

# Species, Breed: Korlich

Type: Not applicable.

Class: Monster (Enchanted).

Align: Evil (Apathetic).

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D30

Number encountered: 1

Experience points: 400 x level.

## Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 100

Coordination: 50

Dexterity: 50

Intelligence: 35

Mental-strength: 100

Strength: 200

Wisdom: 35

## Movement:

Flying: Can't

Grounded: 27

Swimming: Can't. But can move under water at a rate of 9 spaces (45') per 1 turn (5 seconds).

Luck: 400

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

### Attack descriptions:

Jagged Acid Katanas: 8 (roll up random Rank in the Enchanted Weapons section of the Treasure Book)

Damage: 1-D100 x2 + 3-D10 acid damage per strike. Acid damage will burn for 1-D6 turns.

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 80

Offense: 80

Damage-Points: Roll 1-D100 +36 x level.

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

Copper: 10+ to have 7-D10 x7,000

Bronze: 10+ to have 6-D10 x6,000

Silver: 10+ to have 5-D10 x5,000

Electrum: 10+ to have 4-D10 x4,000

White-gold: 10+ to have 3-D10 x3,000

Yellow-gold: 10+ to have 2-D10 x2,000

Black-gold: 10+ to have 1-D10 x1,000

Treasure item(s):

Common: None

UnCommon: None

Rare: 02+ to have 4-D6 +4

Legendary: 02+ to have 4-D6 +4

Note:

The Korlich will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

20% chance of having 1-D10 Artifacts

20% chance of having 2-D12 Enchanted Items

20% chance of having 2-D4 Enchanted Armors

20% chance of having 2-D4 Enchanted Weapons

20% chance of having 1-D100 +15 x2 random Gems.

20% chance of having 1-D20 +5 random Special Gems.

20% chance of having 2-D8 Magic Armors

20% chance of having 2-D8 Magic Weapons

20% chance of having 1-D6 Oracles

20% chance of having 1-D100 +20 Other Valuable Items (O.V.I.)

20% chance of having 1-D6 Relics

99% chance of having 5-D6 slaves. See: "Races, Random Determination of:" in the R Section fo the Basic Rules Book.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as an eight arm ex-o-skeletal creature with eight legs. The body from the torso up is similarly built like the centaur, in that it appears two creatures have been blended together into one.

**Eye color:** White.

**Eye shape:** Large and slanted.

**Height:** 8'-0"

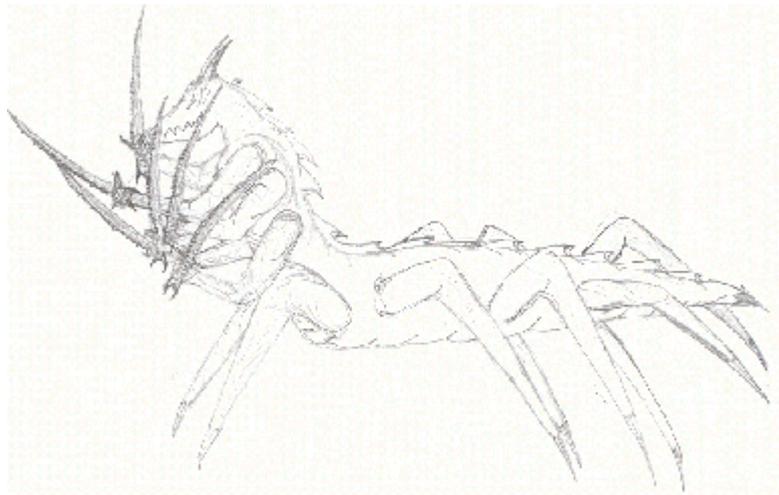
**Length:** 12'-0"

**Skin color:** Black

**Skin texture:** Shell.

**Posture:** Arachnid, in that it has eight legs (though this creature is not related to the spider in any way).

**Weight:** 1,600 lbs.



**Dislikes:** Weakness.

**Disposition:** The presence of the Korlich can be felt almost physically. It is critical of all things unless it be the strongest and the best, for it fully lives the law of "survival of the fittest".

If the Korlich encounters another creature, it will study its skills, even if it be by open combat. If it deems worthy to live (if it can remain undefeated for 10 turns), it will offer an invitation to become its apprentice, to be trained at its own hand, and under its direction.

