

# Encounter type: Cyclops, Elder

# Encountered: 1-D4 -2 per 3 players (minimum of 1 encountered).

Attacks per turn: 2

Attack types / Damage per successful attack: Club: 1-D12 x8 +8, Club: 1-D12 x8 +8

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D10

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x2

D20 roll needed to have [Treasure](#) / # of treasure items found: 15+ / 1-D10

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

Defense: 17

Experience: 240

Life-points: 480

Offense: +4

Region: Volcanic Wilderland Labyrinth of Souls.

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

Attacks per turn: +1

Damage: +8 (damage for each club strike will raise to 1-D12 x8 +16).

Offense: +4 (giving it a total of +8).