

Encounter type: **Shaed** (boss)

Encountered: 1

Attacks per turn: 1

Attack types / Damage per successful attack: Engulf: 1-D12 x12 Also, see: "Special".

D20 roll needed to have Gold / # of gold coins found: 3+ / 1-D12 x2 +2

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

D20 roll needed to have [Treasure](#) / # of treasure items found: 3+ / 1-D12 +4

Defense: 18

Experience: 150

Life-points: 300

Offense: +3

Region: Volcanic Wilderland Dungeon of Shadows

Special: Shadow Realm: When your life-points reach 1, you will be cast into the Shadow Realm, a place of darkness. Within this realm, you must pass through the Trial of Darkness. If you are victorious in the Trial of Darkness, you will leave the Realm of Darkness with one single life-point, to rejoin your allies in the battle against Shaed. Look under the bookmark "Shaed" on the left side (click on the "Trial of Darkness").

Trial of Darkness:

You appear upon a rather large oval shaped terrain of earthen material, covered with a thick growth of dark-brown moss. Looking up you see only a violet sky, illuminated by an unseen light source. Peering over the edge, you gaze into that which you observe an endless drop.

As you study your surroundings, you notice a swirling of blackness at the area's opposite end. The blackness expands slowly until it is large enough for you to step through without touching the edges. From this dark portal appears a pedestal. A few inches above the surface of the pedestal floats an Orb of Dark Energy. A voice whispers from within the black portal.

"Grasp the orb in your hand to return to your allies. Do not delay, for refusal will banish you here. You have but five seconds to make your choice".

The Game Master will then count to five backwards (i.e., 5, 4, 3, 2, 1, 0). If the Game Master reaches zero, the dark portal will close, leaving the player banished to this place until another player falls victim to Shaed as well. If this happens, the banished player can choose to return with the other player, but will be stripped of all items and will lose one full level (with 0 experience-points starting out) unless he or she can roll a 15+ on a D20). If the 15+ is rolled, you will be returned to the presence of the Shaed.

When you grasp this orb, the ball of black energy vanishes into your hand.
Roll on the following chart to see what Trial of Darkness may inflict the victim of Shaed:

%Roll: Orb of Dark Energy:

01-10: Ability Amnesia!

Trial of Darkness:

Lose one of your racial abilities unless you can roll an 18+ on a D20. The ability that you roll the lowest on will vanish until the curse is removed.

11-20: Anti-Magic!

Lose one of the spells you know unless you can roll an 18+ on a D20. Luck cannot be used on this roll. The spell that you roll the lowest on will vanish forever. It can be learned again.

21-30: Atrophy!

From now on, you will heal at 50% of the normal rate (whether it be natural healing or magical healing) unless you can roll an 18+ on a D20. Luck cannot be used on this roll.

31-40: Curse of Arms!

From now on, you will have a -7 to strike your foe unless you can roll an 18+ on a D20. Luck cannot be used on this roll.

41-50: Cursed!

From this time forth, you will always lose initiative with every encounter unless you can roll an 18+ on a D20. Luck cannot be used on this roll.

51-60: Experience-point Leech!

Lose all the experience-points you have accumulated unless you can roll an 18+ on a D20.

61-70: Level Leech!

Lose one level unless you can roll an 18+ on a D20. If you lose a level, you will have 0 experience-points.

71-80: Life Wraith!

Lose 1-D12 x2 life-points unless you can roll an 18+ on a D20.

81-90: Thief in the night!

One of your items vanishes, never to be seen again unless you can roll an 18+ on a D20. Luck cannot be used on this roll.

All your gold and silver is considered as one item. Luck cannot be used on this roll. Roll a D20 for every single item you have. The item that you roll the lowest on will vanish forever.

91-00: Unlucky!

From now on, when you use Luck, there will be a 50% chance of your luck simply not working for you unless you can roll an 18+ on a D20. Luck cannot be used on this roll.

Note:

If a player attempts to jump into the dark portal, he or she will be repulsed, failing. 1 in 20 attempts will provoke the dark portal. When this happens, the one who attempts to jump into it will land him or herself at the very end of a volcanic labyrinth (and must fight his or her way out alone).