

WINE TROLL

Unlike standard trolls the only way to prevent a wine troll's alcohol regeneration is with water as opposed to fire. Holy water is especially effective since wine trolls are damaged by it like undead.

VAULT OF VINTAGE

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Short adventure for mid-level characters

Background: The local baron is an ailing man who thoroughly enjoys a glass of fine wine very often for medicinal reasons. Recently something or someone has been drinking his most prized collection. Angry the baron hires a group of seasoned adventurers to explore the wine cellar and determine if this is paranormal or simply a thief. Unbeknownst to the player characters a wine troll has taken up residence in the cellar.

WINE STOPPER OF HEALING

Placing this ornamental stopper atop an opened bottle of wine changes it to a potion of healing. Each stopper may be used 3 times before becoming mundane.

Map Legend

1 square = 5 feet

1 -Entrance. Steep stone steps carved from pyrite twist downward into the damp wine cellar of the baron's keep. There is no natural light from this point on.

2 -Wine Cellar. This dark and damp chamber is filled with large wine barrels on

rusted iron stands. Some of these barrels are toppled over and empty. There appears to be a large puddle of wine against the far wall of the chamber

3-Hidden tunnel. Players investigating the puddle will notice wine stains on the wall. A portion of the wall has been replaced with a well camouflaged piece of tapestry. Waiting in ambush beyond some rubble are **4 Evil Fairies**. These malicious fey are allied with the wine troll and will engage the players when they pass by with surprise attacks.

4-Trapped floor. The floor here is false and contains a 15' drop into a **Sediment Ooze**. The wine troll has animated the left over yeast and grape pulp from wine fermentation into this creature. It waits patiently to dissolve flesh with its acidic attacks.

5-Den of Fermented Grapes. This room is a veritable treasure trove for any wine connoisseur. There are tables covered in cheese wedges, baskets of grapes and bottles of rare and exotic wines. Sitting atop a plush pillow is a large purple humanoid with bumpy skin enjoying a goblet of wine. This is where the **Wine Troll** resides and he will not take kindly to the players arriving uninvited. Besides the wine related treasures the room contains 10 amethysts (30 gp each), platinum cork screw (200 gold) and three silver wine stoppers of healing (1000 gp each).

6-Portal to Fey Lands. This shimmering prismatic sphere is a portal to the lands from which the wine troll hails. It may be used for continued adventures or closed by destroying the fragile crystal frame which supports it.

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