

Encounter type: Tendrils, Creeping

Encountered: 1

Attacks per turn: 16

Attack types / Damage per successful attack: 16 Tendrils: 1-D12 x2 +2 (each tendril will attack separately).
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 13+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 11+ / 1-D12 x5

D20 roll needed to have [Treasure](#) / # of treasure items found: 12+ / 1-D6 +1

Defense: 10

Experience: 13 each. There are 16 Creeping Tendrils.

Life-points: Each Tendril has 26 life-points.

Offense: +3 / +6 vs. victims of Overwhelm.

Region: Volcanic Wilderland Dungeon.

Special: Overwhelm: When a Creeping Tendril scores an attack-roll of 20, its victim will instantly be dragged down into its dark watery abode. To be free of the water, all tendrils attacking must be slain. While submersed, a victim will suffer from the following:

- Defensive: -8
- Defensive rolls to evade attacks: -8
- Drowning damage: 1-D12 per turn.
- Offense: -4
- Note: If other Creeping Tendrils attack while a victim is submersed, those tendrils must be defeated as well before being free to exit the water.
- Spell-casting: A victim cannot cast a spell while submersed in water, unless the spell states otherwise.