

Species, Breed: Cerberus

Type: Jahthein

Class: Mammal (enchanted)

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 61

Number encountered: 1

Experience points: 10 x level.

Characteristics:

Awareness: 70

Charisma: Not applicable. This is a three headed dog.

Constitution: 80

Coordination: 50

Dexterity: 50

Intelligence: 20

Mental-strength: 100

Strength: 180

Wisdom: 20

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: 300

Oxygen-points: Immune. Does not need oxygen to exist.

Blood-points: Immune. Does not need blood to exist.

Attack descriptions:

Bite: 6 (2 bites per head) 1d100 +32 in 1-2 areas of the body (roll 1D-4 (1-2 = 1, 3-4 = 2 areas struck)

Range: 2 spaces (10').

Type of attack: Sharp

Defense: 80

Offense: 80

Damage-Points: Roll 4-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100

Bronze: 02+ to have 1-D100

Silver: 02+ to have 1-D100

Electrum: 02+ to have 1-D100

White-gold: 02+ to have 1-D100

Yellow-gold: 02+ to have 1-D100

Black-gold: 02+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: None

Rare: 25+ to have 3-D8

Legendary: 25+ to have 1-D4

Note:

The following are extra checks rolled for in addition to the normal treasure rolled up:

There will be a 60% chance of Cerberus possessing: 1-D6: 1-5 = 1, 6 = 2 Artifacts

There will be a 50% chance of Cerberus possessing: 1-D6: 1-5 = 1, 6 = 2 Oracles.

There will be a 40% chance of Cerberus possessing: Roll 1-D6: 1-5 = 1, 6 = 2 Relics.

Description:

Annihilation Strike?: Yes.

Description:

Height: 16'-0 "

Length: 25'-0"

Weight: 9,600 lbs.

Fur color: Gray-brown.

Fur texture: Course and fury.

Eye color: Lava-red.

Eye shape: Large slanted.

Posture: Quadruped.

Dislikes: Trespassers.

Disposition: This creature holds no threat for those who have no design in entering the Underworld. But for those who dare pass through any portal, Cerberus must be defeated.

Fears: Nothing

Habitat: Passage to the Underworld.

Immunities: Consciousness, Disease, Fall (unless onto an enchanted surface), Fear, Magic, Mental-attack, Pain, Poison, Shock, Sickness and Stun.

Life-span: Immortal.

Likes: Guarding the passage to the world of Hades for Charon.

Needs: None.

Note: One Cerberus will always guard a passage that leads to Hades, the land of the dead. To pass into this realm Cerberus must either be sneaked by without detecting the trespasser or defeated.

Special Abilities: Cerberus is immortal, meaning, even if slain, it will rise once again 24 hours after being defeated to guard the passage that leads into the Underworld. If defeated, during the 24 hours, passage by other creatures will not be challenged.

Special defenses: None. See: "Immunities"

Special offenses: None. See: "Immunities"

Susceptibilities: None

Weapon susceptibility: Rank-0 (enchanted) weapon to harm.