

Encounter type: **Stalker, Shadow**

Encountered: 1-D4 per 3 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Shadow Touch: 2-D6, Touch: 2-D6

D20 roll needed to have Gold / # of gold coins found: 17+ / 2-D6 +2

D20 roll needed to have Silver / # of silver coins: 16+ / 3-D10 +3

D20 roll needed to have **Treasure** / # of treasure items found: 17+ / 1-D4 +1 Check for each to have treasure.

Defense: 12

Experience: 13

Life-points: 26

Offense: 0

Region: Forest Wilderland.

Special: Shadowmeld: There is a 3 in 6 (or 50%) chance that each successful strike against this creature will pass through it harmlessly (this applies to spells as well).