

Encounter type: Archfiend

Encountered: 1

Attacks per turn: 6 (4 claws, 2 bites)

Attack types / Damage per successful attack: 4 Claws: 1-D12 x12 each, 2 Bites: 1-D12 x12 each.

D20 roll needed to have Gold / # of gold coins found: 3+ / 1-D12 x10

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x100

D20 roll needed to have **Treasure** / # of treasure items found: 3+ / 1-D12 +3

Defense: 20

Experience: 400

Life-points: 1,200

Offense: +6

Region: Volcanic Wilderland Tomb of Unrest.

Special: Enchantment and Magical Spell immunity: Archfiend is not effected by communication-based Enchantments or Magical Spells.

Vampiric Curse: If Archfiend's bite causes maximum damage, you will become inflicted with Vampiric Curse. Your race will remain the same until cured (when you finish this chamber, you will return to your natural race with the Vampiric Curse flowing through your veins).

Curse benefit: +1-D12 damage on all physical strikes, whether inflicted by a body weapon, such as claws, or a bit, or with a weapon you are wielding.

Curse penalty: You will take 1-D12 x5 damage per Travel Turn when traversing any lands under the open sky.

Each time an ally is wounded physically in battle, you must roll a 5+ in order to resist feeding off them.

Damage per bite: 1-D12 x2 (the "Curse benefit" is already added into the bite).

Number of bites per turn: 2 (if you have the racial ability to bite more than 2 times per turn, use your racial ability).

Now your maximum damage bite will spread the Vampiric Curse to creatures that have blood flowing through their veins. If you are a race type that can cause more damage with your natural bite, use your natural race's bite damage (+ 1-D12 additional damage). Note: The 1-D12 roll for additional damage is not considered when spreading the Vampiric Curse (only the main damage-roll is).

The cure: Only a Mystic can cure the Vampiric Curse inflicted by Archfiend (the Mystic must cast the spell while holding one of the teeth or a claw as the spell is cast (or it will not work). There will be a 10% chance of death occurring when a Mystic cures you of this curse. If death occurs, you can be brought back to life, but you will lose all current experience-points and one full level.