



THE GOBLIN'S GOLDEN DECEIT

You arrive at Cavekeep Crossing's toll bridge, but it's evident that something has gone awry. The original guards are nowhere to be found, their fate uncertain. Cunning goblins have taken control of the bridge and hatched a devious scheme to overcharge unsuspecting

travelers while hoarding their ill-gotten gold. Barrels filled with the gold are stored on the opposite side of the river. The goblins patiently awaiting the opportune moment to load up a raft and abscond with their newfound riches.

- A. The first hero to search for treasure in the lower entrance area finds **1 Potion of Healing** and **1 Potion of Defense** in these crates.
- B. If a player stands on this square and searches for traps, reveal that the sign should read "Troll Ahead" but the 'r' has fallen off. Give the **Troll Runt** **-1 Body** when it emerges from the cave.
- C. These gates are locked and can only be opened by the lever found in the guard house at D. If a player tries to open them without having pulled the lever they roll a combat dice to determine the amount of damage taken from the spikes and the doors don't open.

- E. When a player stands on this square to retrieve the gold from the barrels, a **Troll Runt** hears the commotion above and emerges from the cave! Replace the barrels with the **Troll Runt**.

MOVE	ATTACK	DEFEND	BODY	MIND
4	3	3	3	1

Once the **Troll Runt** is defeated the players find **600 GP** in the barrels.

The cave entrance is littered with bones and faint cries for help can be heard coming from deep within...