

Species, Breed: Maligna

Type: Not applicable.

Class: Jahthein.

Align: Not applicable.

Gender: Not applicable.

Level: 50

Number encountered: 1

Experience points: The experience points gained while encountering this creature will be directly according to the encounter it throws at the one being tested.

Characteristics

Awareness: 100

Charisma: Not applicable.

Constitution: 200

Coordination: 200

Dexterity: 200

Intelligence: 100

Mental-strength: 200

Strength: 1,000

Wisdom: 100

Movement:

Flying: 90

Grounded: 90

Swimming: 90

Luck: 1,000 This creature does not lose its next turn after using luck. Maligna regenerates luck at 3-D20 points per turn.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Maligna will not attack any creature which may attack it. It will however defend itself by avoiding potential harm to it (as will any creature).

See: "Special Offenses".

Defense: 230

Offense: 230

Damage-Points: Roll 1-D100 x2 +96 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature appears as a massive black cloak flowing in an unseen wind.

Height: Maligna will grow or shrink according to the size of creature it will engulf. It will also grow very large, and out of proportion to hinder a creature's escape.

Length: Same as "Height".

Cloak color: Black.

Weight: Weightless.

Dislikes: Salt. See: "Susceptibilities".

Disposition: This strange creature exists only to trap and test creatures within the confines of its own body (which appears only as an empty cloak. This creature seeks out and captures only sentient creatures, observing and testing them individually (even though more than one is captured), all the while studying its quarry. It is rumored Maligna feeds from the study of what it temporarily captures.

Maligna will shift and mold its way through hallways, caves, doors, alcoves, attempting to cut off all escape for its quarry. Once it surrounds and engulfs its victims, Maligna will calmly state, "The Test".

Fears: None.

Habitat: All.

Immunities: Once a creature is trapped within the shroud of this creature, it is helpless to attempt escape; it must pass the test of Maligna. One cannot dimension or plane travel while captured. Of course the power of a Wish is an exception, but if one wishes to escape Maligna, it would most likely have to fight Maligna on the Wish Pedestal.

Before being captured, one can attempt to resist, and even fight, Maligna. Maligna will have the following immunities against one who is not yet captured: Air, Beguile, Blessed Effect, Cold, Consciousness, Cursed Effect, Disease, Electricity, Fire, Gases, Magical spells (which demand an avoidance-roll), Manipulation (mental), Mental-attacks (which demand an avoidance-roll), Pain, Poison (all forms), Shock, Sickness, Sleep, Spiritual-attacks (which demand an avoidance-roll).

Life-span: Immortal.

Likes: Testing the strength of another.

Needs: Unknown.

Note: None.

Special Abilities: None.

Special Defenses: Resistances: All: 50% (with the exception of the effects salt has on it). See: "Susceptibilities".

Special Offenses: The Test: When Maligna engulfs creatures they will suddenly be standing on a flat, mushroom-like pedestal which will have an impenetrable, invisible, dome shield covering it. This pedestal will be 25 spaces (110') in diameter in a circle pattern.

Once a creature finds itself there, a random encounter will be chosen to test the strength of Maligna's prey.

For every creature trapped there will be two encountered creatures to fight.

All will be frozen in place until a whispering voice states, "fight". Then both sides will be released against each other as Maligna watches on unseen.

There is no mercy in Maligna's mind. If a creature is unable to beat the encounter it could well die. If this occurs, Maligna will swallow up the dead into itself forever.

The victorious may collect up what treasure wished. Once collected Maligna will release the trapped where they were taken from. Maligna will whisper, "Good fortune", and leave.

Susceptibilities: Salt. A handful of salt will drive Maligna away (even if cast down while trapped within).

Weapon Susceptibility: Rank-0 (or better) enchanted weapon to harm. Weapons can only effect Maligna before being captured. Once captured, weapons will do nothing to Maligna (or the area in which one is taken to).