

# Encounter type: **Ogre, Common**

# Encountered: 1-D4 per 2 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Club: 3-D6, Club: 3-D6

D20 roll needed to have Gold / # of gold coins found: 18+ / 1-D8

D20 roll needed to have Silver / # of silver coins: 17+ / 3-D6

D20 roll needed to have **Treasure** / # of treasure items found: 18+ / 1-D4 Check for each to have treasure.

Defense: 13

Experience: 10

Life-points: 30

Offense: 0 See: "Special".

Region: Forest Wilderland.

Special: Rage: This creature will gain the following bonuses when wounded:

+2 "Offense".

+2 "Damage per successful attack".