

TRØLL TØLL

Introduction

Troll twins guard an enchanted bridge with reversed gravity and want payment for people to traverse it.

Rating

COMBAT	EXPLORATION	SOCIAL
★★★	★☆☆	★★★

Average Player Level

The encounter is designed for an APL of 12 with four characters.

NUMBER	APL 11	APL 12	APL 13
2-3 Characters	Very Weak	Weak	Average
4 Characters	Weak	Average	Strong
5-6 Characters	Average	Strong	Very Strong

Adjusting the Encounter

Following ways to adjust the average difficulty:

- **APL 9:** Use weaker variant of rock troll
- **APL 15:** Use stronger variant of rock troll

Plot Hooks

Following motivations might interest your players:

- **Appeal to Reward.** Get the trolls' horde.
- **Appeal to Discovery.** Cross the bridge.

NPCs & Creatures

Llomm and Mmoll (**rock trolls**)

- **Agenda.** Guard bridge. Collect toll.
- **Instinct.** Demand. Intimidate. Fight.
- **Moves.** Push people over the bridge toward their brother. Switch sides and assist twin.
- **Secrets.** Llomm is ironically afraid of heights therefore preferring the topside of the bridge. Mmoll has a deep fear of thunder therefore preferring the bottom side of the bridge.

Location

A 60-foot long, 10-foot-wide ancient stone bridge spanning a chasm, river, or similar obstacle that would be otherwise hard to overcome without it. Llomm waits on top of the bridge camouflaged as boulder blocking the way, while Mmoll hides under the bridge in a position that makes it hard to notice him when seeing the bridge listening to the negotiation.

DC 14 passive Perception: The character notices the ancient transmutation glyphs on the sides of the bridge.

DC 20 passive Perception: The character notices quite noises of stone scratching on stone from below the bridge.

Encounter Details

Blocking the way, Llomm waits for people to step on the bridge and come close before demanding their troll toll. He as toll demands either two identical trinkets or two secrets, one whispered and one written one a piece of parchment. If asked about it why he wants two things he answers: "One is for me and the other... for later." **DC 10 Insight:** The troll is obviously not telling the whole truth.

The toll is meant to satisfy both trolls. Each person who wants to cross the bridge needs to pay the price and the trolls won't accept two people providing the same things. If the trolls feel like they are getting tricked, by winning a Wisdom (Insight) check against the character's Charisma (Deception) check, they will immediately initiate combat.

Each troll gets their own initiative, with Llomm (the troll at the top side) always getting the more favorable roll.

Enchanted Bridge.

When a creature walks over the edge of the bridge or is knocked only 5 feet over the edge, the transmutation glyphs activate and pull it to the bottom side of the bridge where the gravity is reversed to pull them against the bridge. A character that is thrown off the bridge by 10 feet or more falls down into the chasm. The bridge is a magical object and is generally resistant to damage.

Outcomes

The two most likely outcomes are that the characters pay the toll and the troll moves off the bridge to let them pass or the characters end up fighting the troll twins. Optionally the characters might try to run by the trolls or look for a different passage or instead of the bridge.

Rewards

DC 15 Wisdom (Perception): Below the bridge, each troll has a hidden stash carved into the rock. One cavity is located near the bridge's start and the other at its end. These stashes are concealed behind small boulders carefully wedged into place, blending seamlessly with the surrounding stone. Mmoll's stash (start of the bridge) contains:

- Pet spider's nest
- Collection of various trinkets and small pieces of parchment containing secrets
- Shiny rocks mixed with gems (worth 150 gp)

Llomm's stash (start of the bridge) contains:

- Weathered book of poetry
- Pouch containing various coin (worth 130 gp)
- A set of damaged silver ware (worth 20 gp)



Appendix

Llomm and Mmoll's alignment is neutral and they speak Common in addition to Giant. They have been doing this for a while and have developed decent teamwork. They know when the other needs help. Llomm (the troll on the top side) first move is

to use his Bulldoze to kick about half of their foes off the bridge and therefore down to Mmoll. They understand they can step over the edge of the bridge to get to the top or bottom side and use this to their advantage to flank unsuspecting foes.

ROCK TROLL

Large Giant, Chaotic Evil

Armor Class 20 **Initiative** +0 (10)
Hit Points 147 (14d10 + 70)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	8 (-1)	9 (-1)	7 (-2)

Saving Throws Str +9

Skills Perception +7

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 17

Languages Giant

Challenge 10 (5,900 XP; PB +4)

False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 10, except against psychic damage.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder 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.

Siege Monster. The troll deals double damage to objects and structures.

ACTIONS

Multiattack. The troll makes two Rend attacks.

Rend. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 23 (4d8 + 5) slashing damage.

Bulldoze (Recharge 5-6). The troll moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the troll enters a creature's space, the creature must make a DC 17 Strength saving throw. On a failure, a target takes 37 (5d12 + 5) bludgeoning damage, is pushed to an adjacent unoccupied space and knocked prone. On a success, a creature takes half as much damage and is pushed to an adjacent unoccupied space.

BONUS ACTIONS

Stone Dust (Recharges after a Short or Long Rest).

The troll spits out the dust of scrunched stones in a 15-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or become blinded until the end of their next turn.



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ROCK TROLL (WEAKER)

Large Giant, Chaotic Evil

Armor Class 18 **Initiative** +0 (10)
Hit Points 123 (13d10 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	10(+0)	19(+4)	8(-1)	9(-1)	7(-2)

Saving Throws Str +7
Skills Perception +5
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15
Languages Giant
Challenge 7 (2,900 XP; PB +3)

False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 10, except against psychic damage.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder 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.

Siege Monster. The troll deals double damage to objects and structures.

ACTIONS

Multiattack. The troll makes two Rend attacks.

Rend. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 18 (3d8 + 4) slashing damage.

Bulldoze (Recharge 5-6). The troll moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the troll enters a creature's space, the creature must make a DC 15 Strength saving throw. On a failure, a target takes 30 (4d12 + 4) bludgeoning damage, is pushed to an adjacent unoccupied space and knocked prone. On a success, a creature takes half as much damage and is pushed to an adjacent unoccupied space.

BONUS ACTIONS

Stone Dust (Recharges after a Short or Long Rest). The troll spits out the dust of scrunched stones in a 15-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or become blinded until the end of their next turn.

ROCK TROLL (STRONGER)

Large Giant, Chaotic Evil

Armor Class 21 **Initiative** +0 (10)
Hit Points 184 (16d10 + 96)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	22(+6)	8(-1)	9(-1)	7(-2)

Saving Throws Str +10, Con +10
Skills Perception +7
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 17
Languages Giant
Challenge 12 (8,400 XP; PB +4)

False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 15, except against psychic damage.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder 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.

Siege Monster. The troll deals double damage to objects and structures.

ACTIONS

Multiattack. The troll makes two Rend attacks.

Rend. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 28 (5d8 + 6) slashing damage.

Bulldoze (Recharge 5-6). The troll moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the troll enters a creature's space, the creature must make a DC 18 Strength saving throw. On a failure, a target takes 44 (6d12 + 5) bludgeoning damage, is pushed to an adjacent unoccupied space and knocked prone. On a success, a creature takes half as much damage and is pushed to an adjacent unoccupied space.

BONUS ACTIONS

Stone Dust (Recharges after a Short or Long Rest). The troll spits out the dust of scrunched stones in a 15-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or become blinded until the end of their next turn.

