

d8+2 Humans

MV 120' (40'), AC 8, HD 1d4, #AT 1 (axe or polearm), DM 1d6 or 1d10, THAC0: 18, SV F1, ML 6

Most have axes, the d6 indicates how many have polearms. They have a total of (d8+d6) silver pieces between them.

What's Going On? (d6)

1. Farming.
2. Heading home.
3. Hiding from the d6.
4. Hallucinating.
5. Injured.
6. Fighting the d6.

d8/2 Crab Spiders

MV 120' (40'), AC 7, HD 2, #AT 1 (bite), DM 1d8 + poison, THAC0: 18, SV F1, ML 7

If the dice total is greater than 10, then they are or were carrying the corpse of an adventurer with treasure types U & V.

What's Going On? (d6)

1. Lurking.
2. Sneaking.
3. Hunting the d6.
4. Eating a d6.
5. Injured.
6. Fighting the d6.

(d8/2)+1 Fire Beetles

MV 120' (40'), AC 4, HD 1+2, #AT 1 (bite), DM 2d4, THAC0: 18, SV F1, ML 7

d8 - d6 Total

Even: Glands glow green, 25' radius.
Odd: Glands glow red, 15' radius.
Zero: Glands glow blue, 20' radius.

Blue and Green fire glands cause mild hallucinations if carried for more than 2 turns, increasing chances to be surprised by 1.

What's Up? (d6)

1. Eatin' Shrooms
2. Chillin'
3. Eatin' More Shrooms
4. Climbing Shrooms
5. "Hiding" from the d6
6. Hunting for adventurers

Mushroom King

MV 60' (20'), AC 4, HD 11, #AT 2, DM 2d8/2d8, THAC0: 11, SV F11, ML 11

Never encountered fighting an encounter.

1. Answers your riddle
2. A new quest (ion)
3. Grants you passage
4. An item mysterious
5. The path is blocked
6. Just a new riddle

d8+1 Goblins

MV 60' (20'), AC 6, HD 1-1, #AT 1 (weapon), DM 1d6 or weapon, THAC0: 19, SV 0 human, ML 7

Equipment (d8)

1. Polearms & Handaxes
2. Shortbows & Short Swords
3. Scimitars (Long Swords)
4. Slings & Clubs
5. Slings & Short Swords
6. Javelins & Handaxes
7. Shortbows & Clubs
8. Javelins & Daggers

What's Going On? (d6)

1. Having been infected by Fungal Taint, they are angry, outcast, and looking for a fight.
2. Farming for mushrooms.
3. Hiding from the d6.
4. Rushing home with two dead goblin bodies.
5. Guard patrol.
6. Fighting the d6.

d8/4 Ogres

MV 90' (30'), AC 5, HD 4+1, #AT 1, DM 1d10, THAC0: 15, SV F4, ML 10

Sacks contain d8x100 gp

What's Up? (d6)

1. Collecting Shrooms
2. Exploring
3. Fighting or Intimidating the d6.
4. Going Home
5. Watching the d6.
6. Returning home injured.

d8-2 Subhumans

MV 120' (40'), AC 8, HD 1, #AT 1, DM 1d6 or weapon, THAC0: 19, SV F1, ML 9

If fewer than 1 are encountered, then a totem or talisman or trail is found instead.

1. Hunting the d6
- 2-3. Exploring
- 4-5. Returning Home
6. Fighting the d6

Environmental

If indicated as the second element of an encounter, the environment modifies the encounter.

- 1-2. Cloud of Spores - save vs poison or cough and choke for d6 turns.
3. Slippery Mud - Dex to not fall.
4. Crazy Spores - save vs poison or suffer confusion for 1d4 rounds.
- 5-6. Puffballs - steps produce a 5' cloud of fine spores that block sight.
- 7-8. Mushrooms sway and move as if "alive" and possibly even sentient.

Slime!

MV 3' (1'), AC NA, HD 2, #AT special, THAC0: 18, SV F1, ML 12

Gross! (d6)

- 1-2. Green
3. Dk Green (save vs spells when attacked or confusion for 1d6 turns)
4. Olive (save vs death or transform into a goblin)
- 5-6. Brown (harmless)