

Encounter type: **Timbermaw**

# Encountered: 1-D10 +2 per 1 player.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite: 1-D6

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D4 x2

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D6 x3

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 Check for treasure once.

Defense: 5

Experience: 6

Life-points: 18

Offense: 0

Region: Forest Wilderland.

Special: Immunity to pain: This humanoid creature is not effected by physical pain in any way, shape or form.