

[December 4, 2021]: Ghosts of Saltmarsh: Session #32: Troll Out the Barrel

Troll Battle Clean-Up:

Soon after the battle at the Troll Hole, Erilyn Windfellow will arrive. She will explain that after telling Sir Faranth about the shortcut and the trolls, the knight convinced her parents to not let her back into the Fens for her own good, but she escaped (as she usually does). She has not seen Wendall.

Passing through the shortcut troll tunnel, the PCs will see the side passage climbing off to the left. Beyond is the trolls' lair, three chambers at different levels filled with rot and waste, including the carcass of a dire boar and several heron hanging from a rope line, along with the torso of a local fisherman named Karl. There is also half a barrel of sour beer and a five-foot-tall stone table with giant runes - the only part of the message still legible reads, "Spoils and man-flesh aplenty. Report to Nosnrah, Chief of the Hill Giants in Kylada." Each chamber's floor is covered in bits of bones, torn cloth, corn husks, animal hide and countless iron pennies from the Sulouise Empire. (18775 total)

There are other coins scattered throughout and a Perception (Wis) or Investigation (Int) check for each level/chamber can reveal them.

Perception Check 15+ 3d30 cps, 17+ 2d30 sps, 19+ 1d30 gps, 21+ 1d12 eps.

Investigation Check (requires actually sorting through garbage and coins): 10+ 3d30 cps + 1d30 sps, 15+ 6d30 cps + 3d12 sps + 1d12 gps, 20+ 6d30 cps, 3d30 sps, 2d12 gps, 1d8 eps.

Each check represents an hour of searching.

Iron Pennies

Iron pennies (also called "Dead Weight" or "Bronze Pennies" are small thick coins with raised edges that are imprinted with a runic "P" on one side and an open eye on the other. They have iron cores and are coated in bronze and are twice as thick though with a radius a couple of centimeters shorter as the typical gold or silver coin.

While basically worthless now, some merchants will accept them (mostly for use as slag) at the rate of 50 iron pennies per copper piece, though when originally in circulation they were valued at 10 per CP.

These coins also weigh almost twice as much typical coins (thus their "deadweight" nickname), where 30 of them weigh a pound.

While not used for typical commerce they are still used as part of funeral customs, placed eyes up over the closed eyes of the deceased.

The Ruins of Elzid Natholin's Tower

About 40 minutes march from the far side of the tower are the familiar ruins of Elzid Natholin's tower. If the party arrives at dusk or later, they will find the trap door to the dungeon level closed and five ghouls in the area trying to get in. If they arrive during the daylight hours, the block will be open, but Loren Ramne will have ducked inside having spotted the party's approach. He will stay below, ready to defend himself until the party identifies themselves.

Scrawny and hungry, Loren the Sage will appreciate any food and fresh water he is offered and will need some help to march back to Crossroads-below-Agrona. He explains that after fleeing the LOAF cult he came here, but then the trolls and undead came from returning. He also has a pack he would like help carrying. Within he has gifts for the PCs:

GHOULS (6)

Medium undead, chaotic evil

Armor Class 13 (leather armor)

Hit Points 28 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Saving Throws Con +2

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit. *Hit:* 2d6+2 (piercing).

Claws. *Melee Weapon Attack:* +4 to hit. *Hit:* 2d4+2 (slashing). If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- Thron: *Loren Samne's Edible Burn Balm* (5 applications) and recipe for making more and to make healing potions.
- Nora: Superior Fire Bolt Arrows (5)
- Alston: Scroll of rare spells
- Rollo: Arthur Gunthur's Barbaric Yawp Gargle (5 uses)

Returning to Crossroads

If conscious, Sir Faranth will ask that the corpses of his men not be left behind. At the very least, he will ask for his freedom to return to town and recruit people and a cart to help retrieve them. While he still has a burning hate for the PCs, he will express regret for ever coming here and will want to return to Karatas Freehold with his fallen men. But he will warn the PCs that if they are ever found in that area (Panothalassa), they will be arrested. He also will intimate that he "knows what [Nora] is" and that he will tell everyone (in reference to her Tiefling lineage).

On the way back, the party will run into Wendall, mourning the loss of his relatives (but understanding it was kind of inevitable that trolls so close to civilization would meet their end). He will be shy and reticent and cautious about Martinique. He can be persuaded to follow the party (Persuasion 20) but refuses to go to populated areas (Persuasion 30) and will want a clandestine route to the Hool Marshes near Saltmarsh. If shown a map, he will explain that that is not far from where he emerged from the World Below, Koilos.

At Crossroads

Golten Sarruh is still upset with the party for endangering his daughter but will admit he might have been wrong in trying to make his daughter marry against her will.

Pelopia and Xenia will ask the PCs to stay until soldiers arrive from Alasios to help keep the peace, though she is not sure how long with will be (not more than two weeks).

Erilyn will want to join the party's household and become Alston's apprentice.

Returning to Saltmarsh

If the PCs return to Saltmarsh along the Saltmarsh road they will run into a good number of people fleeing towards Crossroads-below-Agrona and Alasios as the war effort builds up in that town. They will report that "Devil Men of the Deep" have basically crippled the fishing industry in town.

If the party seeks out an overland non-road route it will take 11 days to arrive in the marshes northwest of the town.

- First four days (safe): Roll for random encounters once per day - DC 10 - (1-in-12)
- Next three days (moderately safe): Roll for random encounters every 12 hours - DC 15 - (1-in-12)
- Next two days (moderately dangerous): Roll every 8 hours - DC 20
- Final two days (moderately safe): Roll for random encounters every 12 hours - DC 15 - (1-in-12)

Saltmarsh Status

The PCs will return to find a large encampment of refugees and soldiers along the western wall road that was not there before and being asked who they are and their business before entering town.

Representatives of the different allied factions against the Sahuagin are in town to meet and make plans on the next moves:

- Locathah and Merfolk are in the harbor
- Dunwater lizardfolk are at the Seagrove of Tethys, as is Oceaus and a few other representatives of the Maerthiel Shimmaré.

The Unbroken Chain—an adventuring company hired in the party's absence to clear the Isle of Abbey of the Scarlet Brotherhood sympathizers—are at the Snapping Line being feted by locals for their success.

The Empty Net has been closed down and transformed into housing for officers.

Lertol has been splitting his time between the Snapping Line and the party's lodge. He has a note from Blind Butchie for the party regarding the 12770 gps they owe him.

There is a list of locals who are interested in being hired to work the PCs newly purchased property.