

# Encounter type: Cyclops, Young

# Encountered: 1-D4 per 3 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Clubs: 1-D12 x4 +4 each.

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D10 +2

D20 roll needed to have Silver / # of silver coins: 16+ / 1-D8 x3 +3

D20 roll needed to have [Treasure](#) / # of treasure items found: 17+ / 1-D6 +2

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

Defense: 14

Experience: 40

Life-points: 120

Offense: +2

Region: Volcanic Wilderland.

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

Attacks per turn: +1

Damage: +4 (damage for each club strike will raise to 1-D12 x4 +8).

Offense: +3 (giving it a total of +5).