

# Encounter type: **Magician, Shadow**

# Encountered: 1-D4 per 4 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Spell / 2 Shadow-Bolts: 1-D12 x3 each. See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D6

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D6

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D4 Check for each to have treasure.

Defense: 13

Experience: 30

Life-points: 90

Offense: +2

Region: Volcanic Wilderland Dungeon.

Special: Obscurity: This spell will create a shroud-like haze to envelope the caster, causing a -3 on all foes attack-rolls for 1-D6 turns. Casting Obscurity will only cause the forfeit of one Shadow Bolt. Once Obscurity fades, the Shadow Magician will cast Obscurity again.