Encounter type: Phoenix, Hatchling

Encountered: 1 per 4 players,

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: 2 Claws: 1-D12 x3, 1 Bite: 1-D12 x3

See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x5

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

Note: Check for each Hatchling Phoenix to have treasure of its own.

Defense: 14

Experience: 50

Life-points: 90

Offense: +2

Region: Volcanic Wilderland.

Special: Inferno: At the beginning of every turn, prior to its physical attack, the Hatchling Phoenix will spread its wings and ignite, engulfing all its foes in searing flames.

Inferno:	1-D6 x4 fire damage to all foes who fail to evade.
D20 roll needed to evade Inferno:	13+