

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. | 4. Hallucinating. |
| 2. Heading home. | 5. Injured. |
| 3. Hiding from the d6. | 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. | 4. Eating a d6. |
| 2. Sneaking. | 5. Injured. |
| 3. Hunting the d6. | 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)

- Eatin' Shrooms
- Chillin'
- Eatin' More Shrooms
- Climbing Shrooms
- "Hiding" from the d6
- 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.

- Answers your riddle
- A new quest (ion)
- Grants you passage
- An item mysterious
- The path is blocked
- 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 | 5. Slings & Short Swords |
| 2. Shortbows & Short Swords | 6. Javelins & Handaxes |
| 3. Scimitars (Long Swords) | 7. Shortbows & Clubs |
| 4. Slings & 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. | 3. Hiding from the d6. |
| 2. Farming for mushrooms. | 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)

- Collecting Shrooms
- Exploring
- Fighting or Intimidating the d6.
- Going Home
- Watching the d6.
- 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.

- Hunting the d6
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)