

TROLLS IN THE GUARADEEN MINE

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The Guaradeen Mine was mysteriously abandoned by the mining company that had been working there for about 3 years. Bosses from the company's headquarters have come to town, hiring your party to investigate and eliminate any threats in the mines so they can reopen operations. Everyone they've sent in so far has run back out almost immediately, frightened by loud growls and a continuous clanging sound.

The **Arcana** used in this scenario refers to the mechanical drills, augers, and other mining equipment powered by magic dust. Characters with a background in mechanics, artificing, or construction will be similarly able to figure out how to use these items with a basic **Intelligence** check.

This scenario features:

Arcana Survival Acrobatics

And is particularly well-suited for:

Fighters Druids Gnomes

The only monsters the PC's will encounter in this scenario are various forms of trolls (*with the exception of the giant eagles at the entrance*). You are encouraged to make each fight slightly unique by giving the trolls different weapons, unusual characteristics, or unique abilities. To help, use the following

table throughout the scenario whenever the PC's encounter trolls. You can use other monster templates, modified as seen fit to apply the attacks, weapons, and abilities to trolls.

For example, a bugbear is listed as having a morningstar to attack (+4 to hit, (2d8+2) piercing damage). You could use these same stats, along with the bugbear's AC, HP, etc., but instead say the troll is using a broken drill to fight, dealing the same damage as the morningstar. It's worth noting that trolls only speak Giant, though you may choose to have them also speak Common.

TROLL TEMPLATES (IN ORDER OF WEAKEST TO STRONGEST)

1	2-4 Orcs (p.246, MM)
2	2-4 Thugs (p.350, MM)
3	2-3 Bugbears (p.33, MM)
4	2-3 Goblin Bosses (p.166, MM)
5	2 Berserkers (p.344, MM)
6	1-2 Bugbear Chiefs (p.33, MM)
7	1-2 Orc War Chiefs (p.246, MM)
8	1 Trolls (p.291, MM) ** This one should be reserved for the final fight in conjunction with a lesser troll on this list **

BACKGROUND

“Three weeks ago, the Guaradeen Mine was mysteriously abandoned by the mining company that had been working there for

several years. None of the workers were ever found afterward, and anyone sent in to investigate since then has only run out minutes later, complaining of terrifying roaring and clanking sounds coming from within the depths of the mine. Aleah Mountebank, the owner of Tan Fly Mining Co., has offered your party a handsome reward for clearing out whatever threats inhabit the mine, allowing her to restart operations as soon as possible.”

I. DANGER AT THE ENTRANCE

“You approach the mine, carved into the side of a 20ft-tall ridgeback. It appears that some kind of creature has made this area their new home since the mine was abandoned, based on the nests scattered along the patches of root and vine outside the entrance.”

Several large **Giant Eagle** nests decorate the outside of the mine entrance. The players can attempt to avoid them or attack them as seen fit.

4-10 Giant Eagles (p.324, MM) or (p.306, PHB).

II. OPENING HALLWAY TO THE MINE

“The Guaradeen Mine is thoughtfully and carefully well-excavated. The pathways are level and smooth, and the walls and ceilings show no signs of crumbling or falling rocks. Along the red stone walls are a variety of mechanical tools used to drill, excavate, and mine the caverns. They don’t appear to have been used in several weeks. From farther in

the hall you hear the distinct grunting and mumbling sounds of creatures you’ve not seen in this region for many years -- trolls.

Inside this room you see places for workers to hang their mining gear, along with a variety of magically-powered drills and augers leaning against the wall. You see a path straight in front of you and a path to your left.”

There isn’t much else of interest in this room. If the PC’s attempt a **Perception** check, they might hear the sound of grumbling from the room to the west (DC 10), rushing water from the north (DC 15), or metallic clanging from farther north (DC 20).

III. FORGED DOCUMENTS

“You enter a room with several crude filing cabinets and desks laden with binders of documents. Several short, noisy trolls are rifling through these documents, constantly bickering with each other.”

Trolls (use the table at the start of this scenario for stat blocks).

The trolls here are inherently violent, and will attack on sight. You can add the shelves, desks, chairs, and mining equipment as part of the combat environment. If the PC’s **Investigate** this room after the fight, they may find documents indicating that one of Aleah’s foremen, Brittis Marigold, has been stealing from the company. This can be used as a plot hook for future adventures after this one.

