

Species, Breed: Abomination

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 10 + 1-D30 +1

Number encountered: 1

Experience points: 140 x level

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution 60

Coordination: 30

Dexterity: 30

Intelligence: 30

Mental-strength:60

Strength: 60

Wisdom: 30

Movement:

Flying: 36

Grounded: 18

Swimming: 6 Cannot swim, but can walk underwater (which will leave its flame extinguished for 1D-100+10 turns after leaving the water).

Luck: 100

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 1

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

or:

Tail Strikes: 2

Damage: 1-D12 x7

Range: 3 spaces (15')

Attack type: Blunt (possible stun -- See: "Special Offenses").

or:

Fire-breath: 1

Damage: 1-D12 x5 in 1-D6 areas of the body.

Range: 4 spaces (20')

Attack type: Fire. See: "Special Offenses".

Defense: 30 / 60 if 32nd + level

Offense: 30 / 60 if 32nd + level

Damage-Points: Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D100 x14

Bronze: 45+ to have 1-D100 x12

Silver: 50+ to have 1-D100 x10

Electrum: 55+ to have 1-D100 x8

White-gold: 60+ to have 1-D100 x6

Yellow-gold: 65+ to have 1-D100 x4

Black-gold: 70+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None.

Rare: 30+ to have 1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes

Description: The Abomination stands 8' tall with a wingspan of 24'. It weighs a heavy 700 pounds, which is accredited to its lava-rock body (which is formed of molten lava).

It is Reddish-black in color and rock-like to the touch. It's eyes are only slanted openings out of which a blistering molten flame burns. The Abomination walks on two feet and has arms, similar to the appearance of a Lizardman, yet more sinister and terrifying in appearance. At the end of each hand threatens razor-sharp lava-claws; a promise of quick defeat to the weak.



Dislikes: Being drenched in water will douse the flame of the Abomination, and will extinguish its flame, but does no other harm in any way.

Disposition: This terrible nightmare will attack any creature it sights, especially humans, for they are filled with loathsome hatred for all that is not akin to their own species. This terror stalks region plagued by fire and ash, existing in their vehement hatred for all living things.

Fears: Nothing.

Habitat: Volcanic.

Immunities: Beguile, Breath, Charms, Consciousness, Disease, Fear, Fire, Pain, Poison, Shock, Sickness Sleep and Spiritual attack.

Life-span: This creatures existence never fades unless it is taken out of its environment. See: "Susceptibilities".

Spell-points: The abomination will gain 1-D10 spell-points per level.

Likes: Unknown.

Needs: Fire. See: "Susceptibilities".

Note: There is an ash that falls from this creature used in Alchemy. This creature will, at times, shake itself, which causes this dust to fall about it. If collected, there will be 1-D6 uses of Abomination Dust found.

Special Abilities: Modification-points: This creature will have 300 modification-points to spend on any ability or spell that causes fire-damage, and does not have to meet prerequisites.

Spell and Ability points: This creature has 150 spell-points, and 150 ability-points.

Special Defenses: Resistances: This creature has the following resistances:

Electricity: Electricity causes only $\frac{1}{2}$ damage to this creature, but the power of electricity must strike it in the form of a bolt (i.e., lightning bolt).

Magic: 25%

Mental-attack: 50%

Special Offenses: Fire-Breath: This natural ability will engulf its target completely in all areas with fire if it is the same size or smaller than the Abomination itself. Creatures larger than itself will sustain fire-damage in 2-D6 areas. This breath can be moved about in 4 connecting spaces of the Abominations choosing, thus attacking up to 4 opponents each, or multiple times on the same target.

Fire Claws: Upon contact, fire damage of 3-D10 will be inflicted upon its prey as well as the physical damage it inflicts.

Tail-Strike: A maximum strike will cause stun unless a successful avoidance-roll vs. "Stun" is rolled. This stun will cause opponent to lose next offensive attack (defense can still be rolled for as normal).

Susceptibilities: An Abomination will have a 50% penalty rounded down, to successfully avoid vs. any form of holy attack.

If soaked with water, its flame will be extinguished for 1-D4 turns.

The Abomination will lose 1-D10 damage-points every 24 hours after it leaves the place of molten heat it was created from. If its damage-points reach 0, it will freeze in place, becoming dormant and harmless, until it is once again submersed in lava or magma.

Weapon susceptibility: Rank-8 (or better) magical weapon to harm.