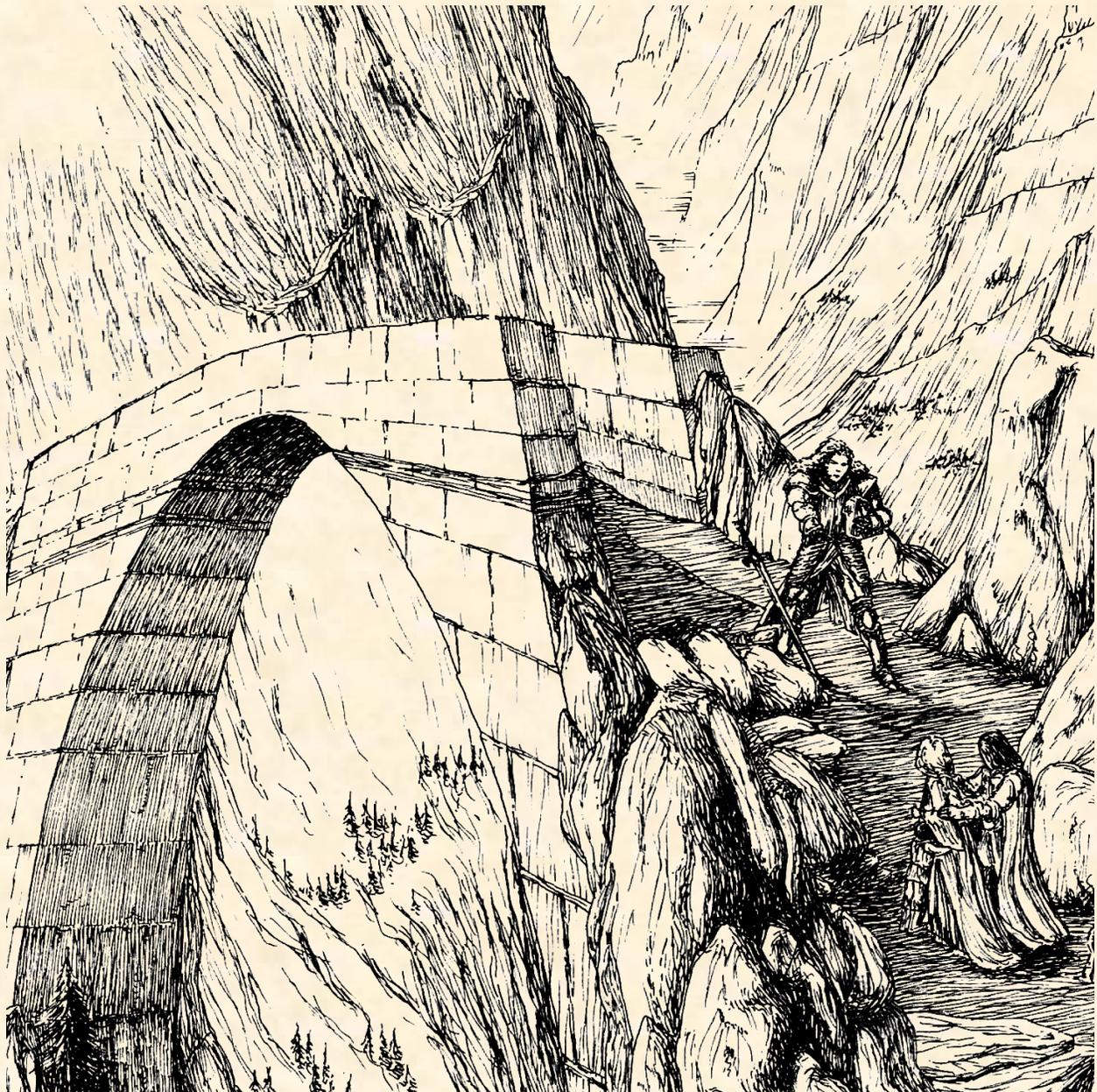

VENGEANCE AT TROLLBRIDGE



Vengeance at Trollbridge

Rumours & Hooks:

Thraani, a barbarian and recent resident to *Crow's Keep*, is seeking mercenaries for a troll hunting expedition into the wilderness.

