

Encounter type: Assassin, Shadow

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: Assassin's Shadow-Dagger: In the hands of the Shadow Assassin, this blade will do 1-D12 x3 damage. See: "Special".

D20 roll needed to drop the Assassin's Shadow-Dagger: 19+

Note: When defeated, the Shadow Assassin will vanish in a shadowy whirlwind, dropping any treasure it may have onto the ground. When this happens, the Assassin's Shadow-Dagger will rarely drop as an extra treasure item.

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x4 +4

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x6 +6

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D8 +3

Defense: 15

Experience: 100

Life-points: 300

Offense: +3 / +6 when assassinating.

Region: Volcanic Wilderland Dungeon of Shadows

Special: Assassination: At the beginning of its turn, this creature will vanish, appearing behind a random foe (character, pet or steed). YOU MUST win an initiative roll EVERY MELEE TURN in order to see this creature in time to attack it. If you are being attacked by the Shadow Assassin, and have LOST the initiative roll, you cannot defend in any way (but items and spells currently in effect, will aid you in defending against this creature's attack).

Special: Successful "Premonition" will aid you against this creature's surprise attack by giving you a bonus of +3 on the initiative roll each time it works, but will give no other advantage than this.

Note #2: In the hands of any other than the Shadow Assassin, this dagger will only do 1-D6 damage, as does a normal dagger. If you can manipulate a surprise attack, the dagger will cause 1-D6 x6 damage per strike (but only during a surprise attack).