

# Encounter type: Troll, Mountain

# Encountered: 1-D4 per 4 players.

Attacks per turn: 2 See: "Special".

Attack types / Damage per successful attack: 2 Clubs: 3-D6 +3

D20 roll needed to have Gold / # of gold coins found: 16+ / 1-D6

D20 roll needed to have Silver / # of silver coins: 15+ / 1-D12 x2

D20 roll needed to have **Treasure** / # of treasure items found: 16+ / 1-D4 Check for each to have treasure.

Defense: 12

Experience: 15

Life-points: 45

Offense: 0 See: "Special".

Region: Mountain Wilderland.

Special: Rampage: The Mountain Troll will gain the following adjustments when wounded:

Attacks per turn: +1

Damage: +3 (damage for each club strike will raise to 3-D6 +6)

Offense: +3