

# Encounter type: Undead, Skeleton, Necromancer

# Encountered: 1-D4 per 3 players.

Attacks per turn: 2 (Life Tap).

Attack types / Damage per successful attack: Spell: 2 Life Taps: 1-D12 x6 Special: Life Tap damage heals the Necromancer for ½ the damage caused.

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x4

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x8 +8

D20 roll needed to have [Treasure](#) / # of treasure items found: 14+ / 1-D6 +1

Treasure check per creature (check for Gold, Silver and Treasure Items on each creature defeated).

Defense: 16

Experience: 70

Life-points: 210

Offense: +7 to strike with Life Tap.

Region: Volcanic Wilderland Tomb.

Special: [Vampire Slave](#): On the first turn, the Skeleton Necromancer will summon a Vampire Slave to fight foes. If the Vampire Slave is destroyed, the Skeleton Necromancer will summon another the turn after it is defeated. Summoning a Vampire Slave requires one of the attacks of the Skeleton Necromancer.