Sole Survivor

Thraani (tall, blonde, grim faced muscular female, missing one eye), is the sole surviving thuel (barbarian) of the nomadic *Cliff Striders* tribe, and she wants only one thing: vengeance.

Driven from the *Ulgoth Foothills* three months earlier by rival clans, her small tribe of forty made their way south, following the cliff tops above *Lake Argos* into unfamiliar territory. One day they camped by an ancient stone bridge that crossed a deep ravine. Unfortunately for the tribe, a troll warren was concealed below, and they were attacked during the night.

Knocked off a cliff during the troll battle, Thraani fell upon a small ledge. And there she hid, cowering against the rock face, hating her weakness but unable to summon the courage to return to what was almost certain slaughter. When the battle ended, Thraani quietly climbed her way to safety and fled to *Crow's Keep*. And there she has remained, wallowing in her shame but vowing revenge.

Thraani's plan is simple: to recruit able adventurers with strong backs, mighty thews, and sharp swords, guide them to the stone bridge, and kill the trolls - every last one of them!

By way of recompense, Thraani has found a buyer for troll blood (*Siripid*, a gangly alchemist who lives in a tall spire in the merchant's quarter), willing to pay 100 gp per quart of blood (a full grown troll has up to 15 quarts, but after being burnt, the amount harvestable is typically 3d4 quarts).

Recruiting

Thraani counted six trolls during the battle, which were enough to ambush and kill her forty strong tribe in short order. More than most, she knows the terror the trolls instill, and is seeking warriors of stout heart.



Whether the PCs come looking for Thraani, or she seeks them out, the barbarian quizzes them about their exploits over a few jugs of ale before making any deals.

A great story of might and martial prowess impresses her the most (possibly requiring a Cha (Persuasion) or (Deception) check), but any mention of sorcery is met with narrow eyed suspicion and scornful muttering: "*Bor kuufa uchawi*" (better dead than a demon/wizard). Thraani might be persuaded to grudgingly take a

spell caster (or magic item wielder) with them, but only on the strict condition that they refrain from invoking any “accursed sorcery”.

Bar Brawl

At the GM’s discretion, a “test of might” may be required, in which case Thraani picks a fight with the biggest, most dangerous looking northmen in the tavern (she tells them she has a message from the PCs, spits in their food, flips their table, or similar). The inevitable brawl that follows embroils the entire drinking establishment, giving Thraani a chance to vent some anger whilst gauging her potential recruits’ capacity for violence. Select a random player to roll on the *Bar Brawl* table each round the brawl persists.

Thraani, AC 13, HD 3, Axe 1d12+2, 19: *Causes Injuries*, S15 D16 C16 I10 P10 W13 Ch13, L6, Mv 30 ft. When fighting the trolls, Thraani is immune to morale and will fight to the death.

Tavern Brawler, AC 10, HD 1, Fist 1d2+1, 19: roll on the *Bar Brawl* table, S11 D10 C10 I10 P10 W9 Ch10, L4, Mv 30 ft.

d20 Roll	BAR BRAWL
1	<i>Break it up.</i> 3d6 city watch enter the tavern, putting an end to the brawl.
2	<i>KO!</i> The PC is knocked out by a lucky haymaker for 2d6 rounds (<i>Luck</i> (Con) check resists).
3	<i>Wear the Chair.</i> A brawler breaks a chair on the PC (roll on the <i>Injuries & Setbacks</i> table, ignore permanent results, <i>Luck</i> (Con) save resists)
4	<i>Pile on!</i> 2d4 brawlers pile onto the PC, pinning them down (helpless, Str contest vs Str 16 to resist).
5	<i>Grunnit</i> , a skinny thief skirting the edges of the brawl, yells out 3 to 1 odds on the PC being the last to be knocked out. 1d6 brawlers take up the wager and converge on the PC.

