

Species, Breed: Undead, Carrikk

Type: Not applicable.

Class: Undead

Align: UnHoly.

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

Level: 20 + 1-D20

Number encountered: 1

Experience points: 125 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 50

Coordination: 60

Dexterity: 40

Intelligence: 40

Mental-strength: 70

Strength: 40

Wisdom: 40

Movement:

Flying: Can't

Grounded: 10 Whether on land or upon the water, or upon any surface

Swimming: 10

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Dark-Light: Constantly in effect. "Area of Effect" = Area of Effect: 3 spaces (15') out in all directions.

Damage: None. See: "Special offenses". See: "Note"

Range: 3 spaces (15')

Attack Type: Ability.

and:

Shadow Blade: 3 (katana)

Damage: 1-D12 x10 +4 See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

Defense: 60 / 90 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 1-D12 x 6 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D100

Bronze: 25+ to have 1-D100

Silver: 30+ to have 1-D100

Electrum: 35+ to have 1-D100

White-gold: 40+ to have 1-D100

Yellow-gold: 45+ to have 1-D100

Black-gold: 50+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 25+ to have 1-D6 +3

Legendary: 35+ to have 1-D4 +3

Description:

Annihilation Strike?: Yes.

Description: This Undead appears as a scarecrow, crafted from solid darkness.

Eye color: Black.

Eye shape: Medium and sharply slanted.

Hair color: Black.

Height: 6'-0"

Skin color: Black.

Skin texture: If one were to touch this creature while wearing a blindfold, he or she would guess it was a scarecrow.

Posture: Biped.

Weight: 10 lbs.

Dislikes: Holy creatures.

Disposition: This horror only knows evil in the deepest sense of the meaning. It looks for creatures to turn to the most darker side of life. At times, this creature will make terrible and dark pacts with another in exchange for its align change.

Fears: None.

Habitat: Dead Region.

Immunities: Breath, Consciousness, Disease, Fear, Pain, Poison (all forms), Shock, Sickness and Stun.

Life-span: Undying. This is a creature has no life span.

Likes: Diabolic creatures.

Needs: None.

Note: One who is Holy will be cast back 1-D10 spaces with a terrible power (the visual effect of being thrust back will be like a hurricane suddenly striking), and he or she will suffer 1-D12 x7 damage to all areas of the body if a successful avoidance-roll vs. "Faith" is failed (no luck can be used for this avoidance-roll).

Special Abilities: If the Carrikk can turn anther to UnHoly, it will be healed of all wounds and infirmities placed upon it. It will also not be susceptible to the power of the one it has changed for 1-D12 x3 turns.

Special Defenses: Resistances: All: 25% This means, anything that effects this creature has a 25% chance of failing against it (no matter what it is -- even a wish).

Special Offenses: Dark-Light: This dark light emanates forth from the Carrikk at all times, taking in all that come within its "Area of Effect" (Area of Effect: 3 spaces (15') out in all directions). A person who gets caught up in this light will experience what is known as a "Darkening of Soul", meaning his or her align will change to "UnHoly" if he or she does not successfully pit his or her mental-strength vs. mental-strength against the Carrikk.

Shadow Blade: This blade not only does damage, but curses the targeted if maximum damage is dealt out. If this blade does maximum damage the targeted will always have a 10% chance, per 24 hours, of attracting an undead to him or her.

Susceptibilities: If the spell, "Exorcize" is successful upon this creature, it must leave. If not able to leave, its movement will be at 50% with a -30 on both defense and offense.

Weapon susceptibility: Rank-4 (or better) enchanted weapon to harm.