

Encounter type: **Blight** (boss)

# Encountered: 1

Attacks per turn: All. This creature will have 1 attack on every ally, pet and steed present.

Attack types / Damage per successful attack: Dark Embrace: See: "Special".

D20 roll needed to have Gold / # of gold coins found: 2+ / 1-D12 x3 +3

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 2+ / 1-D12 x2 +2

Defense: 17

Experience: 250

Life-points: 500

Offense: +4

Region: Volcanic Wilderland Dungeon of Shadows

Special: Dark Embrace: At the beginning of every melee turn, Blight will engulf all in darkness, causing 1-D12 x7 shadow damage. All types of healing spells only heal shadow damage at 50% (rounded up) until Blight has been destroyed. The "Life" spell has a 50% chance of failure while Blight still lives.