

Encounter type: **Drugan Felsbane** (Boss)

# Encountered: 1

Attacks per turn: 6

Attack types / Damage per successful attack: Rank-? Sever Blade / 1-D12 x2 + the Rank of the blade. See: "Special" to roll up the rank and the additional damage this blade causes when it procs.

D20 roll needed to have Gold / # of gold coins found: 3+ / 1-D12 x1-D12

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x1-D12 x10

D20 roll needed to have **Treasure** / # of treasure items found: 3+ / 1-D12 +5 (no non-magical items).

Defense: 17 Special: Drugan Felsbane will gain a +3 on all defensive rolls to evade attacks.

Experience: 500 + 250 if the Sever Blade drops. See: "Special".

Life-points: 1,500

Note: If you free Drugan Felsbane, he will give you all the treasure he has as a reward (not his Sever Blade). He will not attack unless attacked. Once freed, Drugan will have 365 days of freedom, before the curse he is bound by returns him to the coffin where he was found. Only if the coffin is destroyed, and the curse upon Drugan is somehow removed, will he be forever free.

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

# Special:

Immunities: Charms, Curses, Disease, Sickness, as well as all similar effects have no effect.

Luck: 7

Sever Blade: The Sever Blade is a two-handed sword that has a 10% chance to cause additional damage per successful strike. Roll on Chart A for the Rank of the Sever Blade, then on Chart B for the added damage caused when it procs:

## Chart A:

%Roll: Rank of the Sever Blade:

01-73: 1

74-80: 2

81-86: 3

87-91: 4

92-95: 5

96-98: 6

99-00: 7

## Chart B:

%Roll: Added damage caused:

01-55: x2 damage.

56-65: x3 damage.

66-74: x4 damage.

75-82: x5 damage.

83-89: x6 damage.

90-95: x7 damage.

96-00: x8 damage.

Due to the curse placed upon the Drugan Felsbane, the Sever Blade will not always be found amidst the treasure items he may have.

Chanced for the Sever Blade to drop: 10% In the hands of any other, this blade will only cause 1-D12 damage (+ the rank and the Sever enchantment causes).

Spell-Resistance: +7 to resist the effects of spells.