

Encounter type: Undead, Zombie, Marrow`Soul

Encountered: 1-D4 per 8 players.

Attacks per turn: 2

Attack types / Damage per successful attack:

Withering Grip: 1-D12 x9, Withering Grip: 1-D12 x9

See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 x4

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x11

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6

Note: Check for each creature to have treasure.

Defense: 16

Experience: 80

Life-points: 240

Offense: +6

Region: Volcanic Wilderland Tomb of Unrest.

Special: Withering Grip:

A victim must roll a 15+ (using a D20) when damaged by Withering Grip, or suffer be partially immobilized for the duration of the battle. Withering Grip stacks each time a creature struck. Effect: Defense, Defensive rolls to evade and Offense: -1.