflection seems normal is when it is positioned to reflect where the secret door is in the area. When it is done so the party will see a normal door reflected. If they investigate the door spot they will be able to feel the door handle and open the door. The door is completely invisible but when opened reveals the Hall Of Belches area. If the party does not use the mirror to locate the door they will not be able to find it through any other means of investigation.

35 Hall Of Belches

As the party traverses this hall they hear a series of loud belches coming from the The Goblin Troll area. While the Goblin Troll lives and rests there he belches non stop. A trail of empty beer bottles leads to The Goblin Troll area. But there is one bottle that has been unopened. A little note is attached to it. If one can magnify, say with the magnifying glass the Shatter Fly has, the note they will be able to read says "Keep For A Rainy Day".

36 The Goblin Troll

The Goblin Troll stands on top of a pile (20' diameter at its base, 10' high) of empty beer bottles. When the party enters he belches out a super loud belch that shakes the whole of the Goblin Troll's Place. Then it burrows into the pile of bottles. The party will not be able to damage it while it is in the pile.

Every character that gets within 5' of the pile will get a free attack from the Goblin Troll. Its fist shoots out and punches a character then back into the pile it goes. The Goblin Troll must roll to hit. Every round this occurs, being 5' away means a free punch. Which punch attack it will use is up to the Labyrinth Lord. If the party does not get close to the pile or moves away the pile will begin to move towards the party. This happens after 3-6 rounds. It can move 10' a round. It will not leave this area if the party retreats. Characters that try to burrow into the pile will find themselves quickly expelled. Out they will be tossed in some random direction. The bottles can be smashed and melted but it never seems like it disrupts the total mass of bottles. Where do they come from?

To get the Goblin Troll out of the pile the party must put a beer or some other alcohol in front of the pile. When this happens it cannot control himself. Out of the pile it jumps and

fights the party for the beer. Then the party can fight the Goblin Troll.

In the beer bottle pile is a small chest. This is where the Goblin Troll keeps the gold it uses to buy beer when he's too tired to steal it. The chest is unlocked and holds 503 GP. There is also the Gauntlets Of The Goblin Troll in it. These act like a pair of Gauntlets Of Ogre Power. But in addition to that the wearer can punch like the Goblin Troll 3 times a day and use its ability to knock opponents into the ground. The number of rounds stuck in the ground is 1d4. Strangely there is also a pair of pink woman's underwear. Any male that puts the underwear on will turn into a female version of the character until the underwear is removed. A female that wears the underwear will turn green and become furry all over.

See Monster Description(HP: 60)

Maps

1 square = 10'

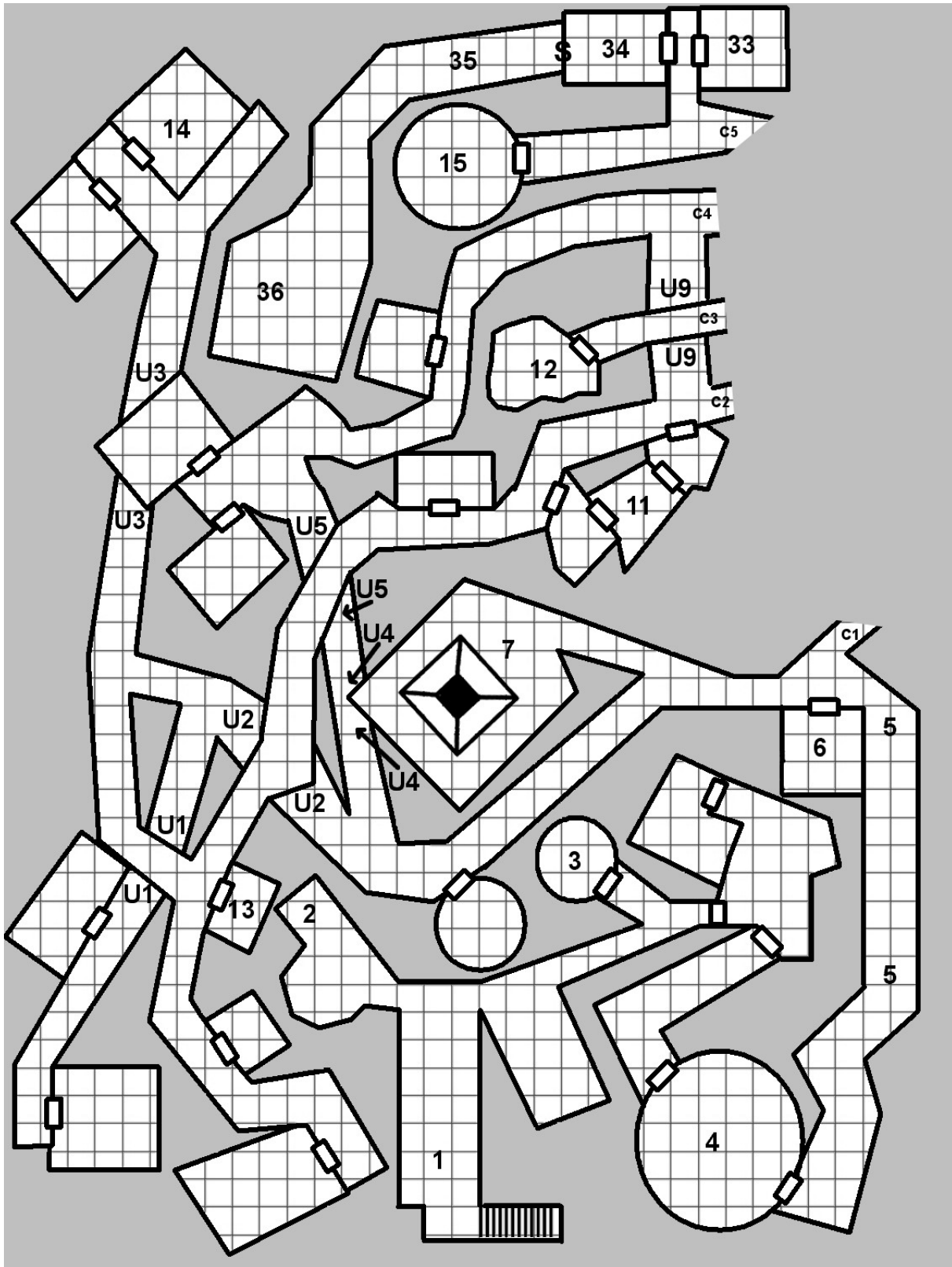
U Numbers: On the map are tunnels that abruptly end and have a U Number where they end. There is another tunnel that is like the other tunnel with a U Number on it. These indicate that the tunnel does not end but goes “under” what is on the map. The two U Numbers indicate a connecting tunnel. It is up to the Labyrinth Lord how they connect. Most likely a straight tunnel connection that continues what really hasn't ended. An example would be where U1 connects with the other U1 on the map with an hidden tunnel between the 2 points. The characters will never know that the tunnel goes “under” the other areas and tunnels, it really never descends. “under” is just a concept to help understand what's going on.

A B Map Split: To make it easier to read the map it has been split in two pieces. The left side is the A side, the right the B side. Connecting tunnels between the 2 are marked with C numbers. For example C1 in the A section connects to a tunnel in the B section marked C1. There are 5 C numbers in the maps.

The Level



A Part



B Part