“Time sheets, shipping ledgers, and other matters of business related to Tan Fly Mining Co. fill the shelves and binders.”

IV. THE DEEP CAVERNS

“The thin passage you’re in opens up to a massive, vast cavern. You can see many crevasses around twisting, winding walls that have been carved out by centuries of underground rivers. The air smells faintly of salt water, and the cool humidity is refreshing on your skin. The faint sound of mechanical clanging and whirring rings through the air.

There seem to be two obvious carved-out paths to the north and to the east.”

While there aren’t any trolls in this massive room, the PC’s can potentially find their way into a hidden passageway to the west by following the faint sound of running water leading that way through a slim passage. This passage leads to **VII. The Echoing Vault**. This is a great opportunity to attempt a **Survival** check to sense the source of the water streams or a faint breeze from the Vault’s direction.

For added difficulty, you may choose to give the PC’s a variety of **Acrobatics** checks to walk up slippery surfaces, jump across small chasms, etc. These checks shouldn’t be incredibly difficult, but just tough enough to provide tension.

V. TROLL DEN

“As you walk through the winding caverns littered with unused mining machinery, you smell the distinct scent of troll musk this way. Far in the distant chambers you hear a loud

engine revving and dying over and over again, along with the sound of trolls arguing with each other.

Just as you try peering around the corner to see what the next area looks like, you hear another group of trolls coming up from behind!”

To start this encounter, the PC’s may choose to backtrack and fight the trolls coming from behind right away, or they may choose to hide among the rocks and stone rubble as the trolls pass. Either way, there will be two encounters with trolls in this area.

Trolls (use the table at the start of this scenario for stat blocks).

As the trolls in the first encounter are near death, they shout out for backup from the other group, leading to a second fight. For increased intensity, these two encounters can happen at the same time.

Trolls (use the table at the start of this scenario for stat blocks).

After the encounter, the PC’s notice the room is filled with broken-down machinery that the trolls have been hoarding and trying to use unsuccessfully. The walls show signs of trolls trying to use the drills and augers to mine new tunnels, resulting in cracked and chipped walls and a few broken drill bits.

There is a clear path to a different room to the south.

VI. ORE DEPOSIT

“The red stone walls are suddenly speckled with shining, glistening stones down this cavern. The sparkles are barely larger than a grain of salt. As you walk farther down, you see a room filled with larger sparkling gems set in the walls, ranging in size from grains of salt to about the size of a thimble. A few magically-powered drilling tools are on the ground next to an empty minecart.”

The PC’s may be tempted to try mining out these sparkling gemstones from the walls here by using the drills in the room. Currently the drills are incapacitated, but the PC’s might find magic dust farther in the caverns and come back. You may let them attempt an **Intelligence** or **Arcana** check to see how to use the tools.

Depending on how well the PC’s are able to manipulate the machinery, they can mine up to 4 separate deposits of precious minerals, each worth 4d6g. Alternatively, they may also injure themselves in the process.

VII. THE ECHOING VAULT

“You barely manage to squeeze your way through the tight stone walls, glistening with water seeping in from cracks in the ceiling. As you progress through the crevasse, the clanging and whirring sounds you heard earlier grow louder and more pronounced.

After about 40ft of narrow passages, the walls widen into a room the size of a modest living space. There are 3 iron chests in the corner of the room, and a notable hole in one of the walls about 2in wide.”

Whenever a PC talks in this room, the sounds echo much more intensely than anywhere else in the cavern. Every noise seems to bounce rapidly back and forth across the room, then funnel itself into the small hole in the wall, vanishing away.

The chests are locked. If the group has a way to open them, they contain **Dust of Disappearance**, **Potion of Growth**, and **60g** worth of gems.

The group can exit this room the way they entered, or can find the northern exit in a similar way to how they discovered the south passage (**Survival checks**) through a false wall.

VIII. SMITHY & BROKEN GEAR

“You enter a room with empty minecarts tipped over and a variety of shovels and machinery lining the walls. Several metal lockers and cabinets lean against the west wall, and several waist-high boxes full of salted meat and fruit preserves stand next to the lockers. The clanging and whirring sounds are getting stronger.”

