



## OLD TROLL BRIDGE

### MAP DESCRIPTION

The farmland is strangely quiet, with an absence of livestock. The walls and hedgerows that define the field boundaries are unkept and overgrown. The stone walls have collapsed in places, while fences are broken or rotten with age. The meadow grasses are long and ungrazed, it seems the farms in this area have long been abandoned.

Ahead you hear the gentle sound of running water. An old bridge comes into view, encrusted with lichen. Grass grows between every crack in its rough stone construction. Strangely you can see a small wisp of smoke drifting up from below the bridge.

### NOTES AND TIPS

- **30x30 Grid Map**
- Farmland may not be the wilderness, but that doesn't mean it's safe. Farmland has very few protections from roaming monsters, in fact, it's an ideal hunting ground for creatures looking for easy prey, as livestock is often penned into one location. This makes outlying farms a great location for one-off monster encounters before moving into the wilds.
- **Who's that trip trapping over my bridge:** Classic troll under the bridge situation. It's a place to keep out of the rain and has a ready supply of food and resources moving over it. However, it's rather inconvenient for the locals and so... adventurers have been hired.
- **The Wurm of Westfield Farm:** A (lonely) juvenile dragon or wyrm has taken up residence under the bridge. It sneaks out at night to steal the local's sheep. It has a fanciful idea of what it is to be a dragon and demands a duel with the party's most worthy knight. If it is bested it will bow and pay tribute to the locals it has stolen from.
- **The Grey Knight:** A bit of a riff on the Monty Python Black Knight skit. A bedraggled Knight in grey rags and rusty armour stands on the bridge, his beard growing through his helm. He will fight anyone that steps onto the bridge. He is not 'all there' but is highly skilled. Is he here to redeem himself? Protect a long-since-destroyed kingdom? You decide!
- **Roost of Blood:** Pick some kind of creature to roost under the bridge. Stirges, vampire bats, leeches. Yes, I know leeches don't technically roost, but they could hang from under the bridge and drop on anyone that goes under to investigate.
- **The Goat's Revenge:** Look, goats can be nasty, especially when it's killed and eaten the troll that used to live under the bridge. The troll was quite sickly and the goat is quite evil. Due to some weird mechanism of evolution goats that eat troll flesh turn into something worse than a normal goat, which is already quite unpleasant.

### VARIANTS

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