

Encounter type: **Serpent, Lava**

# Encountered: 1-D4 per 2 players.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite: 1-D12 x2 +2 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D6 x2

D20 roll needed to have [Treasure](#) / # of treasure items found: 15+ / 1-D4

Note: Check for each Lava Serpent to have treasure of its own.

Defense: 12

Experience: 20

Life-points: 60

Offense: +1

Region: Volcanic Wilderland.

Special: Searing Bite: Each bite will also burn its victim for 1-D12 points of fire damage.