

Encounter type: **Knight, Dark**

# Encountered: 1-D4 per 3 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Great Sword: 1-D12 x4 +4, Great Sword: 1-D12 x4 +4

D20 roll needed to have Gold / # of gold coins found: 16+ / 1-D12 x2

D20 roll needed to have Silver / # of silver coins: 15+ / 1-D12 x6

D20 roll needed to have **Treasure** / # of treasure items found: 16+ / 1-D6

Defense: 15

Experience: 30

Life-points: 90

Offense: +3

Region: Volcanic Wilderland Dungeon.

Special: Cleave:        There will be a 1 in 6 chance of the Dark Knight causing x2 damage. Roll a D6 with each attack.  
If a 1 is rolled, the Dark Knight's strike will cause x2 damage.