

Encounter type: Undead, Zombie, Soul`Reaver

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Touch of Madness / None. See "Special".
See: "Touch of Madness".

D20 roll needed to have Gold / # of gold coins found: 10+ / 1-D12 x6

D20 roll needed to have Silver / # of silver coins: 9+ / 1-D12 x 50

D20 roll needed to have [Treasure](#) / # of treasure items found: 10+ / 1-D6 x2

Defense: 17

Experience: 200

Life-points: 600

Offense: +5

Region: Volcanic Wilderland Tomb of Unrest.

Special: Touch of Madness: When the Soul`Reaver Zombie touches its victim, a 10+ (rolling a D20) must be successful, or the victim will lose a full level. This undead will be fully healed of all damage each time a level is lost do to its Touch of Madness.

Note: Each time you fail to resist Touch of Madness, you must roll again. If a 3 or less is rolled, you will become a Soul`Reaver, joining forces with the Soul`Reaver Zombie and turn upon your once allies.

- Curing this curse:
1. Slay the one who has become a Soul`Reaver Zombie and cast regeneration on the corpse.
 2. A shaman must remove the Curse on the corpse.
 3. The last thing needed will be to restore life back into the fallen.

Note: If these three steps are done in this order, the character or pet will be reinstated as a living soul (levels lost will not be regained).