

Species, Breed: Dithinoth

Type: Not applicable.

Class: Not applicable.

Align: Holy.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 1,000 x level

Characteristics

Awareness: 60 Dithinoth have NO sense of smell.

Charisma: As current shape taken (can appear as hideous or beautiful as it wishes to be).

Constitution: 100

Coordination: 60

Dexterity: 62

Intelligence: 60

Mental-strength: 60

Strength: 60

Wisdom: 62

Movement:

Flying: 90 Can fly at will.

Grounded: 30

Swimming: 30

Luck: 300 (Dithinoth will never lose its next turn for using luck).

Oxygen-points: Not applicable. Does not need oxygen to live.

Blood-points: Not applicable. Does not need blood to live.

Attack descriptions

R-30 Chopping Death Scythe: 3

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

Special: Chopping Scythe: If offensive attack is 30 points over its opponent's defending roll = x5 damage.

Defense: 60 +1 per class of the Death Cloak. See: "Special Defenses".

Offense: 62

Damage-Points: Roll 1-D100 +8 x level.

Treasure

No wealth will be found. Just roll for treasure checks.

Dithinoth will automatically have the following treasure: 3-D6 Legendary item checks. Other than the Legendary item check that is always found on a Dithinoth, the following will also be found: R-30 Chopping Death Scythe and the Death Cloak.

See: "Death Scythe" in the "Special Offensive" section of this creature sheet.

See: "Death Cloak" in the "Special Defenses" section of this creature sheet.

Annihilation Strike?: Yes.

Description: Dithinoth can take the form of any shape.

Dislikes: UnHoly creatures

Disposition: Dithinoth wears a black robe, which covers its entire body (save the hands and feet). The Dithinoth is checked for any time a person has been raised from the dead. A %Roll of 01-30 = the raised person will suddenly encounter a Dithinoth. The role of the Dithinoth is to find out who has cheated death, regaining life, and becoming mortal once again without the consent of a Jahtha (and why). It will study that person for a time and then depart back to the Seven Havens to report these findings to the Jahtha whom the once deceased serves. If no Jahtha is served by the once dead, Vannar will be informed. If a person has somehow come back to life, after being dead, without permission and blessing of his or her Jahtha, and if that Jahtha decrees the return of that person to his or her proper destiny, Dithinoth will return and attempt to befriend that person in the form of another. Eventually the one who has been raised from the dead will be told what he or she has done to unbalance life and death, and will be invited back to his or her final destination. To take a person back (painlessly), Dithinoth will offer his or her hand as an invitation to come back. Refusal will mean an instant debate on the issue (not unfriendly, but persistent). Further refusal (depending upon the situation) will eventually lead to force under guise of the legendary skeleton in blackened robes with scythe. This guise is merely a statement, and a strong one, made by the man or woman acting in the role of Dithinoth. It is the final ultimatum to come back. Dithinoth do not harshly attack and destroy as some might think. They are being of holiness bent on what is best for humanity and the balance of all life. They can, however, be terrible and dark in their full wrath and fury. If it comes to blows, and if slain by a Dithinoth, the body and all will be taken. If the hand of Dithinoth is accepted, the body of that person will be respectfully left to be buried once again. Once Dithinoth wins a confrontation, only the power of a Wish can bring that person back.

Fears: Immune.

Habitat: All (this creature is not listed as an encounter in any region -- read up on this creature to know the specifics of it being encountered).

Immunities: Acid, Electricity, Fear, Fire, Pain and Poison. Only physically damaging spells can harm a Dithinoth.

Life-span: Immortal.

Likes: Unknown

Needs: Unknown.

Note: You cannot kill something that is already dead. The Dithinoth is a creature that cannot be slain unless engaged in combat in its own plane of existence. Dithinoth is aware within all planes and dimensions, always in search of those souls who have been fortunate enough to break the grips of Death and return. They are they who are the keepers of balance. Sometimes, as a Dithinoth is called by the High Jahtha to investigate the death and return of a person, it will take the form of an animal, or another person. It will then observe. After gathering enough information, as to make a decision, it will exercise its power. Sometimes this may take years (Dithinoth have eternal patience). The greatest fallacy about the Dithinoth are the tales of its ruthless, blood shedding, ways . . . lies. Yet, Dithinoth, as it stands without a cloak of disguise, is cloaked in the black robes of the Dead in the same fashion a Guardian is mantled in the honorable Guardian Robes; they are a symbol. Dithinoth is no monster, but a necessary tool to keep the balance between life and death. Dithinoth are not mind readers that know all. Each must gain its own knowledge as any other must do. Dithinoth may take the form of a woman working as a bar keep, a stable boy, or black-smith, all the while seeking out and learning all there is to know about their quarry. For if there be ignorance, a Dithinoth could never be judge of a situation. A wrong act can be the reason for High Jahtha to remove it out of its place. (for there are many that play the role of Dithinoth).

Special Abilities: When a Dithinoth is encountered each creature present must successfully make its avoidance-roll vs. "Fear" or have a penalty of 30% to strike and on movement for the entire duration of its presence. If a character fights a Dithinoth, every turn he or she must make a successful avoidance-roll vs. "Paralysis" or not be able to attack (so deadly and menacing is its presence (defense is still possible though). Plane and Dimension (plane and dimension travel-time: 3 turns (15 seconds). Shape-Change at will (change-time: 3 turns (15 seconds).

Special Defenses: Death Cloak: This cloak has the following properties when it is worn:

1. The level of the Dithinoth will determine the Class of the Death Cloak, and will give a +1 adjustment to Defense per class of the cloak.
2. This cloak holds the terrible ability of death within its fibers. Any living creature which touches, or wears, this cloak must make a successful avoidance-roll vs. "Death" each turn he or she is in contact with this cloak (even if wearing it).

Resistances: This creature has the following resistances:

Magic: 91%

Mental-Attack: 91%

Spiritual-Attack: 91%

If one slays a Dithinoth outside of its plane of origin (the Seven Havens), they will earn the right to remain in mortality. If one slays a Dithinoth in the Seven Havens, he or she will commit a forbidden act. A terrible curse will fall upon the slayer unless he or she pits Mental-strength against the Dithinoth and wins (race to four). This curse will be a life- long curse, created by the GM and forced upon the slayer of the Dithinoth.

If one attempts to remove a Dithinoth Curse and fails, the same curse will fall upon him or her as well.

Special Offenses: R-30 Death Scythe: This scythe is exactly the same as the "Chopping Sword" in that if a "Maximum-Strike occurs, it will cause x5 damage.

The other property of the Death Scythe is as follows:

If this blade strikes anything a person wears, even if it is another weapon or magical shielding, the person struck must successfully avoid vs. "Stun" or be stunned for 2-D6 turns. The effects of being stunned are: - 5-D10 on offense and - 3-D10 on defensive rolls (for the duration of the stun).

If struck and wounded by a Death Scythe, the body part struck will be slain instantly unless an avoidance vs. "Death" is successful (Constitution and Mental-strength = %chance to avoid).

Susceptibilities: It is rumored that high powered necromancers have dark spells that thwart the very dead.

Weapon susceptibility: Rank-30 (or better) enchanted weapon to harm.