6	<i>Bloody ruffians!</i> A serving wench whacks a PC on the head with a skillet, stunning them (lose next action).
7	<i>Where’d you come from?</i> A small dark haired child, <i>Rani</i> , suddenly scuttles out from under a table, about to be crushed by a toppling brawler! (Dex check to intervene).
8	<i>Fire!</i> A shattered lantern flares in some spilt alcohol, setting part of the tavern on fire!
9	<i>Barkeep.</i> The PC glimpses the tavern owner unconscious on the floor, being looted by an opportunistic brawler.
10	<i>Cat Projectile!</i> A flying feline rockets across the tavern, claws outstretched, latching onto the PC’s head (blind, spend an action to make a Str check to remove).
11	<i>Duck!</i> A shower of mugs, bottles and plates hurtle across the tavern. All PCs must make a Dex check or suffer 1d6 damage.
12	<i>Who is that?</i> A mysterious patron in a deep hood sits unperturbed in the midst of the fight, eating their stew as the brawl rages around them.
13	A bard, <i>Devin</i> , begins beating his drum, breaking into song as the brawl unfolds. All brawlers gain advantage on their next attack.
14	<i>Cutpurse!</i> An opportunistic pick pocket tries to steal something from the PC (Perc (Detection) contest vs Dex 15).
15	<i>Hard Steel.</i> One of the PC’s opponents turns serious, pulling a knife.
16	The biggest, meanest looking warrior in the tavern (Fighter 3) cracks the head of his current foe before pointing at the PC and making a bee line for them.
17	<i>Bitey.</i> An old woman with crazy eyes suddenly bites at the PC from under a nearby table, causing 1d4 damage and tripping them (Dex check resists).
18	<i>Bar Slide!</i> The PC is grabbed by two brawlers and thrown across the bar,

	knocking off mugs and plates (1d6 damage and lose 1 Dex, <i>Luck</i> (Con) save resists).
19	<i>Window exit!</i> The PC is hurled out the nearest window into the street (Str contest vs Str 15 resists). 50% chance of being knocked out for 1d6 rounds.
20	<i>Ale Refreshment.</i> In the rafters, a mischievous child pours a pitcher of ale on the PC, then gives them a cheeky grin. The PC restores 1d6 hp (including regaining consciousness if at zero hp).

Fire, Acid, and ... a shovel?

At the GM's discretion, the party might know (perhaps with an Int (Arcane Lore) check), or previously heard/read that trolls have supernatural regeneration, but that fire and acid help to kill them. On a great success, they might also know that completely burying a troll's remains prevents them from healing. If the party heads to the nearest alchemist to stock up on fire pots and acid vials, the GM determines how many are available (or alternatively 3d4 each). With respect to ordinary lantern oil, the party can probably obtain as much as they wish to carry.

Journey Encounters

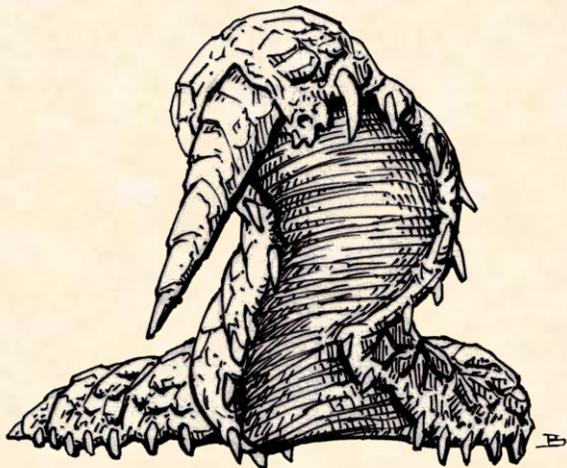
The trollbridge is located in high cliffs overlooking coastal waters, at least 5 days trek from Crow's Keep, through increasingly hilly and mountainous terrain. Whilst travelling there is a 40% chance of an encounter every 12 hours. If an encounter occurs, roll 1d10 or select from the following:

