

# Encounter type: Undead, Dragonman, Withering

# Encountered: 1

Attacks per turn: 4

Attack types / Damage per successful attack: 2 Claws: 1-D12 x10, 2 Bites: 1-D12 x12 damage per successful attack.

D20 roll needed to have Gold / # of gold coins found: 12+ / 1-D12 x7 +7

D20 roll needed to have Silver / # of silver coins: 11+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 12+ / 1-D12 x2 +2

Defense: 18

Experience: 300

Life-points: 900

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

**Special: Wither:** Each time this creature causes a maximum strike with a claw or a bite, the damage caused will flow back into it in the form of healing, thus reversing the damage caused by its foes. In addition, the one suffering from Wither must roll a 17+ (using a D20), or be permanently drained of 1-D12 +1 life-points (which will be permanently added to the maximum life-points of the Withering Dragonman).

**Note:** The Game Master must keep a record of this creature. In other words, if the Withering Dragonman's life-points increase to 930 life-points, it will keep those life-points, and continue to terrorize the Tomb of Unrest.

**Remember:** Increase the experience-points awarded if it has more life-points.

**Experience-point adjustment:**  $\text{Life-points} \div 3$  (rounded down) = experience-points awarded for defeating this, or any, creature.