

Species, Breed: Murk Reaver

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 31 + 1-D20

Number encountered: 1

Experience points: 200x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 60

Strength: 70

Wisdom: 30

Movement:

Flying: 18

Grounded: 18

Swimming: 18

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Dark Impression: 1 per creature present can be effected within the "Area of Effect" (See: "Range").

Damage: None. See: "Special".

Range: Area of Effect: 6 spaces (30') out in all directions.

Attack Type: Mental.

See: "Special Offenses" for details on this ability.

Defense: 70

Offense: 70

Damage-Points: Roll 3-D10 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 20+ to have 1-D100 x9

Silver: 30+ to have 1-D100 x8

Electrum: 40+ to have 1-D100 x7

White-gold: 50+ to have 1-D100 x6

Yellow-gold: 60+ to have 1-D100 x5

Black-gold: 70+ to have 1-D100 x4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 50+ to have 2-D4

Legendary: 55+ to have 1-D4

Any treasure found will be upon the corpses of Murk Reaver's past victims.

Description:

Annihilation Strike?: None.

Description: This creature appears as the darkened silhouette of a humanoid. It can be physically touched, but is not flesh, like a person.

Eye color: Silver.

Eye shape: As a Human's, yet mildly slanted.

Height: 7'-0"

Skin color: Black, like a starless heavens at night.

Skin texture: This creature can be touched, but the touch is more ethereal than solid.

Posture: Biped (an animal with two feet).

Weight: Weightless

Dislikes: Bright light. See: "Susceptibilities"

Disposition: This creature's mind is filled with the unnatural longing to destroy all living creatures that are not completely aligned with it. What more can be said for a creature that seeks the destruction of order and unity?

Fears: None.

Habitat: Air Dimension.

Immunities: Charm, Consciousness, Disease, Fall, Pain, Shock and Sickness.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Chaos and disorder.

Needs: This creature takes comfort in total darkness.

Note: None.

Special Abilities: Dark-Sight: This ability enables the Murk Reaver to see through all forms of darkness.

Flying: This creature can fly at will.

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Special Defenses: Cloaking Darkness: During a conflict, darkness will shed for, engulfing the Murk Reaver, giving a 3 in 6 chances to evade a successful strike against it. For every successful strike against this creature, roll 1-D6; if a 1-3 is rolled, the attack will miss. Night-vision and special sight abilities that enable one to see through darkness will not work.

Resistances: This creature has the following resistances:

Air: 40%

Faith: 20%

Fear: 30%

Fire: 70%

Illusion: 10%

Magic: 10%

Paralysis: 50%

Petrification: 30%

Poison: 80%

Stun: 20%

Special Offenses: Dark Impression: When this ability is shed forth by the Murk Reaver, all within the "Area of Effect" must make a successful avoidance-roll vs. "Mental-attack" or be susceptible to one of the following effects:

%Roll: Dark Impression effects:

01-25: Chaos: All victims of this ability will turn on themselves physically for 1 turn (5 seconds). The targeted will attempt to do as much harm to self as physically possible for 1 turn (5 seconds).

26-50: Darkened Suspicion: Targeted knows that one of his or her party is a traitor and must deal with that traitor as quickly as possible in order to save him or herself and others. This effect will last for 1-D4 turns.

51-75: Forgetfulness: Targeted will forget how to use his or her abilities and/or spells for 1-D4 turns.

76-00: Thoughtless Stupor: Targeted will fall into a comatose sleep for 1-D4 turns. Any damage taken will instantly break this ability's hold on the targeted.

Susceptibilities: Bright light will partially blind this creature, enforcing a penalty of -10 to its defense.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.