Encounter type: Trog, Swarmer

# Encountered: 1-D6 x3 per 1 player.

Attacks per turn: 1

Attack types / Damage per successful attack: Trident: 1-D12 x2 +2

D20 roll needed to have Gold / # of gold coins found: 3+ / 1-D12 x3

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

D20 roll needed to have Treasure / # of treasure items found: 3+ / 1-D12 x2 +2

Note: Check for treasure one time only (not for each creature encountered).


Defense: 14

Experience: 7

Life-points: 21

Offense: +3

Region: Volcanic Wilderland Labyrinth

Special: None.