

Troll Science Maze

A young green dragon (Isazus) has been tasked with making a subspecies of troll that is smarter than the average bear to lead armies of beasts for a cult leader. He has set up camp in the Trollclaws because he is a literal kind of fellow. Isazus is a ruthless scientist, and more than a little bit sadistic. His “rat race” is easy to fall into, and is detailed below.

The Trollclaws are towering spires of natural rock that pillar into the sky. The shadows they cast on the ground are indeed clawlike, reaching toward you almost seeming like they could touch. The spires are pitted with age and wear, some of the pits leading to shallow caves in the rock faces. Maneuvering through the rocks is slow going, there is some semblance of a path that you can pick through the rubble. As you get further from the Fields of the Dead, and deeper into the spires of rock, something catches your attention. A low rumble comes from a nearby outcropping of rock, and the ground beneath you shakes. Out of the mouth of a nearby cave rolls the dead body of a troll, wreathed in smoke.

Tests

Speed: Upon opening the door in this room, a soft click is heard. (DC 15 Perception will reveal the door is trapped) Water rushes into the room from spigots near the ceiling of the room. players race to the top of the platform, where there is a lever to pull.

Agility: KNIVES IN WALLS Avoid knives DC 15 ability check to run through whole thing, take 4d10 damage (Slashing) or find some way to disable whirring knives that stab out of walls at random intervals

GAS CORRIDOR Trap is triggered by pressure plates in the floor, DC 15 to notice them. A statue stands at the end of the corridor, a dragon breathing fire. Poison pours out of the dragon's mouth, effectively casting Poison Spray; a puff of noxious gas comes from the statue's mouth. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Oh also there are trolls.

Regular Trolls

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

Regeneration: The troll regains 10 Hit Points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't Regenerate.

Actions

Multiattack: The troll 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.

Fast Trolls

Same as normal but can move 40 ft

Strong Trolls

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

Poison Splash: When the troll takes damage of any type but psychic, each creature within 5 ft of the troll takes 9 poison damage.

Regeneration: The troll regains 10 Hit Points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't Regenerate.

Actions

Multiattack: The troll 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.

Venom Spray: Recharge 6 (ToF pg 245)

Diseased Trolls

Regular troll stats but start at 42 HP, and AC 15. The troll explodes after one round of combat, and use Rancid Degeneration from Rot Troll (ToF, pg 244)

Intelligent Trolls

Regular troll stats but Intelligence is 10. The troll is highly motivated to get out of the maze, and will run for the exit rather than engage in combat.

Learning Test

Diamond that electrocutes you (5d8) and dissolves, diamond on body ZAP shrink the bearer and dissolve, diamond that gives them a level of exhaustion and a ZAP, real diamond

Tic-Tac-Toe Electric Boogaloo

Room with 2 doors. In this room is a board with 9 squares. A troll waits patiently. You have to play tic tac toe and only one can pass. If he wins, he rushes for the first door, the second door leads back to the first room. You gotta play to win, he has been waiting for a while. In the case of a tie, both parties end up back at the beginning of the maze, and the intelligent troll will run for the tic-tac-toe room

Exiting the door, victorious, a voice echoes throughout the chamber. "Well well well...you are certainly small for trolls. You made quick work of my little test, those trolls I have been catching are prone to dying of starvation before they can learn how to get out. A pity; I was looking forward to returning to the cult with a success in my claws. You might be *just* the answer I need...what say you let me do a little experiment on you? Your bodies will not do for my project, but those minds of yours are keen and ready to be harvested..."(when the adventurers object to being mind transplanted) A deep laugh rings around the hall. "Oh my small friends. What made you think that you had any sort of a say in this!" Dropping from the darkness of the ceiling, shaking the floor with its mass, a green dragon whips his tail and flashes rows of serrated teeth, surveying the party.

