

Encounter type: **Eclipse** (Boss)

Encountered: 1

Attacks per turn: 1

Attack types / Damage per successful attack: Eclipse Strike: 1-D12 x6 See: "Special".

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

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x8

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D12

Defense: 12

Experience: 134

Life-points: 400

Offense: 0

Region: Volcanic Wilderland Dungeon of Shadows

Special: Eclipse Strike: Unless a 15+ is rolled (on a D20), all present will takes damage when Eclipse raises its organic head and sheds its shadowed light over the entire area.