

Encounter type: **Dead, Wraith, Forlorn**

Encountered: 1

Attacks per turn: 3 (1 Gripping Shadow, and 2 Dark Embraces (it will always shed Gripping Shadow first).

Attack types / Damage per successful attack: 1 Gripping Shadow: See: "Special".

2 Dark Embrace / 1-D12 x4

D20 roll needed to have Gold / # of gold coins found: 12+ / 1-D12 x2

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

D20 roll needed to have **Treasure** / # of treasure items found: 12+ / 1-D6

Defense: 17

Experience: 150

Life-points: 450

Luck: None.

Note: This is a flying creature.

Offense: +3

Region: Volcanic Wilderland Tomb of Unrest.

Special: **Gripping Shadow:** The Forlorn Wraith is so disturbing, each turn foes remain in the presence of this dead creature their hearts will fill with despair, forcing each to roll a 10+ (using a D20) or fail to act on their offensive turn (only defense can be attempted with a -5 to all rolls).

Note: Gripping Shadow only lasts for 1 turn, but the Forlorn Wraith will use it against its foes at the beginning of every turn.