Even though this training will test a creature to the limit of its existence, if this creature passes the training of this horror, it will become allied with it forever.

If betrayed, the Korlich will know no rest until the betrayer suffers the pains of mortality within this creature's labyrinth halls . . . death will come slowly over the most extended period of time the Korlich can contrive.

If an allied creature holds fast to the bonds of trust with this creature, it will, at times, part with its treasure to aid its apprentice on quests undertaken. These items will usually be on loan.

If this creature has the means to shapeshift, it will come forth out of its labyrinth domain to aid a favored apprentice on an exceptionally difficult quest.

**Legend:** This record was found in the Archives of Record Hall, recorded by the Council of Recorders during the Age of Conflict:

A man came to us to be trained in our ways. While his training commenced, he spoke of his true master much, though never mentioned his or her name. As training progressed, we witnessed him easily accelerating in our ways. When his training ended, before leaving us, we brought him before our Master, the Lady Eleen, who congratulated him on his successful training. During her interview with him, she questioned this incredible man on his past. He openly admitted before the master that his grand master, and lifelong ally, was Korlich. She knew he spoke truly, for she can see truth; it is her gift. She cannot hear a claim without knowing if it is true or false.

So it is true what this nameless man reported; Korlich do take apprentices. We have also learned the Korlich will leave the security of its labyrinth abode at times, secretly aiding a favored apprentice.

**Fears:** None.

**Habitat:** Jungle (Labyrinth only).

**Immunities:** All forms of Acid. Beguiles and Charms. Disease has no effect.

Falls do no damage to this creature unless dropped from over 1 league in the air (subtract the 1 league from the total fall and do damages according to the remaining distance. Also, make sure you check for this creature's chance to turn blunt and sharp weapons, for the impact of the fall may still be negated).

Fear, Gases, Mind alterations, Pain, Poison (all types), Remorse, Shock and Sickness.

**Special Immunities:** This creature will never drop a weapon on a 03-04 attack-roll and cannot fall on a 01-02 attack-roll (it will, however, lose the remainder of its attacks).

**Life-span:** Immortal. This creature will never die naturally, but can be slain.

**Likes:** Worthy apprentices.

**Needs:** Acid is the sustenance for the Korlich. It must drink one day's worth of acid per moon (30 days) or an unnatural weakness will grip it. If this occurs, it will begin losing 1-D10 damage-points per 24 hours until it dies.

**Note:** A Korlich which allies itself with an apprentice will never willingly betray that bonding unless betrayed first. The acid-saliva or bile of the Korlich is known as "Lichin Drawl", and is used in Alchemy.

**Armor and Shield Crafting:** Prerequisite trade-skill(s) to craft this item: Blacksmith and Leather Worker.

If crafted, one can create Korlich Plate Armor or Shield which will retain 50% of its resistances (rounded up) listed in the "Special Defenses" section.

Crafted Korlich Plate Armor will be considered as Koar-Steel Plate Armor for stats and adjustments, excluding the special abilities that appear in the "Resistances" within the Special Defenses section.

For each level Korlich Plate Armor or Shield is master crafted, its resistances will increase by +3, yet not to exceed the maximum resistances of this creature.

See: "Special Defenses" to know the resistances which will benefit the wearer of Korlich Plate Armor or Korlich Shield.

**Special Abilities: Modification-points:** The Korlich will have modification-points as follows:  $3\text{-D}20 + 9$  (for level 0), and then  $2\text{-D}6 + 1$  per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn abilities and spells directly from the Adventurer charts).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

**Night-Vision:** As the Psychic spell.

## Special Defenses: Damage-Reduction: 14

Resistances: This creature has the following resistances:

Ability: 35%

Blunt weapon attacks: 35%

Cold: 35%

Electricity: 35%

Enchantment: 35%

Faith: 35%

Fall: See: "Immunities"

Fire: 35%

Hurled: 35%

Magic: 35%

Manipulation (mental): 35%

Manipulation (spiritual): 35%

Mental-attack: 35%

Needle attacks: 70%

Sharp weapon attacks: 35%

Spiritual-attack: 35%

Stun: 35%

**Special Offenses:** See: "Special Abilities" Modification-points can be used to develop its Special Offenses".

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-7 (or better) enchanted weapon to harm.