

**Species, Breed:** Undead

**Type:** Skeleton, Inninoth (also known as "SoulReaver")

**Class:** Undead.

**Align:** Unholy.

**Gender:** Not applicable.

**Level:** 1-D30 +32

**Number encountered:** 1

**Experience points:** 100 x level.

**Characteristics:**

Awareness: 80

Charisma: Not applicable.

Constitution: 100

Coordination: 100

Dexterity: 100

Intelligence: 80

Mental-strength: 100

Strength: 300

Wisdom: 80

**Movement:**

**Flying:** Can't

**Grounded:** 21

**Swimming:** 7

**Luck:** 350-

**Oxygen-points:** Does not need oxygen to exist.

**Blood-points:** Does not need blood to exist.

**Attack descriptions:**

2 Fists: 4-D20 / 1 space (5') / Blunt attack + See: "Special Offences"

or:

2 R-30 Mortality Staff: 4-D20, 1-D10, 1-D4 / 2 spaces (10') / Blunt attack + See: "Special Offences"

**Defense:** 100

**Offense:** 100

**Damage-Points:** Roll 4D20 + 1-D10 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D12 x1,000

Bronze: 02+ to have 1-D10 x1,000

Silver: 02+ to have 1-D8 x1,000

Electrum: 02+ to have 1-D6 x1,000

White-gold: 02+ to have 1-D4 x1,000

Yellow-gold: 02+ to have 1-D100 x10

Black-gold: 02+ to have 1-D100 x5

Treasure item(s):

Common: None

Uncommon: None

Rare: 25+ to have 3-D8

Legendary: 25+ to have 1-D10

Note: The following are extra checks rolled for in addition to the normal treasure rolled up

There will be a 40% chance of cerberus possessing: 1-D6: 1-5 = 1, 6 = 2 Artifacts

There will be a 30% chance of cerberus possessing: 1-D6: 1-5 = 1, 6 = 2 Oracles.

There will be a 6% chance of cerberus possessing: Roll 1-D6: 1-5 = 1, 6 = 2 Relics.

# Description:

**Annihilation Strike?:** Yes.

**Description:** Height: 7', Weight: 100 Lbs., Bone color: Ashen-black, Bone texture: Rough to the touch; like a dried and aged bone (a black powder will rub off onto whatever it touches), Posture: Biped.

**Dislikes:** Holy creatures.

**Disposition:** Domination and utter rule in fear is this Undead's way. The Inninnoth detests the living and the dead who rest in peace. If in its power, the Inninnoth's disposition would lead it to raising the holy deceased of ancient days just to corrupt him or her. Then keep that person in its service forever.

And Inninnoth's way is not to slay all in its path (unless it is challenged or questioned), but to ruin all good and holiness. It simply seeks to destroy and foul what it can never take part in.

This most horrid of undeads will most likely be the overlord of the entire labyrinth it is encountered within. There are few creatures that can stand against it, and so must flee, perish, or submit to its rule.

**Fears:** Soulless Death (See: "Special Offences" -- "Mortality Staff").

It also fears that its existence can become worse than it already is. The Inninnoth's existence is plagued with the horror of waking dreams and thoughts of innocense in which it can never have. The knowledge of its dark road to this condition is unknown, for none have ventured audience with the Inninnoth to inquire.

**Habitat:** Fearnist (dungeon), Jungle (labyrinth).

**Immunities:** Charms, Consciousness, Disease, Fear, Pain, Poison (even toxin), Sickness, Shock, and Stun.

**Life-span:** Undying. Immortally cursed into the torturous half-life it exists within.

**Likes:** This foul undead finds only one pleasure, and that is in the fall of order and light. Especially it relishes in the moral downfall of a holy creature.

**Needs:** Unknown.

**Note:** The black, soot-like ash upon the surface of the skeletal frame of the Inninnoth is coveted by high level Necromancers and Alchemists.

**Special Abilities: Dimension Travel:** This creature can Dimension Travel at will to any dimension it wishes. It will take 3 turns (15 seconds) to erect the dimension portal and ready it for passage (1 turn to cast the spell, 2 turns for the portal to open and be ready for passage).

