

Encounter type: **Undead, Zombie, Greater**

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Withering Grasps: 1-D12 x8 +8 damage per successful attack.
See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x5

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +2

Note: Each creature may have treasure. Check for treasure and money on each creature encountered.

Defense: 16

Experience: 100

Life-points: 300

Offense: +4

Region: Volcanic Wilderland Tomb.

Special: Withering Grasp: The damage caused by Withering Grasp will heal the Greater Zombie for the damage it causes.