

# Encounter type: Basilisk, Hatchling

# Encountered: 1-D4 per 3 players.

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: 2 Claws: 1-D12 x3 each, 1 Bite: 1-D12 x3  
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D10 +1

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D8 x3 +2

D20 roll needed to have [Treasure](#) / # of treasure items found: 15+ / 1-D6 +1 Check for each to have treasure.

Defense: 14

Experience: 30

Life-points: 90

Offense: +3

Region: Volcanic Wilderland.

Special: Petrifying Breath: After its physical attacks, the Basilisk will exhale upon its foe, turning it to stone unless it can resist. The Basilisk must roll to hit with its breath (add its +3 to strike).

D20 roll needed to resist Petrifying Breath: 10+