

Encounter type: **Maven (Master of Unrest)** (Boss)

# Encountered: 1

Attacks per turn: 4: 3 strikes with the Blade of Unrest.  
1 Necromancer Spell: "Captured Soul".

Attack types / Damage per successful attack: R-5 Blade of Unrest: 1-D12 x12 +5

Note: In the hands of any other, this weapon will be considered as: R-3 Long Sword / Damage: 1-D12 x3 +3

1 Necromancer Spell: "Captured Soul". See: "Special".

Note: If slain, Maven will vanish into shadow. All treasure will drop to the ground. There will also be a 1 in 10 chance the R-5 Blade of Unrest will drop. There will be a 1 in 10 chance the scroll, "Captured Soul" will drop as well (check each separately).

D20 roll needed to have Gold / # of gold coins found: 1+ / 1-D12 x12 +12

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

D20 roll needed to have **Treasure** / # of treasure items found: 1+ / 1-D12 +12

Defense: 20

Experience: 334

Life-points: 1,000

Offense: +10

Region: Volcanic Wilderland Tomb of Unrest.

Special:

Blade of Unrest:

When a maximum strike occurs, roll a D6. If a 1 or 2 is rolled, the strike will cause the blood of the foe struck to change into 1-D6 Greater Zombies. This ability will not work for any other wielding this blade unless he or she also has "Captured Soul" memorized as a spell to cast.

Necromancer Spell: "Captured Soul":

When this spell is cast, the Master of Unrest will raise a fallen foe to fight for him. Once this happens, that foe cannot be raised by an ally to counter the spell and bring him or her back. A foe raised will be fully healed of all wounds and will be considered as an undead with the ability of a [Greater Zombie](#).

Reagent Gems:           The spell component to cast this spell for any other casting it (besides Maven) is one of each type of gem. Once this spell is cast, the gems will be consumed, vanishing forever.