

# Species, Breed: Hex

Type: Not applicable.

Class: Enchanted (Mammal).

Align: Evil (chaotic).

Gender: %Roll: 01-50: Female; 51-00: Male

Level: 2 + 1-D30

Number encountered: 1

Experience points: 200 x level.

## Characteristics

Awareness: 40

Charisma: 28

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 80

Strength: 60

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 16

Swimming: 5

Luck: 300

Oxygen-points: 240

Blood-points: 180

## Attack descriptions

Hex-Blade: 3 Seed-Strike (See: Special Abilities).

Damage: 1-D12 x8

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 40 / 70 if 32<sup>nd</sup> level.

Offense: 40 / 70 if 32<sup>nd</sup> level.

Damage-Points: Roll 3-D20 +8 x level.

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

**Copper:** 66+ to have 2-D100

**Bronze:** 71+ to have 1-D100

**Silver:** 76+ to have 4-D20

**Electrum:** 81+ to have 3-D20

**White-gold:** 86+ to have 1-D20

**Yellow-gold:** 91+ to have 1-D12

**Black-gold:** 96+ to have 1-D10

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 10+ to have 3-D6 +5

**Legendary:** 20+ to have 2-D6 +5

**Note:**

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

10% chance of having 1-D4 Artifacts

30% chance of having 2-D4 Enchanted Items

30% chance of having 2-D4 Enchanted Armors

30% chance of having 1-D4 Enchanted Weapons

50% chance of having 1-D20 random Gems.

25% chance of having 1-D4 random Special Gems.

40% chance of having 2-D6 Magic Armors

40% chance of having 2-D6 Magic Weapons

20% chance of having 1-D4 Oracles

05% chance of having 1-D4 Other Valuable Items (O.V.I.)

40% chance of having 1-D4 Relics

70% chance of having 1-D4 allies (slaves). Roll on, "Races, Random Determination of:" in the R Section of the Basic Rules Book. These slaves will be present with the Hex to do his or her bidding.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a humanoid with black runes deeply branded into its entire body.

**Eye color:** Black with a silver cat's-eye pupil.

**Eye shape:** Medium-sized and sharply slanted.

**Hair color:** Black.

**Hair texture:** Thick and shoulder-length.

**Height:** 6'-0"

**Skin color:** Brown.

**Skin texture:** Rough.

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

**Weight:** 170 lbs.

**Dislikes:** Mankind in general.

**Disposition:** Hex is of the most difficult encounters. It is purely spiteful and wishes death and destruction upon all of mankind. There is no known reason for this hatred. If one of the family of mankind will vow to do the Hex's bidding faithfully, the Hex will recruit him or her as an agent of destruction.

The Hex does not wish open combat, but the prolonged suffering of mankind. To preserve mankind in a state of misery and woe would please the Hex highly.

**Fears:** None.

**Habitat:** Wastelands. This creature is very rarely found in other regions.

**Immunities:** Beguile, Charm, Curse Effects, Disease, Faith, Fear, Gases, Paralysis, Petrification, Poison (all forms), Remorse, Shock, Sickness and Sleep.

**Life-span:** 3 ages (3,000 years).

**Likes:** Subservience and the misery of mankind. Some suspect the misery and suffering of mankind is nourishment for the Hex, like common food is for a person. This is merely speculation.

**Needs:** None.

**Note:** None.

**Special Abilities: Modification-points:** This creature will have modification-points as follows: 2-D6 per level advanced.

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

**Prophetic Curse:** This ability is brought to life against one or more creatures by the Hex openly cursing a person or persons. The level of the Hex determines the power to bring that curse to life. For each level the Hex has attained, there is a 05% chance to solidify a curse.

The curse can be anything the G.M. can think of (i.e., “Enmity take you all”, “Plague”, “Rot”, “I strike you blind”, “Insanity”, etc.). Once the curse has been stated, the % dice are rolled to determine if the curse will take hold. If the dice roll proves positive, the curse will take effect in 1-D12 x6 hours. To break the curse, the Hex must be defeated.

One way to have the curse reversed is to do one deed which the Hex will set the terms to; this is never easy.

**Special Defenses: Resistances:** This creature has the following resistances:

Ability: 30%  
Blessed Effect: 30%  
Consciousness: 30%  
Death: 30%  
Divine Favor: 30%  
Electricity: 50%  
Enchantment: 30%  
Fire: 50%  
Illusion: 30%  
Magic: 60%  
Manipulation (mental): 60%  
Manipulation (physical): 60%  
Manipulation (spiritual): 60%  
Mental-attack: 60%  
Mind Alteration: 60%  
Pain: 70%  
Spiritual-attack: 60%  
Stun: 30%

**Vengeance:** The one who slays a Hex must pit his or her mental-strength against the Hex's mental-strength. If the Hex wins, its slayer will be cursed.

This curse is so powerful, it will take 3 successfully preformed "Remove Curse" to remove it. If any of the 3 attempts are failed, the curse can NEVER be removed (with the exception of using a "Wish").

**Special Offenses: Seed-Strike:** When a person is physically wounded by a Hex-Blade, the following result will occur unless a successful avoidance-roll vs. "Faith" is rolled..

The G.M. will pick the Seed-Strike effect from the following list:

Seed-Strike results:

- Align:** Align changes to the opposite.
- Betrayal:** An ally will betray the slayer of the Hex.
- Enmity:** Each time there is an encounter, it will have a 1 in 6 chance of going against the slayer of the Hex. Roll 1-D6 . . . a 1 will indicate the creature will attack.
- Posterity:** Next child born will be in opposition to the align of the slayer. These will be difficult times for the targeted of this curse.

**Susceptibilities:** None.

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