

Species, Breed: Undead, Pirate

Type: Not applicable.

Class: Deep`Water

Align: Evil.

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

Level: 15 + 1-D30 +1

Number encountered: 5-D20

Experience points: 200 x level.

Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 70

Coordination: 40

Dexterity: 40

Intelligence: 26

Mental-strength: 90

Strength: 30

Wisdom: 18

Movement:

Flying: Can't

Grounded: 12

Swimming: 6

Luck: 200

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

2 DeepWater Scimitars: 6 (3 attacks with each blade)

Damage: 1-D12 x9

Range: 1 space (5')

Attack type: Sharp

Defense: 70

Offense: 70

Damage-Points: Roll 3-D20 +2 x level

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x7

Bronze: 35+ to have 1-D100 x6

Silver: 40+ to have 1-D100 x5

Electrum: 45+ to have 1-D100 x4

White-gold: 50+ to have 1-D100 x3

Yellow-gold: 60+ to have 1-D100 x2

Black-gold: 70+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D4

Legendary: 80+ to have 1-D4

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: Yes, but only if this undead has modification-points to use to develop him or herself in the character classes. See: "Special Abilities"

Description: This creature appears as a long dead and rotting sailor.

Eye color: Dull gray.

Eye shape: As a human's.

Hair color: Black.

Height: 6'-0"

Skin color: Gray.

Skin texture: As a rotted corpse of a human.

Posture: Biped (like an animal with two feet).

Weight: 200 lbs.

Dislikes: All but their own kind.

Disposition: This undead is even more ruthless as the pirates upon the open seas in the earthen plane. They hoard treasure and capture the living to make slaves of them. Resistance to these walking nightmarish pirates will most always end up in a quick death.

Fears: None.

Habitat: Water Dimension. This undead is rarely encountered on the earthen plane amidst the more deadly seas.

Immunities: Consciousness, Disease, Pain, Poison (excluding toxin poison), Shock and Sickness.

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

Likes: Treasure hunting. One can trade for passage with the trade of a genuine treasure map.

Needs: None.

Note: None.

Special Abilities: Modification-points: Each will have a 05% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn abilities and spells directly from the Adventurer charts).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Special Defenses: Resistances: Magic: 20%; Mental-attack: 20%; Spiritual-attack: 80%

Special Offenses: None. See: "Special Abilities"

Susceptibilities: Holy abilities, items and spells will cause x2 damage on this undead.

Weapon susceptibility: R-4 (or better) magical weapon to harm.