

# Species, Breed: Lammur

Type: Not applicable.

Class: Monster (Enchanted).

Align: Evil.

Gender: 01-98: Female, 99-00: Male.

Level: 2 + 1-D30

Number encountered: 1

Experience points: 110 x level.

## Characteristics:

Awareness: 40

Charisma: 60

Constitution: 26

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-Strength: 75

Strength: 20

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 300

Oxygen-points: 225

Blood-points: 78

### Attack descriptions:

See: "Special Offenses".

or:

R-30 Blade of Delusion: 3 (long sword)

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

See: "Special Abilities".

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

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

**Damage-Points:** Roll 2-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100

Bronze: 15+ to have 1-D100

Silver: 20+ to have 4-D20

Electrum: 25+ to have 3-D20

White-gold: 30+ to have 1-D20

Yellow-gold: 35+ to have 1-D12

Black-gold: 40+ to have 1-D10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D4

Legendary: 60+ to have 1

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a half-elf, half-human.

**Eye color:** Dark-brown.

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

**Hair color:** Black.

**Hair texture:** Wavy and soft.

**Height:** 5'-6"

**Skin color:** Beige.

**Skin texture:** As a human.

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

**Weight:** 125 lbs.

**Dislikes:** Resistance to their "Likes".

**Disposition:** These creatures are charmingly delightful, their modest nature adding to their beauty and desirability.

The Lammur is an enchanted creature that feeds on the essence of another's being (usually by physical contact). They are non-violent by nature, but the fact that they must physically hold a victim close, so as to obtain nourishment, makes them even more dangerous yet.

When the Lammur drains its victim an ability will be granted that person in return. The ability granted will be strictly to the discretion of the G.M. The ability given by the Lammur will not be too powerful, nor too weak.

Lammur is out to feed, not kill, gaining power and energy for itself. It will attempt to prolong a person's life as long as possible, spinning its cunning social webs here and there to gain as much advantage over people as is possible without disclosing its true nature.

The Lammur has been known to work its way into the station of royal settings; this is its uttermost desire, for within the circle of royal blood there is much to gain. The unfortunate soul targeted by the Lammur is not without reward, for this creature willingly grants its victim a temporary power or ability in return for the sacrifice, and thus continues in the pursuit of power, whether political or social, feeding from its victim as does the spider feed from the ill-fated fly.

When the Lammur drains a person, he or she will feel the sensation of euphoria and power.

**Fears:** Unknown.

**Habitat:** Grasslands.

**Immunities:** Beguile, Charms and mind altering abilities and spells.

**Life-span:** 90 years

**Likes:** If this creature could be a king or queen, it would. The Lammur actually feeds off of another creatures attention. The Lammur would find it perfectly fitting to be a popular high standing citizen within a large community. They especially desire physical contact. See: "Notes".

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** None.

**Special Abilities: Blade of Delusion:** When this blade draws a successful avoidance-roll vs. "Mental-Attack" must be rolled or Charm will occur (exactly as this creature's breath ability). If the blade strikes armor, cape-guard, shield, etc., the victim will have two chance to succeed against the charm.

**Enchanted Breath:** will cause a person to be charmed if inhaled. This effect will cause a deep faithfulness and admiration towards the Lammur (just as a brother would be loyal to a brother). If the command, "Slay yourself", is given, the person will do it if an avoidance-roll vs. "Mental-Attack" fails (two chances to succeed will be given for this). **Duration:** 3-D10 +10 days. When the duration is ended, the victim will not realize he or she has been spellbound unless the Lammur has attempted to mislead and/or harm the victim. This ability can be used 1 time / fortnight.

**Modification-points:** This creature will a pool of 6 modification-points x its level to learn any ability, divine favor, spell or trade-skill without having to learn prerequisites.

**Example:** A 18<sup>th</sup> level Lammur will have  $18 \times 6 = 108$  modification-points. A 10<sup>th</sup> level Lammur will have  $10 \times 6 = 60$  modification-points.

**Waver:** If the Lammur pits his or her mental-strength against another, and wins, that person will fail to initiate an attack upon the Lammur (in any way). **Duration:** 1-D6 turns. This ability can be invoked 1 time per turn.

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

Magic: 80%

Mental-Attack: 80%

Spiritual-Attack: 80%

**Special Offenses: Drain:** The touch of the Lammur can drain one random characteristic, memory, ability, etc., from its victim. The Lammur can also elect to withhold its draining touch if it so chooses. When a drain occurs, roll on the following chart:

%Roll: Drain result:

- 01-05: Ability (discretion of the G.M. as to the ability drained).
- 06-07: Age. Victim will age as Lammur grows younger 1 moon.
- 08-09: 1 random characteristic point will be drained from victim permanently. It will not be added to the characteristics of the Lammur, but will be absorbed into its being, causing the feeling of ultimate euphoria. Roll on the following table to see what characteristic will be sapped:

%Roll: Characteristic:

- 01-12: Awareness
- 13-23: Charisma
- 24-34: Constitution
- 35-45: Coordination
- 46-56: Dexterity
- 57-67: Intelligence
- 68-78: Mental-Strength
- 79-89: Strength
- 90-00: Wisdom

- 10-95: 1 Damage-point randomly drained from victim.
- 96-00: Memory (discretion of the G.M. as to the memory drained). The memory drained will be seen and shared by the Lammur as if experiencing it first hand.

**Susceptibilities:** None

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