

Encounter type: Phoenix, Young

Encountered: 1-D4 per 6 players.

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Claw: 1-D12 x5, Claw: 1-D12 x5, Bite: 1-D12 x5
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x2 +4

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x7 +7

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D4 +1

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

Defense: 15

Experience: 90

Life-points: 180

Offense: +3

Region: Volcanic Wilderland Labyrinth

Special: Inferno: At the beginning of every turn, prior to its physical attack, the Young Phoenix will spread its wings and ignite, engulfing all its foes in searing flames.

Inferno: 1-D6 x6 fire damage to all foes who fail to evade.

D20 roll needed to evade Inferno: 14+