1. 1d4 *Giant Eagles* (LFG p.106) can be heard screeching high overhead, somewhere in the cloud cover. Suddenly, a low flying eagle appears from a nearby rise, slowly flapping skyward with a struggling barbarian (*Guda*) clutched in its claws.
2. 4d6 *Beastmen* (LFG p.100) are hunting nearby, banging their war drums. There

is a second hunting party also nearby, moving stealthily, positioned in the opposite direction to the drum party.

3. A solitary *Hill Giant* exile (as LFG p.110 but Int 12) is making his way along the cliff tops, searching for something he doesn't understand, drawn by strange whispers. Marked by the void, *Norwug* may cast up to three of the following spells per combat: *Lightning Bolt*, *Haste*, *Telepathy*, *Monster Summoning III*.
4. The party locates an ancient staircase leading to a secret underpass through part of the mountains, shortening their travel time by one day. There is a 50% chance of finding a dwarven relic in the dark roads (iron pendant in a hammer shape, worth 500 gp to the right buyer).





5. A colossal 40 ft *Horned Crawler* bursts up from the earth, launching rock and party members in all directions as it burrows out of the ground, instinctively ravenous.

Horned Crawler, AC 15, HD 16, Horn 3d10, 19: special, S22 D10 C22 I3 P10 W14 Ch4 L15, Mv 50 ft or 30 ft burrowing. The horned crawler has *Major Exploit Protection* and *Off Turn Attacks* (LFG p.95). On a 19+ attack roll the target is skewered on the horn: roll 1d6 and consult the *Injuries & Setbacks* table.

6. A hunting party of 3d10 thuels (as *Berserker* LFG p.114) is camped nearby with 1d4 wandering sentries. There is a 50% chance they are *Stone Bloods*, allies of the Cliff Striders. Otherwise they are dreaded *Bone Jaws* and bitter enemies of Thraani's (now effectively extinct) tribe.
7. A pack of 2d4 jet black *Dire Wolves* (LFG p.130) stalk these mountain passes, hunting for humanoids (or anything living, really) to sink their fangs into.
8. The weather turns poor, showering heavily, and causing part of the cliffs to collapse at an inopportune time. The party must make a *Group Luck* save or be swept up in a devastating mountain

slide resulting in death (50%, swept off the cliffs or utterly buried) or (50%) 6d6 damage (landing on a ledge).

9. A series of ravines dots this area, requiring numerous difficult and taxing climbs. Each PC must make a *Luck* (Str) check or lose 1 Str due to exhaustion.
10. On a high and windy tor sits an old and weather beaten tomb, its entry archway as black as night. Hidden inside is 1 x 4 HD *Lair Treasure* (LFG p.140), guarded by the *Spectre* (LFG p.124) of a priest from a past age.

