

Encounter type: **Bandit, Common**

Encountered: 1-D4 per 1 player.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Short Swords / 1-D6.

D20 roll needed to have Gold / # of gold coins found: 19+ / 1

D20 roll needed to have Silver / # of silver coins: 18+ / 1-D4

D20 roll needed to have **Treasure** / # of treasure items found: 19+ / 1 Check for each bandit to have treasure.

Defense: 7

Experience: 4

Life-points: 12

Offense: 0

Region: Grass Wilderland.

Special: None.