

Encounter type: Cyclops, Adult

Encountered: 1-D4 per 3 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Clubs / 1-D12 x6 +6

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x6

D20 roll needed to have [Treasure](#) / # of treasure items found: 15+ / 1-D6

Note: Check for each creature to have treasure of its own.

Defense: 15

Experience: 80

Life-points: 240

Offense: +3

Region: Volcanic Wilderland Labyrinth

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

Attacks per turn: +1

Damage: Increase of 1-D12 +5. After being wounded, club damage will be: 1-D12 x7 +11.

Offense: +4 (giving it a total of +7).