

# Encounter type: Abomination

# Encountered: 1-D4 -2 per 3 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 3 Bites: 1-D12 x3 +5 each.

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D8

D20 roll needed to have Silver / # of silver coins: 16+ / 1-D20

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D4

Defense: 15

Experience: 70

Life-points: 210

Offense: +3

Region: Volcanic Wilderland Dungeon.

Special: Gate: On the first turn, the Abomination will summon a [Nether`Scorn](#) to help aid it in battle. If the [Nether`Scorn](#) is defeated, it will summon another the turn after it is destroyed. Summoning a [Nether`Scorn](#) requires the Abomination's full turn.