

Species, Breed: Undead, Morlokk

Type: Not applicable.

Class: Undead.

Align: Evil

Gender: Not applicable.

Level: 1-D20 +20

Number encountered: 1

Experience points: 400 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 90

Coordination: 30

Dexterity: 40

Intelligence: 30

Mental-strength: 80

Strength: 60

Wisdom: 30

Movement:

Flying: 18

Grounded: 18

Swimming: 18

Note: This creature floats above the ground, only just brushing the earthen plane so as to stay connected to it.

Luck: 180 This creature will not lose its next turn in any way for using luck.

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

The Morlokk can wield any item or weapon it possesses. Any weapon it wields will be gifted with what is known as Shadow Damage.

Explanation: Shadow Damage will cause the targeted to become blinded (-60 offense / -60 defense) for 1-D4 turns if struck unless an avoidance-roll vs. "Faith" is successful.

See: "Special Offenses".

Defense: 30 / 60 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Roll 3-D20 +1-D10 per level.

Treasure: %Roll needed to have money and treasure:

If the Morlokk has treasure, it will all be upon its person. All money will be stashed away in its lair.

Copper: 10+ to have 1-D20 x 100

Bronze: 20+ to have 1-D12 x 100

Silver: 30+ to have 1-D10 x 100

Electrum: 40+ to have 1-D8 x 100

White-gold: 55+ to have 1-D6 x 50

Yellow-gold: 70+ to have 1-D6 x 25

Black-gold: 85+ to have 1-D6 x 10

Treasure item(s):

Common: None

UnCommon: None.

Rare: 30+ to have 1-D4 checks

Legendary: 98+ to have 1 checks

There will be a 25% chance that a Morlokk will have one of the following items:

% Roll: Item types:

01-33 = Artifact; 34-67 = Oracle; 68-00 = Relic)

Description:

Annihilation Strike?: Yes.

Description: This undead appears as a levitating specter of translucent blackened shadow, half physical, half intangeable.

Eye color: Black.

Eye shape: Sharply slanted.

Height: 7'-0"

Skin color: This undead is half translucent (see through), but has no skin.

Skin texture: Half physical, half non-physical.

Posture: Biped.

Weight: Weightless.

Dislikes: The Morlokk has no option but to flee sunlight. This undead is not damaged by sunlight, but is rendered powerless when subject to it.

Disposition: This undead is heartless and nigh UnHoly. It hates and loathe living creatures, going out of its way to destroy such if it deems such an act possible.

Even though Morlokk loath and ponder the destruction of the living, making every effort to destroy those with blood flowing through their veins, there is a legend, found within the “Tome of The Deathbringer”, an ancient book of dark deeds, that tells of once living mortals who bound themselves to do the dark bidding of the Morlokk. Why the living would dare side with the traitorous Morlokk is a mystery, but true nonetheless. It is nigh unbelievable that a living creature would commit to such an undead atrocity; the reward must have been worth the price of losig their humanity. Since the discovery of this tale, these mortal traitors of the living world have been labeled as the “Bringers of Night”. It is suspected the Bringers of Night aided the forces of evil in bringing on the Age of Conflict, which led mankind into the Age of War.

Fears: Essence of Eternity. The Morlokk will have 1/2 the normal chance of avoiding abilities and spells from those who possess the Divine Favor: “Essence of Eternity”. In addition, a Morlokk’s defense and offense will be cut in half when attacked by those who possess this Divine Favor. Further more, those who possess this Divine Favor are, at all times, empowered to harm a Morlokk with any form of ability, attack, spell, etc. (ignore “Weapon susceptibility”).

Habitat: All.

Immunities: Abilities of other undeads which are lower level than the Morlokk, Beguile, Charm, Consciousness, Disease, Fall, Fear, Gases, Pain, Poison (all forms excluding toxin poison), Remorse, Shock, Sickness, Sleep.

Life-span: Unknown

Likes: Unknown

Needs: None.

Note: This undead will always be encountered at night, or in places where the light of day never shines.

Special Abilities: **Fearlokk:** Any creature that spots the Morlokk must make a successful avoidance-roll vs. “Faith” or flee in mindless panic for 1-D6 turns, and dropping dropping anything in hand.

Special Defenses: Darkened Awareness: Shreds of darkened energy ever creep from the Morlokk, creeping out from it and invading any openings within 3 spaces (15'). Anything that disturbs these shreds of black energy will alert the Morlokk of the disturbance, and of potential danger.

Special Offenses: Gripping Soul: A flame-like unearthly mist will rise up from the surface the Morlokk points, sounding like a host of rattle snakes shaking their tails, as if warning an intruder (the sound is unearthly and quite deafening).

Gripping Soul specifics:

Area of Effect: One space, and the next 3 spaces out all around that space (35' diameter).

Avoidance-roll: Yes: vs. "Paralysis".

Duration: 1-D10 turns.

Effect time: Instant.

Explanation: There are three effects of Gripping Soul. All who fail the avoidance-roll vs. "Paralysis" will fall victim to "Suffering", as explained below:

1. Mental effects: Unless an "Intelligence" check is successful at the beginning of each turn during the "Duration", the victim will be rendered thoughtless, unable to think even the slightest, most simplistic, thoughts.

2. Physical effects: 1-D12 x2 damage-points drained from all areas of the body for the "Duration", or 1-D12 x8 if using single damage-points. All damage-points drained will flow into the Morlokk, healing any wounds it has. Also, while effected by Gripping Soul, the victim will suffer the following:

Ability-failure: 25%.

Exhaustion: -30 Defense and Offense.

Healing reduction: Healing reduced by 50%. Exception: One who has learned "Metaphysical Compassion".

Movement: 50% (rounded up).

Spell-failure: 50%.

3. Spiritual effects: All spirit-based spells cast in the "Area of Effect" will fail. All spirits in the "Area of Effect" become unable to attack or influence the Morlokk, even in a round about way.

All spirits, and spiritual-based items, present will become linked to the Morlokk by what appears as a line of spiritual substance that will flow into the Morlokk. While this link is unbroken, the Morlokk's luck will regenerate at a rate of 1-D20 x3 per turn, per spirit and/or item (To break this connection, the line of spiritual substance must be severed by a weapon that can harm the Morlokk (same defense/offense as the Morlokk and 300 damage-points).

Note: None.

Range: 20 spaces (100').

Susceptibilities: Spells and abilities that deal damages by way of channeling light will cause 50% more damage upon the Morlokk. There will be a 1% chance, x the level of the Morlokk, that damages received by way of channeling light will also be reversed back upon the caster. In any case, the Morlokk will still sustain the damage as well as its attacker.

See: "Fears".

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm. Also: Any spirit-based weapon will harm a Morlokk (no matter its magical or enchanted properties).