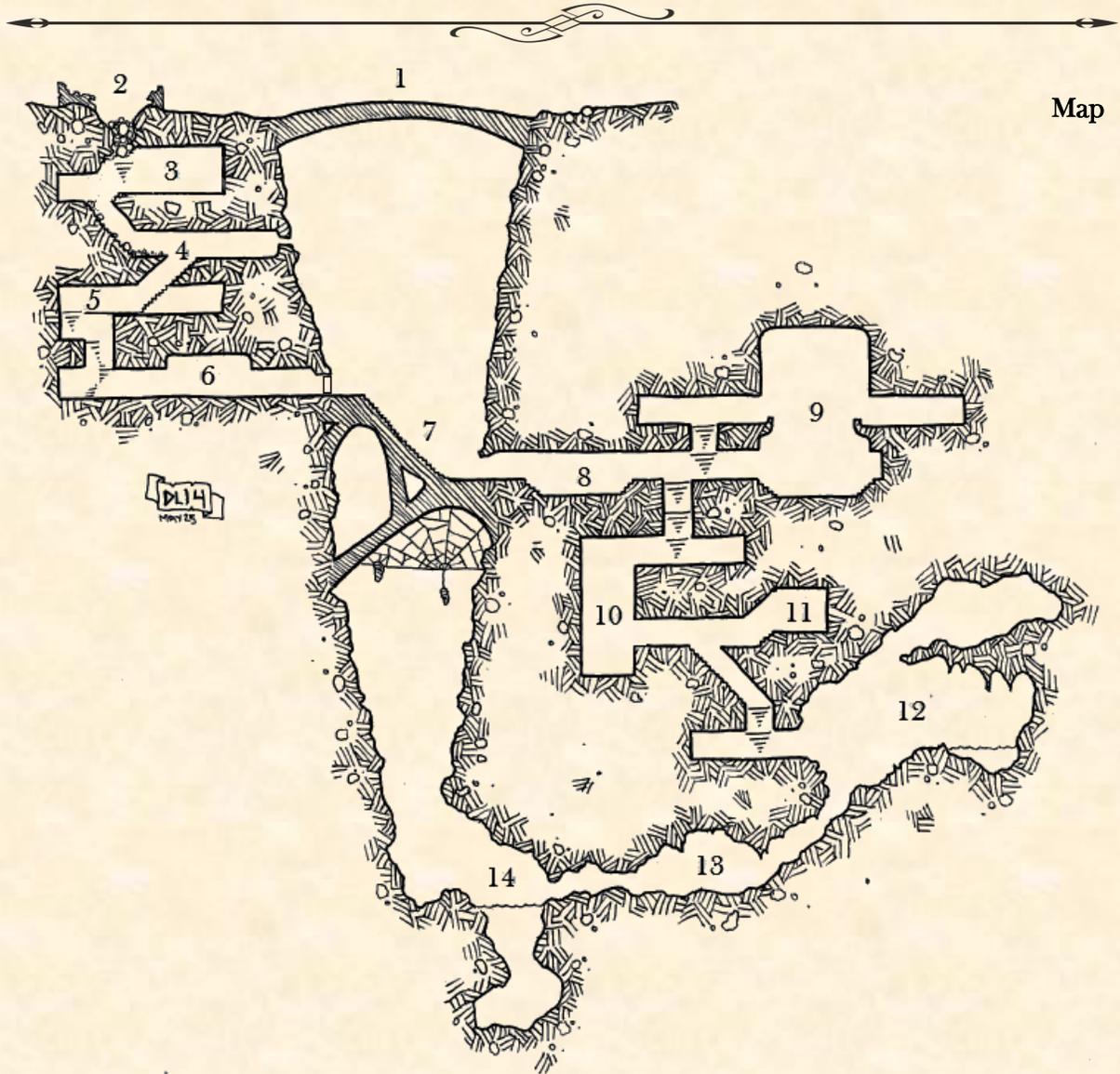


Trollbridge

The trollbridge corridors and stairs are mostly cut stone, excepting the south eastern tunnels. The western wing is lit with candles, allowing Yoggzul to navigate the otherwise dark tunnels.

In the eastern wing, excepting where daylight is able to penetrate Areas 8 and 13, the tunnels are completely dark. The trolls are able to see in the dark without difficulty but PCs will need their own light source.





Area 1 - Highbridge

The ancient stone bridge is 70 ft long and 15 ft wide, fashioned of mountain granite, with high 4 ft railings. Despite its great age, the bridge is in good repair, and will not crumble away if the adventurers set foot on it.

From the apex of the bridge, the ravine drops approximately 200 ft to its lowest point, where a shallow and slow moving river runs north to south.

About 25 ft down, on the western face, 3 arrow slits might be seen, although they are somewhat overgrown with clinging shrubs (Perc (Detection) check at a -2 penalty). At about 60 ft down is an

obvious stone staircase and secondary bridge, which descends another 15 ft or so before joining a tunnel on the eastern face. Thick, oversized webs can be seen wrapping about the lower bridgeway.

