

Encounter type: **Dragon, Dark`Mist**

Encountered: 1

Attacks per turn: 4 (1 Dark`Mist, 2 Claws, 1 Bite).

Attack types / Damage per successful attack:

1 Dark`Mist: See: "Special".

2 Claws / 1-D12 x7

1 Bite / 1-D12 x8

D20 roll needed to have **Gems** / # of gems found: 3+ / 1-D12 x2

D20 roll needed to have **Gold** / # of gold coins found: 3+ / 1-D12 x4

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

D20 roll needed to have **Treasure** / # of treasure items found: 3+ / 1-D12 +3

Defense: 15

Experience: 300

Life-points: 900

Luck: 3

Note: This is a flying creature.

Offense: +5

Region: Volcanic Wilderland Tomb of Unrest.

Special: **Dark`Mist:** This dragon will shed a dark, ghost-like mist at the beginning of each turn. Dark`Mist will partially blind any who do not have the ability to see in the dark (a torch will not penetrate this macabre obscurity flowing from the Dark`Mist Dragon. All who do not have the ability to see in the dark must roll a 10+ (using a D20) each turn, or incur a penalty of -3 to all attack and defensive rolls (including abilities, spells and enchantments).