

Encounter type: Centurion, Stone

Encountered: 1-D4 per 4 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Punches: 1-D12 x7 +7

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D6 x 1-D6 +6

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x 1-D12 +12

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D4 x 1-D4 +2 Check only once for treasure.

Defense: 17

Experience: 200

Life-points: 600

Offense: +3

Region: Volcanic Wilderland Labyrinth

Special: None.