If the party lingers on the bridge for any length of time, the *Trollspider* in Area 7 will spot them and alert his kin with a strange clicking noise that echoes through the ravine.

At the GM's option, depending on the weather, thick fog might shroud the lower confines of the ravine, concealing the secondary bridge or other locations.

Area 2 - Bridgehouse Ruins

Only rubble and a few sad feet of foundations remains of the bridgehouse that once occupied this spot a thousand years ago. The stone is overgrown with weeds, but digging around in the collapsing floor unearths 1 x Carry Loot (LFG p.136). PCs probing for descending stairs will find them filled with fallen rubble, blocked for centuries. Determined PCs with the right tools might excavate a tunnel to Area 3 (albeit noisily and taking many hours).



Area 3 - Necromancer's Lair

This 35 ft long by 70 ft wide chamber has a 10 ft ceiling, and used to form an underground barracks for the tower guard stationed here. The stairwell leading up to Area 2 has been blocked with rubble for centuries.

The chamber is now used as a sleeping chamber by the necromancer *Yoggzul* (50's, 6½ ft, beard, bushy eyebrows, long hooded robe). *Yoggzul* is an exile by choice, permanently marked by his

use of dark magic (he emits a constant smell of brimstone, and occasionally launches into random bouts of non-sensical slurring and croaking).

Under the protection of his troll allies, the necromancer studies the dead in his lab in Area 4, experimenting in the hopes of unlocking a secret nirvana betwixt life and death. He is fixated upon the subject, barely eats, drinks or sleeps, and has not spoken with a human for years. He refers to the living as the "dying", and (if not hostile) will greet the PCs with an guestimate of years until their passing (eg: "*ah, a dying, how interesting. How did you find me? Twelve years I think for you, yes. Your friend with the axe, tut tut, just two. Superb musculature however. Perhaps when you are done with her you might bring her here, hmm?*").

Yoggzul is not inherently hostile to the PCs, and might even offer them work (bringing him cadavers for 10 gp each). He considers Trollbridge his home however, and any assault upon his quarters will be fiercely resisted. If the eastern tunnels are attacked, *Yoggzul* may or may not come to the aid of his troll allies, depending on his assessment of the situation. His preference is to use his magic through the arrow slits in Area 4 or through the doorway in Area 6.

Yoggzul, AC 12 (heavy robes), HD 6, Knife 1d4, 19: as weapon, S11 D9 C10 I16 P12 W12 Ch10, L10, Mv 30 ft. *Yoggzul* may choose from the following spells four times per combat (6th level): *Shield*, *Wizard Lock*, *Cure Wounds*, *Invisibility*, *Cure Malady*, *Darkness 15 ft radius*, *Speak with Animals*, *Speak with Dead*, *Ritual Magic*, *Fireball*, *Hypnotic Pattern*. *Yoggzul* has advantage when resisting adverse mind effects such as sleep, charm, fear and madness.

If the necromancer is killed and his quarters searched (cot, stone slab for writing, scattered scrolls and parchments, handful of eating

utensils), 1 x Carry Loot, 1 x Trinkets & Curios is found (LFG p.136, 141).

Area 4 - Laboratory

This narrow 35 ft by 10 ft wide chamber has a 7 ft ceiling and three shuttered arrow slits facing east. Yoggzul uses the chamber as his lab, presently there are two cadavers rotting away on two rough hewn slabs (the trolls dragged the stones into the chamber for him). If combat breaks out on the bridge, or the party assaults the door to Area 6, Yoggzul might hail them from here (or cast spells at them).

Area 5 - Trapped stairs

This stone staircase is approx 20 ft high and carved with runic symbols of the arcane, magically trapped by Yoggzul (via an abjuration ritual). Anyone other than Yoggzul or a troll that ascends the stairs is overcome with escalating lethargy, every step weightier than the last. Each step taken requires a Will check to resist losing 1 Str. There are approx 40 steps to the top of the staircase. Flying or traversing the stairs by other means does not invoke the curse.

