

NAME Sunken Skull RACE Abyssal SIZE 1 HEIGHT 2'0" WEIGHT 25lbs HL 4 EL 0

CON	<u>6</u>	AGI	<u>6</u>	INT	<u>10</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>2</u>
Hit Points	<u>90</u> / <u>90</u>	Initiative	<u>12</u>	C. Mastery	<u>20</u>	Armor	<u>0</u>	SP Armor	<u>0</u>	Song Effect	<u>4</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>12</u>	H. Mastery	<u>20</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>4</u>
		RAD	<u>12</u>	SP Mastery	<u>20</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Tentacle WhipType: N. Melee Attack Range: 1 Accuracy: 3/4/5/6DMG: 29 Crit DMG: 33 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Attack Range: 7 Accuracy: 4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 45 Crit SP-DMG: 65

Other: _____

ABILITIES

Name: Ancient Darkness **Description:** Target creature within 10 space tests INT 12 **DPD:** Blind & 5 SP-DMG

Name: **Ancient Lightning** Description: **Target creature within 10 spaces tests INT 12** DPD: **Stun** & **5 SP-DMG**

Name: Blackwater Breath **Description:** Target creature within 10 spaces tests CON 12 **DPD:** Blind & Knockback

Name: Chaos Storm	Description: Target creature within 20 spaces tests CHA 11	DPD: Stun	& 5 SP-DMG
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Name: **Mind Gnaw** **Description:** **Target creature within 20 spaces tests WILL 11** **DPD:** **Stun** **& Lose 3 HP**

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Knockback, Stun

Vulnerabilities:

Traits: Caster, Enhanced Abilities, Fate Binding, Weak Defense

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

Alarm Rune

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Sunken Skulls are deep sea creatures that are from the dark ocean. These creatures are octopuses that use the skulls of fallen humanoids as helmets, similar to a hermit crab and their shell. They have wandered onto the mainland in search of prey and terror, and nothing more.

Typically travelling in groups, Sunken Skulls like to overwhelm their prey with numbers, magic, and lightning. Their preferred methods include shocking, blinding, and disabling their prey before they overpower and devour them. While terribly weak and fragile on their own, they make terrifying packs, especially due to their extreme intelligence and powerful ranged abilities.

Sunken Skulls are powerfully intellectual and quite fragile. Their aquatic bodies and grappling tentacles (with suction cups) allow them to be immune to Knockback. They also have a thick, regulated film on their eyes that prevents them from being Blinded. In addition, their experience in the dark ocean, and affinity for lightning, allows them to be immune to Stun.

APPEARANCE

Sunken Skulls are nasty, yet simple looking creatures; they look like skulls with tentacles. To be more specific, they typically look like human, abyssian, or astral skulls with purple octopuses inside, using them as a helmet/crab shell. Their eyes glow purple and black, and their skulls have purple symbols marked upon them, that may be used as Alarm Runes (*although they use it more to mark their property among kin.*) Tentacles stick out of the bottom of the skull, allowing them to traverse and walk the lands, although some will simply float with arcane energy.

As for weapons, Sunken Skulls whip with their tentacles for melee attacks. They're also able to shoot arcane bolts as ranged attacks. Their Ancient Darkness and Ancient Lightning abilities summon runic symbols around their target's feet, that only knowledgeable, lore-educated, or perceptive creatures can dispel before triggering.

COMBAT BEHAVIOR

Sunken Skulls are casters when it comes to combat. They don't prefer to move unless they must, and rely on abilities before their attacks. Once their target has 5 or more stacks of Stun on them, they are more likely to use their attacks. They're highly intelligent in combat.

Notable Traits

Fate Binding: Creatures cannot reroll attribute tests against your abilities.

Weak Defense: You have 0 Armor and 0 SP-Armor.