

Species, Breed: Ykor

Type: Not applicable.

Class: Fiend.

Align: Evil

Gender: Not applicable. This fiend is neither male nor female.

Level: 61st.

Number encountered: 1

Experience points: 30,500

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 60

Coordination: 60

Dexterity: 60

Intelligence: 15

Mental-strength: 300

Strength: 200

Wisdom: 15

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: 610

Oxygen-points: 900

Blood-points: 180

Attack descriptions

Bites: 2

Damage: 1-D100 x4 + 36 in 1-D4 areas

Range: 3 spaces (15').

Attack type: Sharp

and:

Claws: 6

Damage: 1-D100 x2 +36 in 1-D4 areas

Range: 4 spaces (20').

Attack type: Sharp

Defense: 90

Offense: 90

Damage-Points: Roll 4-D20 +4 x level.

Treasure

Treasure Items Yes. 1-D4 ORACLES

Description:

Annihilation Strike?: Yes

Description: This towering nightmare appears as a pale-white muscular humanoid. It's arms are long enough for its 3', razor-sharp, claws to drag the surface of the ground as it lumbers about.

Height: 30'

Weight: 7,000 lbs.

Skin color: Milk-white.

Skin texture: Like hardened rubber.

Eye color: Red.

Eye shape: Large and sharply slanted.

Posture: Biped.

Dislikes: Everything but ORACLES

Disposition: To sum it up quickly, the Ykor is a walking nightmare. It's only desire is to collect Oracles, which we suspect is soothing to this creature. Some speculate on the reason the Ykor do this. It is suspected the energy radiating from such magnificent treasure items, such as Oracles, give some small amount of comfort and peace. Any attempt to take a Ykor's "peace" away, will always results in an instant death match.

Not many have lived long enough to get an answer to this mystery, for if the eyes of a Ykor fall upon an intruder, it will hatefully demand it to depart. If this demand is not promptly heeded (on the next turn), it will attack.

If a Ykor knows of an Oracle it will attempt to seize it, or die trying.

Fears: Nothing. See: "Immunities".

Habitat: Volcanic (only found within Cave, Dungeon and Labyrinth settings).

Immunities: Beguile, Charm, Cold, Disease, Electricity, Fear, Fire, Gases which deplete oxygen-points, Pain, Remorse, Shock, Sickness, Water (water spells can damage a Ykor, but it cannot be drowned by loss of oxygen-points) and Spiritual attacks have no effect.

Life-span: Immortal (though this creature does not die of aging, it can be slain). See: "Weapon Susceptibility".

Likes: Oracles. The Ykor can naturally sense the energy that radiates from an Oracle at a range of 35 spaces (175') on a successful avoidance-roll vs. "Awareness" (1 avoidance-roll will be given per 72 hours while any Oracles remains within range).

Needs: Unknown

Note: None.

Special Abilities: Life: Ykor have the ability of life 1 / 24 hours. If a Ykor is slain, on the beginning of the next turn, it will come back to life and health (no Dithinoth check). If killed a second time, the creature will be permanently slain.

Special Defenses: Damage-Reduction: 100 vs. blunt weapons, 25 vs. sharp weapons.

Resistances: This creature has the following resistances:

Air: 100 air damage resistance, as the damage-reduction of blunt weapon attacks.

Gases: Immune to gases that deplete oxygen-points. See: "Immunities".

Magic: 91%

Manipulation (mental): 91%

Manipulation (spiritual): 91%

Mental-attack: 91%

Mind Alteration: 91%

Nature: See: "Air" in this section, and "Water" in the "Immunities" section.

Poison: 50% The effects of any type of poison will always be resisted/diminished by 50%. Toxin Poison will force an avoidance-roll vs. "Death" at ½ the normal chance to succeed (no luck can be used).

Sharp weapon attacks: The first 25 points of damage will be negated each time the Ykor is struck.

Sleep: 10%

Spiritual-attack: Immune. See: "Immunities".

Stun: 10%

Sudden-Death: 10%

Tracking: 10%

Trade-Skill: 10%

Trap: 10%

Water: The first 100 points of damage will be negated each time the Ykor is struck by a water-based attack, unless it is a sharp attack (i.e., an avalanche of ice). See: "Immunities".

Special Offenses: Scream: At the beginning of each turn, there will be a 1 in 6 chance the Ykor will Scream (a 6 rolled on a D6 will indicate the Ykor will Scream). If it does, each and every creature within 30 spaces (150') must pit its mental-strength vs. the Ykor's mental-strength (single roll check) and win, or the following penalties will be enforced for 1-D4 turns:

Damage: Any and all forms of damage done to the Ykor will be at 50% (rounded down). See: "Susceptibilities".

Defense: Reduced by 61

Movement: Reduced to 50% (rounded down).

Offense: Reduced by 61

Susceptibilities: Oracle weapons will always cause x2 damage against this creature, even if effected by Scream.

Weapon Susceptibility: Rank-30 (or better) magical weapon to harm.