

Encounter type: **Serpentine, Trancer**

Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: Serpentine Bites: 1-D12 x5

This creature will always attack three different foes each turn if it can. Also, see: "Special".

D20 roll needed to have Gold / # of gold coins found: 10+ / 1-D12 x5

D20 roll needed to have Silver / # of silver coins: 9+ / 1-D12 x10

D20 roll needed to have **Treasure** / # of treasure items found: 10+ / 1-D6 +3

Defense: 16

Experience: 300

Life-points: 900

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

Special: Entranced: When the Trancer Serpentine bites for maximum damage, its victim must roll a 15+ (using a D20), or become Entranced. The effects of Entranced are as follows:

Defense will lower to: 7

Defensive rolls to evade: -10

Duration: 1-D12 +1 melee turns.

Initiative penalty: -10

Offense rolls to attack: -10

Spell-failure chance: 80%