

TROLL LAIR

While travelling to the next Town, you see a warrior badly mauled while rescuing a maiden from a Herd of Gore Bears. You carry the warrior to the Town but he dies from his severe wounds.

The local Priest, impressed by the stories of his valour, tells of a healing room in one of the nearby ruins.

However a Troll has now made his home there and kills any party which enters.

A group of Orcs and Goblins are also using it as a safe refuge while they raid the local roadways.

The Constabulary do not have the strength to take on the Troll, so patrol the local roads to try and keep the Orcs and Goblin raiders away.

If you are to save the warrior's life, you must get him to the room today, or else he will be lost forever.

Are you up to the task?

Location Chart 2D6

Roll	Location
2	Unique
3	Unique
4	T Intersection
5	6x6 Room: 4 Doorways
6	4x6 Room: 3 Doorways
7	Hallway
8	4x6 Room: 3 Doorways
9	Corner
10	X Intersection
11	Unique
12	Unique

Monster Chart D6

Roll	Monsters (#)
1	Goblin
2	Goblins x2
3	Goblins x3
4	Goblins x4
5	Orc
6	Orcs x2

Encounter Chart D6

Roll	Encounter
1-3	Monsters
4	Chests & Monsters
5	Chests
6	Nothing

Doorway Chart D6

Roll	Type
1	Closed Door
2-5	Open Door
6	Great Door *

* Becomes open door after first Great Door

Door/Chest Lock chart D8

Roll	Result
1	Event
2-4	Locked Dif 2
5-6	Locked Dif 3
7-8	Unlocked

Damage Side-Effect Chart D6

Roll	Effect
1-3	Nothing
4-5	Stunned
6	Incapacitated

Door Trap Chart D6

Roll	Trap
1-4	<i>Swinging Axe</i> - A giant axe on a pendulum swings down in front of the chest or door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 4d6 against each character in line. Each gets to roll DEF
5-6	<i>Poison Needle</i> - A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest or door. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.

Chest Trap

Result	Trap
	<i>Poison Needle</i> - A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest or door. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.

Treasure Chart

Roll	Treasure
1-2	5 Gold Coins
3	10 Gold Coins
4	Ruby (15 Gold)
5	Potion of Healing
6	Great Key

Unique room

The Unique room is a Sarcophagus room

You need a Great Key to enter. You must Defeat the Troll who has made the room its home, before you can revive the fallen warrior.

If you defeat the Troll the Orcs and Goblins will also scatter, earning you 20 Gold from the Village

Plot Counter

10(20)

Monsters

Ghoblin

Attack: 2

Defence: 2

Detection (Rng): 4(4)

Magic: 0

Move: 3

Life: 1

Resistance: 4

Law: Sneaky -The monster will not wait and only attack the nearest hero in an adjacent space to another monster. The monster will attack if cornered and attacked by a hero.

Powers: None

Description: Goblins are the smallest of the Green-skinned races. They are not as strong as their cousins, the Orcs, but they are smarter and just as cruel and vicious.

Gold: 4

XP: 8

Orc

Attack: 3

Defence: 3

Detection (Rng): 3(4)

Magic: 0

Move: 3

Life: 1

Resistance: 3

Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest.

Powers: None

Description: Orcs are a brutal savage race of Green-skinned humanoids. They delight in War and Violence. They lack most of the higher intelligence of other races, but they are clever and cunning in devising new ways to cause mayhem.

Boss Troll

This Troll is a lot tougher than normal trolls.

Attack: 4

Defence: 4

Detection (Rng): 3(-)

Magic: 0

Move: 4

Life: See Chart

Resistance: 2

Law: Frenzy - Once a Monster detects the Heroes it will always move and attack the nearest. If it survives a turn, it will always attack a different hero, usually the next nearest.

Powers: None

Description: This Troll is smarter, quicker and stronger than most. Though related to Orcs and Goblins the skin of trolls usually looks blue.

Gold: 8

XP: 8

Life Chart	(D8)
1-5	Nothing
6-7	Stunned
8	Defeated

