

Encounter type: **Undead, Skeleton, Dragonman**

Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x7 +7, 1 Bite: 1-D12 x8 +8

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x4 +4

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D12 +4

Defense: 18

Experience: 215

Life-points: 645

Offense: +7

Region: Volcanic Wilderland Tomb.

Special: None.