Encounter type: Knight, Shadow
Encountered: 1-D4 per 3 players.
Attacks per turn: 1
Attack types / Damage per successful attack: 2 Shadow Blade: 1-D12 x7 Maximum damage partially blinds target for the entire battle (-3 to strike). Does not stack.
D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3
D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x6
D20 roll needed to have Treasure / # of treasure items found: 15+ / 1-D8 Check for each to have treasure.
Defense: 16 See: "Special" (Armored).
Experience: 40
Life-points: 120
Offense: +3
Region: Volcanic Wilderland Dungeon of Shadows
Special:

Armored: C-0 Plate Armor (50 Armor-points).
G-0 Small Shield (+1 to defensive rolls / armor-points: 40).

Spell-Immunity: The blinding effects of darkness and shadow-based spells have no effect on this creature.