

Encounter type: Sorcerer, ShadowFlame

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 ShadowFlames: 1-D12 x8 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 13+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 12+ / 1-D12 x10

D20 roll needed to have [Treasure](#) / # of treasure items found: 13+ / 1-D8 +1

Defense: 15

Experience: 50 Each Shadur are worth 33 points, thus you will gain a total of 50 + 33 for each Shadur.

Life-points: 150

Offense: +3

Region: Volcanic Wilderland Dungeon of Shadows

Special: ShadowFlame: ShadowFlame is a writhing fire, mingled with shadow, burning and possibly blinding the target (on maximum damage). When blinded, the target will incur the following penalties for 1-D12 turns: -7 to all defensive rolls to evade.
-7 Defense.

Conjure Shadur: Upon the ShadowFlame Sorcerer's first offensive turn, it will only cast one ShadowFlame spell. Instead of casting a second, it will conjure 1-D4 +3 Shadur, which will rise from the surface of the stone, surrounding all at even points. Each Shadur has 100 life-points, and are immune to all forms of attack. When the ShadowFlame Sorcerer is damaged in combat, the Shadur will take the damage instead of the sorcerer. All Shadur must lose all life-points before the ShadowFlame Sorcerer can be harmed (the sorcerer itself must be attacked in order to harm the Shadur).