

Encounter type: Undead, Reaper, Tomb

Encountered: 1-D4 per 8 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Rank-3 Reaper Scythe: 1-D12 x8 +3

See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3 +3

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x12 +12

D20 roll needed to have [Treasure](#) / # of treasure items found: 15+ / 1-D4

Note: Check each Undead Tomb Reaper to have treasure.

Defense: 19

Experience: 200

Life-points: 600

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

Special: Harvest: When the Reaper lands a maximum strike, the following will occur:

1. All damage caused by the strike will flow back into the Reaper, healing any wounds it might have.

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2. The target of Harvest will be banished (sent back to Dragonspine Citadel) unless a 15+ is rolled. If banished, there will be a 25% chance of landing deep the Tomb of Kings. If this happens, there will be a 50% chance of 1-D6 Undead Tomb Reapers conjured by the dead kings to attack the banished.