

Encounter type: Horse, Nightmare

Encountered: 1-D4 per 3 players

Attacks per turn: 2

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

D20 roll needed to have Gold / # of gold coins found: 16+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 15+ / 1-D12 x7

D20 roll needed to have [Treasure](#) / # of treasure items found: 16+ / 1-D12 +1 Check for each to have treasure.

Defense: 15

Experience: 45

Life-points: 90

Offense: +5

Region: Volcanic Wilderland Dungeon.

Special: Combustion: On a maximum damage hoof-strike, a burst of flame will explode, causing 1-D12 x4 +4 additional damage.