The Troll Lair (Level 1)

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 Ghoblins are also using it as a safe refuge while they raid the local roadways. The Constabulary does not have the strength to take on the Troll, so patrol the local roads to try and keep the Orcs and Ghoblin 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 D8

Roll	Location
1	Room 6x6 (1 door)
2	Corner
3	Hallway
4	T Intersection
5	Room 6x6 (2 doors)
6	Room 6x6 (3 doors)
7	Room 6x6 (4 doors)
8	X Intersection

Monster Chart D6

Roll	Monsters (#)
1	Orcs (D4)
2	Orcs (4)
3	Ghoblins (2) & Orc (1)
4	Ghoblins (D4) & Orcs (2)
5	Ghoblins (D6) & Orcs (D4)
6	Ghoblins (6) & Orcs (D4)

Encounter Chart D6

Roll	Encounter
1-2	Monsters
3-4	Chest (2) & Monsters
5-6	Chests (D4+1)

Doorway Chart D6

Roll	Type
1-4	Unlocked Door Dif:1
5-6	Locked Door Dif:1
7+	Great Door*

* Becomes unlocked door after first Great Door

Chest Chart D6

Roll	Result
1-3	Locked Dif:1
4-6	Unlocked Dif:1

Random Event

Monster Patrol
Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart and place the Monsters at the Doorway.

Door Trap Chart D6

Roll	Trap
1-4	*None*
5	*Falling Stone – Dif: 1 DEX* A sandstone block drops to the ground, shattering as it impacts the Hero. All characters in the two squares directly in front of the door take two points of damage. Each gets to roll DEF
6	*Wing Darts – Dif: 1 WIT* A group of Darts, fly from the side wall. They make a 2d6 attack against all characters on the tile. The characters roll DEF as normal.

Chest Trap D6

Roll	Trap
1-4	*None*
5-6	*Venom Barb – Dif: 1 WIT* A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the Hero opening the chest. The venom reduces the Hero's stats (except LIF and MAG) to 1, until he can consume an Antidote and reverse the venom's effect. Also, at the end of each Action Phase the Hero will lose 1 LIF

Treasure Chart D6

Roll	Treasure
1-2	2 Gold Coins
3	5 Gold Coins
4	Antidote
5	Potion of Healing
6	Great Key (Unique – Re-roll this result)

Unique Location Chart

Sarcophagus

The Adventure

Having decided to try and revive the brave warrior you make your way to the ruins. The stench of decay and musky smell of Green skins, tell you that you have reached the right location. You see a clear path leading to a ruined gate tower. Inside is a room with three doorways leading further into the wreckage . . .
Good Luck!

Time Span
10(6)

Unique Room

Sarcophagus

The Sarcophagus room is just like any other except you need a Great Key to enter.
You must also Defeat the Troll who has made the room its home, before you can revive the fallen warrior.

Setup

The Troll is in the center of the room, standing beside the sarcophagus. Six Ghoblins and two Orcs are also in the room, roll for their locations as normal.
If you defeat the Troll, Orcs and Ghoblins, the rest of the Green skins will leave, earning you 20 Gold from the Village

Troll

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	XP
5	4	2	3	2	0	3	1	14

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.
Description: Trolls are the largest, strongest, and dumbest of the green-skinned races. Trolls maybe dumb but they can be just as cruel as other green-skins. Trolls can be found in small wandering bands that will attack anything they come across. Some can be found in the company of other green-skins, but are controlled with fear and violence.

Life Chart D6

Roll	Result
1-5	Nothing
6	+1 to future rolls (cumulative)
7	Stunned
8	Defeated

Monsters

Ghoblin

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	2	4	4	4	0	3	3	1	2	9

Powers: None
Law: Sneaky -The monster will 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.
Description: Ghoblins are the smallest of the green-skinned races. They are not as strong as their larger cousins, the Orcs, but they are smarter and just as cruel and vicious. Like the Orcs they dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Orc

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	3	4	2	0	3	3	1	6	11

Powers: None
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Orcs are a brutal and 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 cunning and clever in devising new ways to cause mayhem. Orcs dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Copyright 2008 Shaun Austin & Oversoul Games. All Rights Reserved. Website: www.oversoul-games.com