

Troll Lair by Tom Cartos

Background

The troll Zulgeteb and his minions have taken residence in caves underneath a bridge on an important trade route and use their position to ambush merchants and travellers. If the characters want to ensure that the road is safe once more, they must brave the traps and enemies within the caverns until they encounter Zulgeteb himself.

Grid Information

GRID SIZE – Bridge - 22x17 (300DPI)

Caves – 34x33 (300DPI)

VTT SIZE – Bridge – 3080x2380 (140DPI)

Caves – 4760x4620 (140DPI)

RECOMMENDED PRINT SIZE – Bridge – A2/ANSI C

Caves – A0/ANSI E

Design Notes

Troll Bridge

- **01 – Cart Wreckage** – An overturned cart left in the road. Some of the crates have been carelessly looted. A blood trail leads away from the site.
- **02 – Cave Entrance** – Following the blood trail leads down some stone steps. Below the bridge is a cave entrance that leads to **03**.

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- **03 – Lair Entrance** – Leads out to **02**
- **04 – Spike Pit** – A rickety bridge spans a wide pit filled with spikes. The planks are rigged to collapse once someone crossing reaches the midway point.
- **05 – Hidden Tunnel** – Hidden behind a heavy, but moveable rock slab is the actual entrance used by the trolls.
- **06 – Cooking Area** – The central area of the lair. Anything the trolls can find to eat is 'prepared' here to be devoured by whoever can get their hands on some.
- **07 – Sleeping Area** – Loose blankets and furs are scattered over dirty looking straw.
- **08 – Small Storage** – A few pots filled with stale water and a chest with some small trinkets.
- **09 – Stalactite Tunnel** – Too narrow for the trolls, and most humanoids, but someone small or nimble may be able to squeeze through.
- **10 – Trophy Room** – Skulls and bones of vanquished foes are proudly displayed.
- **11 – Chieftains Quarters** – A makeshift throne of pallets, crates and furs looks out over the rest of the lair. Some semblance of a treasure hoard is scattered around the edge of the cavern. Three cages are kept close to provide entertainment on the rare occasion something still living is bought back.

- **12 – The Pit** – Occasionally, some brave fools try to sneak into the lair. Those not instantly dismembered are thrown into the pit to die a slow death.
- **13 – ‘Pets’** – The trolls keep a few wild animals as ‘pets’. They are chained up here.
- **14 – Dump** – Once the trolls have picked through any loot they manage to find, the leftovers are dumped here. Their carelessness may mean some valuables are still hidden amongst the debris.
- **15 – Privy** – Even trolls have to poop.
- **16 – Privy Runoff**- Maybe a sneaky way in, but probably not worth it.