

Encounter type: **Necromancer, Common**

Encountered: 1-D4 -2 per 2 players (minimum of 1 encountered).

Attacks per turn: 1

Attack types / Damage per successful attack: Spell: "Life Syphon" / 2-D6 (heals Common Necromancer ½ damage caused (rounded up)).

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D6

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D6

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1-D4 Check for each to have treasure.

Defense: 11

Experience: 13 See: "Special" (Scorn Necromancer).

Life-points: 26

Offense: 0

Region: Forest Wilderland.

Special: **Skeletal Slave**: On the first turn, the Common Necromancer will summon a Skeletal Slave to fight. If the Skeletal Slave is defeated, it will summon another the turn after it is destroyed. Summoning a Skeletal Slave requires the Common Necromancer's full turn.

Scorn Necromancer: There will be a 25% chance this will be a Scorn Necromancer, able to summon a Skeletal Slave every 3 turns (as a bonus spell cast). The Scorn Necromancer is worth 26 experience-points. If slain, it will rise again as a Zombie Necromancer and attack (it is worth an additional 30 experience). If the Zombie Necromancer is slain, it will be permanently destroyed.