

Species, Breed: Undead

Type: Dragonman, Moldering

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 1-D20 +18

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 10

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 70

Intelligence: Not applicable. This creature has no thought patterns.

Mental-strength: Not applicable. This creature has no mind.

Strength: 140

Wisdom: Not applicable. This creature has no reason.

Movement:

Flying: 28

Grounded: 14

Swimming: 14 This creature walks upon the bottom of a body of water.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 2

Damage: 1-D100 x2 +24

Range: 3 spaces (15')

Attack Type: Sharp.

and:

Claws: 4

Damage: 1-D100 +24

Range: 3 spaces (15')

Attack Type: Sharp

Defense: 40 / 70 if 32nd + level

Offense: 70 / 100 if 32nd + level

Damage-Points: Roll 1-D100 +24 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x9

Bronze: 10+ to have 1-D100 x8

Silver: 10+ to have 1-D100 x7

Electrum: 10+ to have 1-D100 x6

White-gold: 20+ to have 1-D100 x5

Yellow-gold: 30+ to have 1-D100 x4

Black-gold: 40+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6 +3

Legendary: 20+ to have 1-D4 +1

Note:

The Moldering Dragonman will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 1-D4 UnHoly Relics

Description:

Annihilation Strike?: No.

Description: This creature appears to be a huge humanoid lizard with wings.

Eye color: Grayish-white.

Eye shape: Large and slanted.

Height: 20'-0"

Length: 40'-0"

Skin color: Blackish-green.

Skin texture: Rough and leathery. The skeleton of this creature shows between its broken and cracked flesh.

Posture: Quadruped (an animal with four feet), Sirenian (sea cow), though this creature can walk upright as easily as it moves about on all four feet.

Weight: 2,400 lbs.

Wing contour: As a dragon, yet rotting.

Wingspan: 60'-0"

Dislikes: There is nothing this creature likes.

Disposition: This creature is mindless, only feeling and yearning instinctively for the warmth of life. This feeling is so strong, it is enough to destroy life in the attempt to share in its warmth. This twisted and unnatural life leads this creature to destroy everything living in its path.

Fears: None.

Habitat: Acid Dimension.

Immunities: Breath (needs no oxygen to live), Charm (with the exception of undead charms for snaring the unliving), Consciousness, Disease, Fear, Magic (only physically damaging spells can harm this creature. If a spell demands an avoidance-roll vs. "Magic", it is immune to it), Mental-attack, Mind alterations, Pain, Paralysis, Poison (with the exception of toxin poison), Shock, Sickness, Stun.

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

Likes: Unknown.

Needs: None.

Note: None.

Special Abilities: None.

Special Defenses: Resistances: Charm: 10%, Faith: 30%, Magic: 30%, Petrification: 10%, Poison: 15%.

Special Offenses: Moldering Parasite: When this creature touches anything, a strange and unnatural curse will inflict that which it touches, causing it to slowly fade away.

Any time contact is made with this creature there will be a 25% chance of the properties of things both living and non-living slowly fading away at a rate of 1 per 24 hours. The following are examples of how this dreaded curse will work:

Shield touches or is touched by this creature:	25% chance to begin losing 1 point per 24 hours from the grade of the shield. If the shield is enchanted or blessed with one or more powers or abilities, these will be faded first (randomly).
Weapon touches or is touched by this creature:	25% chance to begin losing 1 point per 24 hours from the rank of the weapon. If the weapon is enchanted or blessed with one or more powers or abilities, these will be faded first (randomly).
Armor touches or is touched by this creature:	25% chance to begin losing 1 point per 24 hours from the class of the armor. If the armor is enchanted or blessed with one or more powers or abilities, these will be faded first (randomly).
Creature touches or is touched by this creature:	25% chance to begin losing 1 damage-point per 24 hours. If a creature has abilities, blessings, other significant features, spells, etc., these will be faded first (randomly).

Note:

Non-magical armoring and weapons are not effected by this creatures ability to fade them.

Susceptibilities: Holy abilities, items and spells cause x2 damage on this creature (if they can effect it). See: "Immunities" and See: "Resistances" in the "Special Abilities" section of this creature.

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