

Encounter type: **Wisp, Shadow**

# Encountered: 1-D6 +1 per player.

Attacks per turn: 1

Attack types / Damage per successful attack: Shadow Strike: 1-D12 x4 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x2

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-D6 Check for each to have treasure.

Defense: 14

Experience: 10

Life-points: 30

Offense: +2

Region: Volcanic Wilderland Dungeon of Shadows

Special: **Shadowed**: The victim of a maximum strike will incur a -1 to defensive rolls to evade the Shadow Wisp's attack for the remainder of the battle. Shadowed stacks up to 7 times (-7 to defensive rolls to evade).