A few trolls are walking this way from the east entrance as the PC’s enter. Shortly after entering this room, an encounter begins.

Trolls (use the table at the start of this scenario for stat blocks).

After the encounter, the PC’s may find a blacksmith hiding inside one of the standing metal lockers. Upon hearing the voices of something besides trolls, she might call out to

ask for who's there, or the PC's might discover her on their own. The blacksmith is named Selenya Redcap, and explains that she got trapped in the locker 4 days ago after getting lost in the mines when the rest of her investigation team ran out in fear of trolls. She's been barely surviving by eating the meat and fruit preserves in the boxes.

Selenya doesn't have any information about the mine beyond her current room, and is eager to leave. She insists on asking the PC's if there is a safe way out, and leaves timidly yet very quickly.

In one of the lockers rests a **+1 Studded Leather Armor**, granting a leather-wearing PC +1 to their AC.

IX. DEEP WELLS

"You see a room with three short brick walls arranged in circles, each with a rope tied to a bucket next to it. These are clearly freshwater wells used by the mining company. A small anvil and some basic metalworking tools are set up in the corner of the room."

There's nothing else particularly interesting in this room. The PC's can find passage to **VII. The Echoing Vaults** similar to the way described in **IV. The Deep Caverns**.

X. THE NARROW PASSAGE

"The walls tighten as you squeeze your way into a slim passageway. The clanging sounds grow as the distinct murmur of trolls grunting and growling from the north add to the clamor."

The PC's can choose to travel north or south from here.

XI. A STRANGE PAINTING

"The narrow passages lead south to a small room with nothing in it except for a framed painting about 5ft wide and 3ft tall resting against a wall. The painting depicts a river flowing into the forested background, eventually rising up and into the sky, disappearing into the sun. The colors are exceptionally vivid, and the river seems to actually flow into the background."

It's possible for the PC's to place something "in the river" on the painting, only to watch it flow into the background and disappear. Nothing else can be done with the painting now, but it may be useful if brought back to a town or scholar at a later time.

XII. AUGER TROLL

"The clanking, grinding, and grunting is clearly coming from this room. You sense the distinct smell of magic dust and grease as the sound of a massive drill being started over and over again continues. Each time the drilling sound stops, you hear two trolls arguing with each other, likely fighting over who should try to use it next, or why the other is doing something incorrectly."

As you peer around the corner, you see a large room with a massive mechanical vehicle in the middle. The walls are covered with cracks and scuff marks apparently made by the gigantic 15ft-long drill attached to the front of this machine riding on two massive tank treads.

Two trolls are fighting over the driver's seat of this vehicle, trying to steer its drill into the stone walls."

This is the final encounter of the scenario. Upon seeing the PC's, the trolls are immediately enraged and strike towards them.

Trolls (use the table at the start of this scenario for stat blocks).

Have 1 of the trolls here use the actual stat block for **Troll** (p.291, MM). You may need to remove or alter the Regeneration ability depending on the party makeup and capabilities.

You may choose to have the giant auger machine be used in this fight. It is running, and takes 1 full round to jump into the driver's seat. A PC can attempt an **Arcana** check (or similar check related to machinery) to use it to fight the trolls. If they roll poorly, however, the auger might accidentally harm their own allies!

You may choose to have additional trolls enter partway through the encounter for increased difficulty, being drawn to the room by the sounds of fighting.

EPILOGUE

"You successfully clear the Guaradeen Mine of vicious trolls, to the great appreciation of Aleah and the rest of her workers at Tan Fly Mining Co.

Aleah happily pays each person 55g and offers to provide a diamond-edge coating to two weapons of your choice (weapons that

