

# Encounter type: Troll, Labyrinth

# Encountered: 1-D4 per 5 players.

Attacks per turn: 2 +1 additional attack when wounded.

Attack types / Damage per successful attack: Club: 3-D12 +3, Club: 3-D12 +3

D20 roll needed to have Gold / # of gold coins found: 12+ / 1-D12 +1

D20 roll needed to have Silver / # of silver coins: 12+ / 1-D12 x2 +2

D20 roll needed to have [Treasure](#) / # of treasure items found: 13+ / 2-D8 +1

Note: Check for each creature to have treasure of its own.

Defense: 15

Experience: 60

Life-points: 180

Offense: 0 +3 additional offense when wounded.

Region: Volcanic Wilderland Labyrinth

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

Attacks per turn: +1

Damage: Damage for each club strike will raise to 1-D12 x9 +9.

Offense: +3