

Encounter type: **Eye, Floating**

Encountered: 1

Attacks per turn: 2 See: "Special".

Attack types / Damage per successful attack: Penetrating Gaze / 1-D12 x2 +5, Penetrating Gaze / 1-D12 x2 +5.
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D10 +2

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D8 x3 +3

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +2

Defense: 15

Experience: 100

Life-points: 300

Offense: 0

Region: Volcanic Wilderland.

Special: Deception: After its two (Penetrating Gaze) attacks, the Floating Eye will emit a gray light that will flood the entire area, creating the illusion that each of its foe's allies are the enemy (not the Floating Eye). When this occurs, each character, pet and steed will turn on its own, attacking with its most lethal attack for that turn. Note: The Game Master will decide randomly which ally each creature will attack.

D20 roll needed to resist Deception: 13+