

Encounter type: **Marchman**

Encountered: 1-D6 x2 per 1 player.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Rank-1 Marchblades: 1-D12 x4 +4

Note: This is a two-handed blade. Damage caused by non-Marchman wielding it = 1-D12 x2 +2

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D8

D20 roll needed to have Silver / # of silver coins: 16+ / 1-D12 x3 +3

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1-D4

Note: Check for each creature to have treasure.

Defense: 10

Experience: 20

Life-points: 40

Offense: +3

Region: Volcanic Wilderland Labyrinth of Souls.

Special: None.