

# Species, Breed: Guardian, UnHoly

Type: Not applicable.

Class: Enchanted (mammal)

Align: UnHoly (chaotic).

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

Level: 1-D30 + 1

Number encountered: 1

Experience points: 500 x level.

## Characteristics

Awareness: 60

Charisma: 100

Constitution: 60

Coordination: 100

Dexterity: 70

Intelligence: 40

Mental-strength: 100

Strength: 100

Wisdom: 20

## Movement:

Flying: Can't

Grounded: 18

Swimming: Can't, but will walk upon the bottom at movement of 6 spaces (30') per turn.

Luck: 240

Oxygen-points: Not applicable. This creature does not need oxygen to live.

Blood-points: 180

## Attack descriptions

As weapon wielded x3 damage.

Defense: 100

Offense: 70 / 90 when in the presence of Holy creatures.

Damage-Points: Roll 1-D20 per level.

### Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: 10+ to have 1-D100 x4 (best of 3 rolls).

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 1-D8 x2

Legendary: 30+ to have 1-D6 x2

Note:

There will be a 50% chance that this creature will have 1-D4 ORACLES on its person (which it can and will use).

There will be a 80% chance that this creature will have 1-D4 RELICS on its person (which it can and will use).

# Description:

**Annihilation Strike?:** Yes.

**Description:** These creatures look like walking sets of plated spiny armoring, yet this is their outer skeletal structure. They are quite sleek, and very beautiful to behold.

**Height:** 6'-0"

**Weight:** 140 lbs.

**Skin color:** Black

**Skin texture:** Like spiny, plated, armoring.

**Eye color:** Milky white

**Eye shape:** As a human, yet slightly slanted.

**Posture:** Biped

**Dislikes:** Holy creatures.

**Disposition:** This creature instinctively will come to serve one who is UnHoly, and more powerful than itself, offering complete loyalty to another sentient creature if it is higher level than itself. Before giving its utter loyalty to another, the UnHoly Guardian will challenge it to a duel. If the UnHoly Guardian begins to lose the conflict it will kneel, offering its loyalty forever.

**Fears:** Nothing. Holy creatures enrage it. See: "Special abilities"

**Habitat:** Volcanic (Labyrinth).

**Immunities:** Charm abilities and spells have no effect. Fire (fire heals the UnHoly Guardian equal to the damage it would have caused). Sleeping abilities and spells have no effect.

**Life-span:** Immortal

**Likes:** Serving UnHoly beings of power.

**Needs:** Unknown.

**Note:** The guardians do not look for battle or killings; they are more of a scientist than a killer. They are interested in finding out how creatures and people “work” in different situations. Weakness, stress, mentally. But they will attack if threatened or if a holy creature is there. These creatures are seldom found outside of their lairs; the only time they are is when they are looking for a “test subject”.

**Special Abilities: Holy Detection:** Can sense a Holy creature if within 30 spaces (150') with a successful avoidance-roll vs. "Awareness". It will have one chance only to detect a Holy creature within range per encounter.

In the presence of a Holy creature, the UnHoly Guardian will gain a +20 to offense and +2 attacks per turn.

**Ultra-Vision:** As the Psychic spell (always in effect).

**Special Defenses: Exo-Skeleton:** This creature has a plated bone structure, not unlike actual plate armor as follows:

Level: Equivalent to:

1-10: Krakkin-steel

11-16: Admontanium-steel

17-21: Earthen-steel

22-25: Krannik-steel

26-28: Starr-steel

29-30: Mystical-steel

31: Koar-steel

Go to the "Armory Book" and look up all information on this type of armor, ignoring the Maximum-strike that Electricity and Fire cause on such armoring (for this exo-skeletal bone structure of the UnHoly Guardian is not metal). It will turn the elements of Acid, Air, Cold, Earth, Fire and water on a % roll of 45+.

**Resistances:** Magic: 30%

**Special Offenses: Curse:** This creature has the power to curse another 3/week. The targeted can pit his or her mental-strength against the UnHoly Guardian to resist the curse (single roll check).

The curse can be one of the following effects (of the UnHoly Guardian's choosing):

**Audible Darkness:** Brings target's Awareness to 5 for 24 hours x the level of the UnHoly Guardian.

**Seething Abhorrence:** Brings target's Charisma to a -50 for 24 hours x the level of the UnHoly Guardian. The effects of this will be: Cannot speak and targeted is hideous to behold (targeted will appear as a twisted, mutated monstrosity).

**Transmutation:** Targeted is shape changed into a random creature. Go to the R section of the Basic Rules Book and roll up a random region. The go to that region and roll 1-D8 on the following chart:

D-8: Setting:

1: Cave

2: Civilization

3: Civilized Wilderness

4: Crypt

5: Dungeon

6: Labyrinth

7: Tomb

8: Wilderness

Once you have roll the setting, go to that setting and roll for the random creature targeted will be cursed to be. This change will be FOREVER, or until the curse is removed successfully.

**Susceptibilities:** Holy attacks cause x2 damage on this creature.

**Weapon susceptibility:** Rank-4 or better (enchanted) weapon to harm.