

Encounter type: **Dragon, Thrannix** (boss)

Encountered: 1

Attacks per turn: 7 (4 claws, 3 bites)

Attack types / Damage per successful attack: 4 Claws: 1-D12 x 1-D12 each, 3 Bites: 1-D12 x 1-D12 each.

D20 roll needed to have **Gems** / # of gems found: 1+ / 1-D12 x6 +6

D20 roll needed to have **Gold** / # of gold coins found: 1+ / 1-D12 x30 +30

D20 roll needed to have **Silver** / # of silver coins: 1+ / 1-D12 x1,000 +100

D20 roll needed to have **Treasure** / # of treasure items found: 1+ / 1-D12 x2 +4

Defense: 22

Experience: 1,500

Life-points: 4,500

Offense: +9

Region: Volcanic Wilderland Tomb of Unrest.

Special: Enchantment and Magical Spell immunity: Thrannix is not effected by communication-based Enchantments or Magical Spells.

 Damage-Reduction: 12 vs. all forms of enchanted, magical and physical damage.

 Dragonetic Fear: Each turn you are in the presence of Thrannix, a 15+ (using a D20) must be rolled, or you will have a -5 offense.