

Encounter type: **Dead, Banshee, Howling**

Encountered: 1

Attacks per turn: 1

Attack types / Damage per successful attack: Howl: See: "Special".

D20 roll needed to have Gold / # of gold coins found: 12+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 11+ / 1-D12 x6

D20 roll needed to have **Treasure** / # of treasure items found: 12+ / 1-D4

Defense: 15

Experience: 80

Life-points: 240

Offense: Not applicable. The Howling banshee does not attack physically. See: "Special".

Region: Volcanic Wilderland Tomb of Unrest.

Special: **Howl of the Banshee:** Each turn the Howling Banshee will split the air with a howl filled with the mournful lamentations of the deceased. All present must roll a 15+, or be wracked with the deepest of life's sorrow. If this happens, those effected will be inflicted with a frenzy of self destruction as follows:

Betrayal: For 1 melee turn, you will turn upon your companions in a hopeless rage, doing all you can do to destroy them.