

Encounter type: **Spider, Lava**

Encountered: 1-D6 per 3 players.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite: 1-D12 x2 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D8 x2

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D8 x2

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1

Note: Check for each Lava Spider to have treasure of its own.

Defense: 14

Experience: 24

Life-points: 72

Offense: +2

Region: Volcanic Wilderland.

Special: Searing Venom: When the bite of this creature causes maximum damage, it will be injected with a fiery venom that will continue to damage its victim.

Duration of Searing Venom: 1-D6 melee turns.

Searing Venom damage: 1-D12.

Note: Searing venom stacks with each successful injection, lengthening its deadly duration.