

# Species, Breed: Thurium Death`Runner

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 31<sup>st</sup>

Number encountered: 1 per summoning.

Experience points: 3,100

## Characteristics

Awareness: 20

Charisma: Not applicable. This is an undead.

Constitution: 40

Coordination: 35

Dexterity: 35

Intelligence: Not applicable. This is a summoned undead, under the control of the Darkstrom.

Mental-strength: Not applicable.

Strength: 50

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 11

Swimming: Can't. This creature can walk underwater at a distance of 2 spaces (10') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

The following roll will determine the type of attack this creature will attempt per turn:

**% Roll: Type of attack:**

01-45: Decaying Grasp.

46-90: Decaying Breath.

91-00: Thurium Devastation: See: "Special Offenses".

**Attack descriptions:**

**Decaying Breath: 1**

Damage: 1-D12 x7. See: "Decaying Grasp".

Range: This breath will issue forth from the mouth of the Thurium Death`Runner. See: "Area of Effect".

Area of Effect: A heavy cloud of green gaseous substance from its mouth into the space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the Decaying-Breath will cover 6 spaces across (+20 to offensive roll). All must attempt to flee the area, or suffer rot damage as explained in "Decaying Grasp".

**Decaying Grasp: 2**

Attack Type: Breath.

Damage: 1-D12 x7.

This is considered rot damage and will darken the flesh to black where the Thurium Death`Runner touches its victim. This type of wound will not heal on its own, but must be regenerated (any regeneration will work). Further more, the pain of this type of wound is so intense, it will force the victim to make a successful avoidance-roll vs. "Pain" every turn until healed. Any time this avoidance-roll is failed, the victim will lose the next offensive attack and physically demanding avoidance-rolls will be at ½ the normal chance (double the luck must be used to succeed any avoidance-rolls until this wound is healed).

Range: Touch.

Attack Type: Touch.

Note: One must avoid being touched by the Thurium Death`Runner as there is no avoidance-roll to resist Decaying Grasp.

Thurium Devastation: See: "Special Offenses".

Defense: 35

Offense: 35

**Damage-Points:** Roll 4-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

None.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This undead appears as a rotted humanoid, like a zombie.

**Eye color:** This undead has no eyes with the dark, rotted hollows of its eye sockets.

**Hair color:** Black-brown.

**Hair texture:** Rotten and unkept. Most of its hair has fallen out.

**Height:** 6'-0"

**Skin color:** Sickly pale.

**Skin texture:** Rotten flesh.

**Posture:** Biped (like an animal with two feet).

**Weight:** 160 lbs.

**Dislikes:** Holy spells. If struck by a holy spell, this undead will begin the Thuriium Devastation. See: "Special Offenses".

**Disposition:** This is the summoned servant of a "Darkstrome". It does not think for itself as it is a slave and must obey all commands given to it by the Darkstrome.

**Fears:** Immune.

**Habitat:** None. This is a summoned undead.

**Immunities:** Beguile, Breath (does not need oxygen to exist, though this undead is susceptible to other types of offensive breath-attacks against it), Charm, Consciousness, Disease, Fear, Gases, Manipulation (mental), Manipulation (spiritual), Mental-attack, Mind Alteration, Pain, Poison (all forms excluding toxin poison), Remorse, Shock, Sickness, Sleep, Spiritual-attack.

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

**Likes:** Not applicable. This is a summoned and controlled undead.

**Needs:** For this undead to exist, the Darkstrome that summoned it, must remain alive.

**Note:** None.

**Special Abilities:** This creature has the following Special Abilities:

**Infra-Red-Vision:** As the Psychic spell.

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

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

Cold: 20%

Curse Effects: 20%

Death: 50%

Magic: 20%

Petrification: 20%

**Special Offenses: Thurium Devastation:** Thurium Death`Runner detonates. The specifics are as follows:

**Area of Effect:** The space the Thurium Death`Runner is standing upon and 100 spaces (500') out in all directions (1,005' diameter).

**Avoidance-roll:** Yes: vs. "Paralysis" to take only ½ damage (rounded up).

**Damage:** 1-D12 +2 x 20 in all areas.

**Duration:** 1 turn (5 seconds).

**Effect time:** 3 turns (15 seconds). **Note:** Description of Thurium Devastation:

**First turn:** The Thurium Death`Runner stops, becoming motionless, abruptly glowing with a sickened green radiance that escapes through the cracked and broken areas of its decayed body and eyes. As this happens, a putrid stench fills area of the Thurium Devastation's "Area of Effect".

**Second turn:** The Thurium Death`Runner looks up to the sky as it throws its arms out wide, moaning as if in terrible agony. Its ghastly moan can be heard up to a distance of 1,000 spaces (5,000') as its body begins to tremble violently (the cracks and splits all over its half-dead body crack and split, letting through more of the green light).

**Third turn:** At the end of the third turn, the Thurium Death`Runner explodes violently, sending a wave of green energy out in all directions that effects both earth and sky in the Area of Effect.

**Range:** The space this creature is standing upon (the point of detonation is the undead).

**Special:** The Darkstrome can will this creature to do a Thurium Devastation.

**Susceptibilities:** Thurium Devastation will be stopped is the Death`Runner is controlled or slain.

**Susceptibilities:** If the Darkstrome that summon this undead is slain, the Thurium Death`Runner will fall to the earth and decay into dust.

**Weapon Susceptibility:** Rank-3 (or better) magical, or Rank-0 (or better) enchanted, weapon to harm.