

Species, Breed: Undead

Type: Paridon

Class: Undead.

Align: Unholy.

Gender: Not applicable.

Level: 1-D30+31

Number encountered: 2 (there will always be 2 Paridons will be present).

Experience points: 500 x level.

Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 80

Coordination: 50

Dexterity: 60

Intelligence: 40

Mental-strength: 100

Strength: 100

Wisdom: 40

Movement:

Flying: Can't.

Grounded: 16

Swimming: 4

Luck: 200

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

1 R-30 Tracer Mandoble sword of stunning: 4-D10 + 76 (Tracer damage is 3 ghost blades at 2-D10 per blade)
(Stunning effect roll Avoidance roll vs. stun for each blade hit) / 2 space (10') / Sharp attack.

or:

2 Fists of stunning: 1-D4 +16 / 1 space (5') / Blunt attack.

or:

4 Enslavement tentacles: See: "special Abilities" / 10 spaces (50')

Defense: 50

Offense: 60

Damage-Points: Roll 3-D20 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D10 x 100

Bronze: 71+ to have 1-D10 x 90

Silver: 76+ to have 1-D10 x 80

Electrum: 81+ to have 1-D10 x 70

White-gold: 86+ to have 1-D10 x 60

Yellow-gold: 91+ to have 1-D10 x 50

Black-gold: 96+ to have 1-D10 x 40

Treasure item(s):

Common: None

Uncommon: None

Rare: 40+ to have 1-D8

Legendary: 61+ to have 1-D4

On both Paridons will also be found R-30 Tracer Mandoble sword of stunning.

Description:

Annihilation Strike?: Yes.

Description: Height: 6' 5", Weight: 200 Lbs., Bone color: White, Bone texture: Rough to the touch; like a dried and aged bone, Posture: Biped.

Dislikes: Holy creatures. Other undead types. Those who will not bend under its domination and rule.

Disposition:

Fears: Nothing.

Habitat: Wastelands (Crypts, Dungeons, Labyrinths and Tombs).

Immunities: Breath-attacks that are based on: Air and Fire, Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness, Unholy attacks.

Life-span: Undying creature. This creature's existence never fades.

Likes: Enslaving creatures.

Needs: Unknown.

Note: The paridon is said to be a long scince exstint race of humaniods. They were said to be a race of slavers so involved in slavery that they took it to their graves. These look just like white skeltons and will act like then to get as close to a victim as possible. They will even sometimes join a party to infiltrate if there is a possibility of getting more slaves (G.M. act this out like a white skelton (loving wine).

Special Abilities: These unique undead have 4 vine like ropes (2 on each arm) that launches out at it's victim(s) if it latches on the victim he, she, or it will have to make an avoidance roll v.s. paralysis or the victim will become under controll of the paridon only to it's bidding even if rope is cut the victim will still be enslaved. The only way to break the enslavement is to destroy the paridon. When paridons are encountered make an avoidance roll v.s. fear if roll fails a penalty of 30% to strike and movment and attacks are cut in half and spells will take 2 turns to cast. Ultra vision

Special defenses: 70% Magic, mental and spiritual resisance. Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballast bolts will only do 50% of the normal damage unless hit in the skull. Hurlled weapons have a 70% chance (31+ roll) of passing through, or ricochetting from, a White Skeleton's body without causing damage. The head is the only exception. If struck in the head, normal damage will be done.

Special offenses: If near their lair there is a 20% chance that the paridons will have up to 4x. enslaved creatures with them. The humanoid creatures will be guarding lair and treasure if paridons are defeated near lair after 1 hour of searching the lair will be empty of all person and treasures. there is a 80% (21+) chance of an encounter from the once enslaved creatures the creatures will fully remember the ordeal (G.M. play this out smartly.) If a sleep or charm spell is cast successfully the paridon will gain double attacks and movement for up to 4x. turns

Susceptibilities: 50% penalty rounded down, to successfully avoid vs. any form of holy attack.
Freezing temperatures will render this creature 50% immobile.

The following are the freezing temperature effects upon this creature:

1. Movement will be reduced down to $\frac{1}{2}$ (rounded down).
2. All special sight and/or feel abilities will be lost for the duration of the freeze.
3. Avoid vs. "Paralysis" each time a spell is cast or spell-failure will occur.

Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-30 (or better) enchanted weapon to harm.