Area 6 - Western Entryway

A roughly lashed wooden door has been installed at the eastern end of this corridor. It is unlocked, but may be barred from the inside (breaking through requires 3 successful Str checks at disadvantage).

A long, defensive tunnel lies beyond, 55 ft long, 10 ft wide and 5 ft tall, except where the middle roof rises to 7 ft. Characters fighting in the cramped 5 ft sections with weapons larger than short swords fight at disadvantage (inc trolls). In the raised section stand four human skeletal warriors. They allow none but Yoggzul or trolls to pass.

Skeletal Warriors, AC 14, HD 4+2, Sword 1d8+2, 19; a defeated skeletal warrior re-animates to aid this one, S17 D10 C16 I- P13 W- Ch-, L7, Mv 30 ft. Skeletal sentinels are *Undead* with the

usual benefits (LFG p.95), automatically sense the living within 60 ft and are immune to piercing weapons such as arrows. Each warrior carries a shield which they may use to negate a single directional attack once (as shield rules LFG p.40).



Area 7 - Lowbridge

This 35 ft long, 10 ft wide steep staircase-bridge is spotted with moss and underhung with thick strands of sticky webbing. A 10 ft *Trollspider* lurks here (a horrifying troll arachnid mutant, appearing as a giant spider with green, noduled troll skin, able to parrot a few random “troll” words in a hideous, chittering voice).

Trollspider, Boss Monster AC 13, HD 7 (54 hp), Bite 2d4+1 + poison and 4 Claws 1d8+1, 19; the target is encased in webs (helpless, spend action to make a Str contest vs Str 17 to break free), S19 D14 C15 I3 P10 W13 Ch3, L9, Mv 40 ft inc walls, ceiling, etc. The trollspider is a Boss Monster with the usual benefits. It regenerates like a troll, and its poison Bite causes 1d4 Dex loss (*Luck* (Con) save resists). The monster’s webs are infused with a fire retardant mucus and do not burn, instead giving off a poisonous fume

causing 1d3 Str loss in a 20 ft radius (spider and trolls are immune, otherwise *Luck* (Con) save resists).

The trollspider is an abomination, twisted into its current form by Yoggzul's magic gone awry. It retains only the basic vestiges of its former troll life, but knows allies from enemies, and remains loyal to Gort. If defeated, the monster's webs contain the bodies of recently slain barbarians and beastmen (1 x Trinkets & Curios LFG p.141).

Area 8 - Eastern Entryway

This defensive tunnel is 10 ft wide, 60 ft long and 5 ft high, except in the middle where the height rises to 10 ft. A single troll sentry is on guard duty in the raised section, sitting on a heap of furs (50% chance dozing off after a meal, the half eaten corpse of a beastman beside it). Characters fighting in the cramped 5 ft sections with weapons larger than short swords fight at disadvantage (trolls also fight with disad in these spaces, and will retreat to Area 9 or 12).

Area 9 - Secondary Troll Den

This 30 ft long, 50 ft wide and 40 ft high chamber was the original ore cavern for the bronze mine that founded the outpost here. After it run dry, the cavern was reinforced and converted to a storage area between caravan runs to the city. The trolls now use the chamber as a secondary living area, littered with piles of furs and the cloaks of dead barbarians. A thorough search of the area turns up 1 x Carry Loot (LFG p.136). 1d2+1 trolls are here at any one time, sleeping or eating a recent beastman kill (red stains cover much of the area).

Troll, AC 13, HD 7, 2 Claws 1d4+1 and Bite 1d8+1, 19: if the target is accompanied by a pet or henchmen, the pet/ally is eaten by the troll (or has a limb torn off), S19 D12 C17 I6 P7 W8 Ch7, L9, Mv 30 ft. Trolls regenerate all damage at the start of their next turn, or in 1d6 rounds if reduced to zero hit points. Damage from fire or

acid is not regenerated. A troll reduced to zero hit points and completely burnt or buried does not regenerate. 10 ft reach.