**Force:** As if with its own strength, the Inninnoth can project its own hand, grip a target and manipulate it (i.e., pull targeted, push, levitate, strike, etc.). This is an instant action that will last 1 turn (5 seconds). This ability can be preformed 1 time per 24 hours.

**Ultra-vision:** As the Psychics spell.

**Special defenses:** Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballast bolts will only do 50% of the normal damage unless hit in the skull.

**Magic-Resistance:** 91% (only holy and undead-based spells can harm this creature). **Mental-Resistance:** 91% **Spiritual-Resistance:** 91%

**Special offenses: Fear of the Damned:** When this creature is encountered all other creatures must successfully make an avoidance-roll vs. "Fear" at ½ chance every 1 turn (5 seconds) while in its presence, and succeed, or the ability to offend in any way shape or form will be forfeit (this means, unless this fear check is successful at the beginning of each turn, a creature will not have the will strong enough to attack the Inninnoth).

**Special:** If this fear check is failed on the first attempt, even enchantments and abilities will have a 50% chance of failing for 7 days thereafter, so awful the dread it instills into the soul.

**Mortality Staff: ABILITY SIFT:** If struck by this dark weapon, it will steal away one random ability and give it to the Inninnoth for 1 year's time unless the targeted wins a single roll Mental-strength check against him or herself. After this one year has ended, this ability will fade from the Inninnoth . . . it cannot be resorted to the victim by means of a spell or another ability. Simply, it must be learned over. **Note:** During the time that the Inninnoth has this stolen ability, the victim will be unable to regain it in any way short of a wish.

**MORTAL HEALING:** The damage that the staff inflicts upon a foe, will go into healing the Inninnoth. These damage-points will heal naturally for the target of the staff (this healing is the ability of the staff itself, for it is as alive, or should it be noted, undead, as the Inninnoth itself).

**Note:** There is an ruby at the top of the Mortality Staff that can be used in a final desperation attempt to survive a defeat, but it is risky. When an Inninnoth is slain, it is a Soulless Death. This means that it will be destroyed forever. This is its one true fear above all else, and it will do anything to avoid this. This gem holds the power of Rebirth, though it be truly random.

At the time of being slain, the Inninnoth must concentrate on the power of the Ruby atop the Mortality Staff. If it has acted fast enough, it will be slain yes, but it will be taken and placed as a random creature in a random region. This creature will be random as well, whether it be another undead, an insect, animal, fungus, plant, etc. It can be anything, even a simple blade of grass. All the Inninnoth must do to accomplish this is win initiative with its own self as it is slain.

Some of the great ones have speculated that this was given as a way of escaping Soulless Death. For the Inninnoth are cursed and wretched creatures, dealing out darkness and misery wherever they abide. Some legends say they were once very great and noble kings, fallen to acts of darkness, and so banished and cursed to half live the darkest of existence . . . forever.

**Stasis Retribution:** Merely striking the Inninnoth with a hand-held weapon will force one to pit his or her Mental-strength against it. If successful, the attacker may commence as normal. If the attacker loses this mental contest of wills, he or she will stop. Thoughts will whirl as a maelstrom within the mind of the attacker, negative feeling will ensue and attack the mind with doubts, and doubts upon doubts. Total chaos will reign, rendering the attacker immobile and helpless to attack for 1-D6+1 turns (in which time the attacker cannot be physically harmed).

**Word of Death:** So terrifying is this most terrible of abilities the Inninnoth possesses. The Inninnoth will focus on one single target and speak one single word to it: "Die". Pit Mental-strength vs. Mental-strength against the Inninnoth and win, or death will take the targeted.

Note: So powerful is the word of this blackness that even soulless creatures are halted in there tracks for 1-D6+1 turns (this means that familiars, the dead, treasure items that serve as pets or guardians, and even animated creatures are halted).

**Susceptibilities:** Holy Water will always do a Maximum-strike (best of 3 rolls for damage) and x2 damage against this creature. He or she who strikes this undead with this form of attack (or any form of holy attack) must pit Mental-strength vs. Mental-strength against it and win, or be cursed each time they damage it.

These curses will be terrible and will be strictly up to the discretion of the G.M. to inflict upon the receiver of the curse.

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