

ONE IS TROLL
 TROLL IS WARY OF
 ADVENTURERS
 BECAUSE THEY HUNT
 TROLLS
 TROLL NEEDS TO STAY
 SAFE IN BURROW
 UNDER BRIDGE BUT
 ADVENTURER WALKS
 ABOVE AND DEMANDS
 PASSAGE

TROLL ASKS
 ADVENTURER
 QUESTIONS.
 FOR EACH EXCITING /
 REASSURING, ANSWER,
 TRUST ADVENTURER
 MORE - MOVE DIE UP
 TRUST TRACK
 FOR EACH THREATENING
 OR BORING ANSWER
 COUNT PATIENCE DOWN
THINGS TO ASK OF
 ADVENTURER
 PEACE WITH PEASANTS
 TRIBUTE FROM TRIBES
 SAFETY FROM SLANDER
 COMFORTS FOR CAVE
 FRIENDSHIP AND
 FAIRNESS

FINAL SCENE (a)
 IF ADVENTURER TRIES TO
 CROSS BRIDGE OR PATIENCE
 DIE DROPS TO ZERO
 ADVENTURER ROLLS D6 AND
 COMPARES TO NUMBER ON
 TRUST TRACK TO SEE IF
 TROLL COMES TO GET
 ADVENTURER.
 USE CUES AND RESOLVE
 LAST SCENE
AGENDA
 THIS IS ABOUT NEGOTIATION
 AND GETTING TO YES
 OR MAYBE BEING EATEN BY A
 TROLL
 TELL A STORY TOGETHER
 INTRODUCE SMALL IDEAS
 MAKE SMALL IDEAS BIG
 BOTH BE REAL



ONE IS ADVENTURER:
 ADVENTURER IS WARY
 OF TROLLS BECAUSE
 THEY EAT PEOPLE
 ADVENTURER NEEDS
 TO CROSS THE RIVER
 BUT TROLL LURKS
 BELOW THE BRIDGE
 AND BLOCKS THE WAY
 PLACE PATIENCE DIE (D6)
 ON TRUST TRACK 0 WITH
 6 SHOWING ON DIE

**ADVENTURER
 ADVOCATES AND
 ANSWERS TROLLS
 QUESTIONS.**
 ADVENTURER MIGHT
 RECEIVE 'TRUST' FOR
 ENTHRALLING /
 REASSURING ANSWER.
THINGS TO TELL TROLL
 EXCITING ADVENTURES
 LUSTY LOVERS
 REGAL ROYALTY
 VARIOUS VILLAGES
 APPETIZING ANIMALS
 CHEST-THUMPING
 THREATS

FINAL SCENE (b)
 ADVENTURER TIES OR ROLLS
 UNDER TRUST... AND TROLL
 ROLLS UNDER
 AMICABLE FAREWELL,
 PARTNERSHIP,
 COMPASSION,, HOPE,
 ... **AND TROLL TIES OR ROLLS
 OVER**
 TROLL CHASES
 ADVENTURER
 REGRET, OFFENSE,
 REJECTION
**ADVENTURER ROLLS OVER
 TRUST ... AND TROLL TIES OR
 ROLLS OVER**
 TROLL EATS ADVENTURER,
 SHAME, WRATH, FEAR
 ... **AND TROLL ROLLS UNDER**
 TROLL SLAIN OR TRICKED BY
 ADVENTURER
 GUILLE, PRIDE, HUBRIS