Area 10 - Elevator Shaft

This 30 ft high drop shaft was harvested for bronze before being reinforced and turned into a winch elevator. A number of thick iron chains dangle from the roof, looking worse for wear, but still perfectly functional. The winches and platform rotted away years ago, but the chain may be climbed (automatic unless during combat, in which case a Str (Athletics) check is required).

Area 11 - Weapons Cache

This small 10 ft square side chamber was an emergency weapons stash for the original occupants, in case of a quick retreat through the lower caverns. It now holds a broken weapons rack with 1d6 spears, swords and maces spread about the floor. 1d4 shields are also lying about. There are also a large number of further weapons broken by the trolls, or otherwise deteriorated over time.

Area 12 - Main Troll Den

This large, natural cavern is approximately 50 ft in diameter, with a rock shelf separating the highest 10 ft. In the south eastern corner is a section of underground river (up to about 7 ft deep).

The trolls use this cavern as their primary den. 2d3 trolls, plus their leader *Gort*, are usually here. Gort is not the biggest, fastest or most vicious of the trolls, but he is the smartest and most determined. Smart enough to learn a simple fire spell from Yoggzul, in fact, which cemented his position as leader and consolidated his partnership with the necromancer. Yoggzul is in the process of teaching Gort *Silent Image*, but it is slow going (and the longer it takes, the better for Yoggzul).

Gort's stats are as *Troll*, but Int 8, 32 hp, *Major Exploit Protection* (LFG p.95) and may cast

Flame Bolt once per combat (120 ft range, single target, 3d8 damage, *Luck* (Dex) save for half).

Gort sleeps atop the rocky shelf in the upper half of the cave, overlooking the rest of his kin. He has 2d4 spears that he can throw while taking half cover (+2 AC) at the overhang's edge. If the trolls are defeated and the cavern searched, 1 x Carry Loot (LFG p.136) is found hidden amongst the furs and small piles of bones.



Area 13 - Bone Pile

This 30 ft wide cavern has a 12 ft ceiling, in the top reaches of which lurk 1d4 *Yellow Mould*. The trolls' regenerative abilities make them immune to the mould's effects. A large collection of bones, more than two feet high, are piled up here. Sifting through the pile reveals 1 x 4 HD Lair Treasure (LFG p.140).

Yellow Mould, AC 10 (automatic hit in melee), HD 3, Projectile Spore (see below), 19: the spore is extra strong, bursting in a 10 ft radius, S6 D-C16 I2 P14 W- Ch-, L6, Mv immobile. *Yellow mould* is immobile but attacks by way of projectile spores up to 60 ft that burst in a 10 ft diameter. Failing a *Luck* (Con) save against the spores means that the adventurer dies a horrible choking death in 1d6 rounds. An adventurer protecting their nose and mouth with a mask gains advantage on the check.

Area 14 - Stream

A shallow, low lying river (approx 25 ft deep) runs north to south along the bottom of the ravine. Swimming across is generally straight forward but jumping requires a Str (Athletics) check at disadvantage (the run up is uneven and littered with scree). The trolls might use the river to try and drown heavily armoured PCs, or douse themselves if on fire.

Aftermath

If the trolls are slain and Thraani lives, she is proud to have avenged her tribe, but flooded with deep sorrow, and uncertain as to her future. Depending on how the adventure unfolded, the barbarian might offer her services to a PC of similar views and martial prowess as a loyal henchmen. Any troll blood the party manages to return to Siripid is gladly paid for, with the alchemist keeping the party in mind for future work.

If Yoggzul survives but is driven from his home, he might turn up in a remote tower elsewhere in the realm, a secret laboratory in the sewers of Crow's Keep, or be caught by beastmen and swiftly devoured.

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