

# Encounter type: **Spellsinker**

# Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Barb-Strikes: 1-D12 x3, 1 Spellsink: See: "Special".

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D8

D20 roll needed to have Silver / # of silver coins: 16+ / 3-D6

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1-D6 +1 Check for each to have treasure.

Defense: 13

Experience: 15

Life-points: 45

Offense: 0

Region: Forest Wilderland.

**Special: Spellsink:** Spellsink will cause the targeted of this spell to permanently be drained of one random spell. If this happens, the Spellsinker will gain that spell permanently. If this creature succeeds in capturing a foe's spell, it will be healed of all damages and spell effects.

Defense against this magic: There will be a 5% chance, per 2 levels advanced, to resist this spell.

Maximum chance: 70%