

Encounter type: **Assassin, Scarlet** (Boss)

Encountered: 1

Attacks per turn: 4

Attack types / Damage per successful attack: Rank-3 Chroma Dagger / 1-D6 x6 +3 See: "Special" to roll up the rank and the additional damage this blade causes when it procs.

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

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x1-D12 x10

D20 roll needed to have **Treasure** / # of treasure items found: 3+ / 1-D12 +5 (no non-magical items).

Defense: 18 Special: The Scarlet Assassin will gain a +5 on all defensive rolls to evade attacks.

Experience: 300 + 200 if the Chroma Dagger drops. See: "Special".

Life-points: 900

Note: If you free the Scarlet Assassin, she will give you all the treasure she has as a reward (not the Chroma Dagger). She will not attack unless attacked. Once freed, the Scarlet Assassin will have 365 days of freedom, before the curse she is bound by returns her to the coffin where she was found. Only if the coffin is destroyed, and the curse upon her is somehow removed, will she be forever free.

Offense: +5

Region: Volcanic Wilderland Tomb of Unrest.

Special:

Assassination:

At the beginning of its turn, the Scarlet Assassin will vanish, appearing behind a random foe. Her victim must win an initiative roll every time she appears from behind in order to see the attack in time to avoid the x4 Assassination damage.

Special: Successful "Premonition" will aid you against this form of attack by giving you a bonus of +3 on the initiative (it will give no other advantage than this).

Chroma Dagger:

The Chroma Dagger is a one-handed dagger that has a 10% chance to cause additional bleeding damage (life-points drain) over time each time it procs, and will stack up to 6 times on a single target.

Roll on Chart A for the Rank of the Chroma Dagger, then on Chart B for the duration of the blood-loss damage over time caused when it procs:

Chart A:

Chart B:

%Roll: Chroma Dagger Rank:

%Roll: Duration of blood-loss:

01-73: 1

01-73: 1-D6 for 1-D6 turns.

74-80: 2

74-80: 1-D6 for 1-D6 x2 turns.

81-86: 3

81-86: 1-D6 for 1-D6 x3 turns.

87-91: 4

87-91: 1-D6 for 1-D6 x4 turns.

92-95: 5

92-95: 1-D6 for 1-D6 x5 turns.

96-98: 6

96-98: 1-D6 for 1-D6 x6 turns.

99-00: 7

99-00: 1-D6 for 1-D6 x7 turns.

Due to the curse placed upon the Scarlet Assassin, the Chroma Dagger will not always be found amidst the treasure items she may have.

Chanced for the Chroma Dagger to drop: 10% In the hands of any other, this blade will only cause 1-D6 x2 damage (+ rank + Chroma enchantment).

Immunities:

Charms, Curses, Disease, Sickness, as well as all similar effects have no effect.

Spell-Resistance:

+7 to resist the effects of spells.