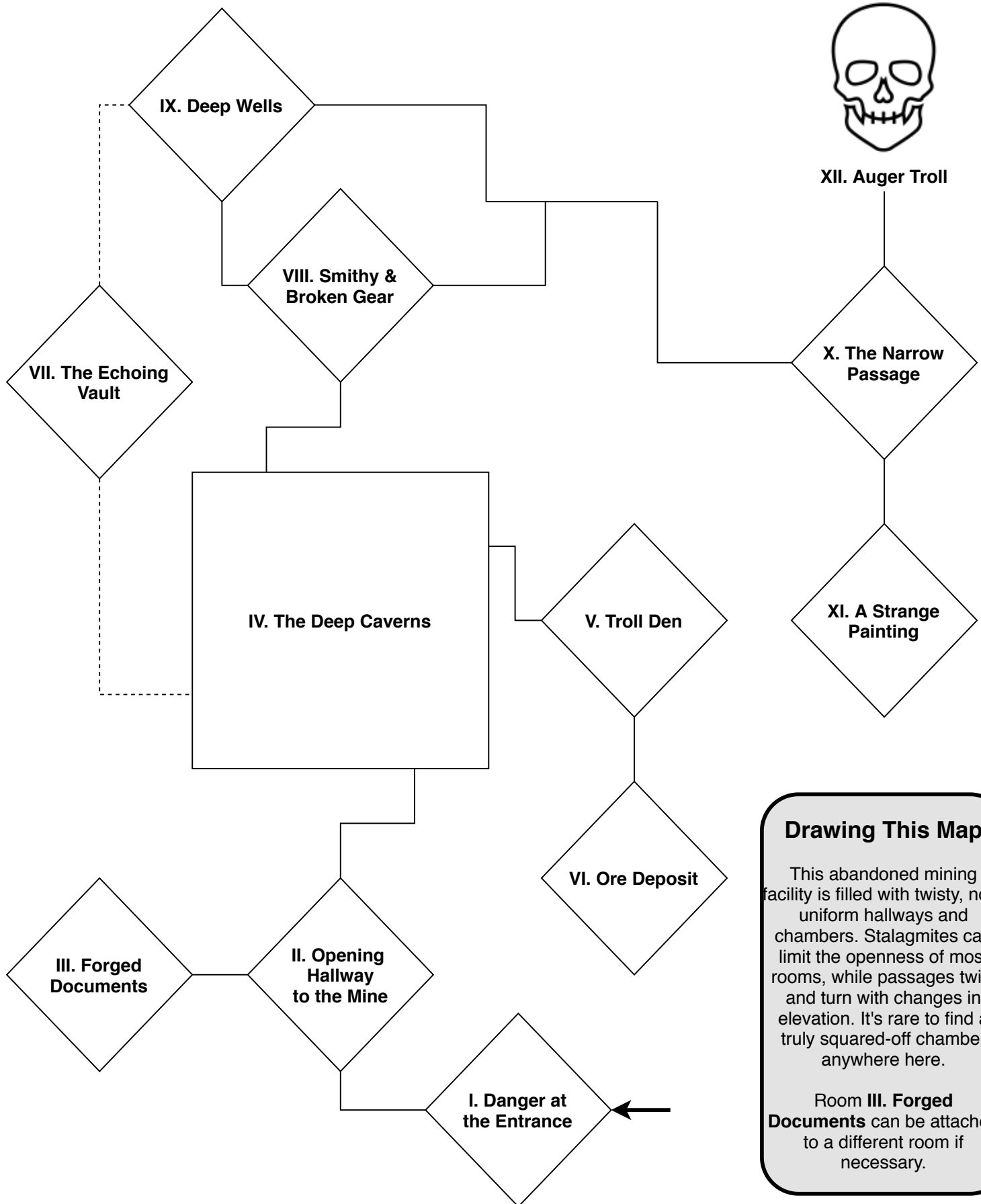
have a metal edge of some kind), granting them +1 to their attack rolls."

If you'd like to continue this adventure, future scenarios can involve the painting found in the mine if it's been brought to someone who can figure out what it does or where it came from. The documents found relating to Brittis Marigold can also lead to a manhunt if he knows that his embezzlement activities have been discovered.

You may also choose to have Aleah hire the party to clear out another mine in a distant region; one that her company hasn't yet set foot into but was used centuries ago, only to be overrun by sentient fungus and zombified plantlife.

Trolls in the Guaradeen Mine [map]

Local miners have hired you to clear out a long-abandoned gem mine of monsters. And perhaps you can do something about that incessant clanging sound?



Drawing This Map

This abandoned mining facility is filled with twisty, non-uniform hallways and chambers. Stalagmites can limit the openness of most rooms, while passages twist and turn with changes in elevation. It's rare to find a truly squared-off chamber anywhere here.

Room III. **Forged Documents** can be attached to a different room if necessary.