

Encounter type: Undead, Reaper, Tomb

Encountered: 1-D4 per 8 players.

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Rank-3 Reaper Scythe: 1-D12 x8 +3

See: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3 +3

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x12 +12

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

Note: Check each Undead Tomb Reaper to have treasure.

Defense: 19

Experience: 200

Life-points: 600

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

Special: Harvest: When the Reaper lands a maximum strike, the following will occur:

1. All damage caused by the strike will flow back into the Reaper, healing any wounds it might have.

2. The target of Harvest will be banished (sent back to Dragonspine Citadel) unless a 15+ is rolled. If banished, there will be a 25% chance of landing deep the Tomb of Kings. If this happens, there will be a 50% chance of 1-D6 Undead Tomb Reapers conjured by the dead kings to attack the banished.