

# Encounter type: Dragon, Shadow

# Encountered: 1

Attacks per turn: 3 (2 Claws, 1 Bite).

Attack types / Damage per successful attack: 2 Claws / 1-D12 x8, 1 Bite / 1-D12 x9 See: "Special".

D20 roll needed to have Gems / # of gems found: 4+ / 1-D12 x2 +3

D20 roll needed to have Gold / # of gold coins found: 4+ / 1-D12 x4 +3

D20 roll needed to have Silver / # of silver coins: 3+ / 1-D12 x11

D20 roll needed to have [Treasure](#) / # of treasure items found: 4+ / 1-D12 +4

Defense: 18

Experience: 250

Life-points: 750

Luck: 0

Note: This is a flying creature.

Offense: +6

Region: Volcanic Wilderland Tomb of Unrest.

Special:      **Molting Shadow:**      Molting Shadow is a natural ability of the Shadow Dragon. When this dragon feels threatened, it will shed a flowing shadow in all directions. Those who cannot see in the dark will, when they strike this creature, roll a D6. If a 1-3 is rolled, the strike will miss.

Note: The light from a lantern or torch, as well as area of effect attacks, will penetrate Molting Shadow enough to bring the chanced to miss down to a 1-2 (using a D6).