

Species, Breed: **Silgoth**

Type: Not applicable.

Class: Fiend

Align: Chaotic

Gender: Not applicable.

Level: Not applicable.

Number encountered: 1

Experience points: 100 x level

Characteristics:

Awareness: 21

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: 1

Mental-strength: Not applicable.

Strength: Not applicable.

Wisdom: 1

Movement:

Flying: Not applicable.

Grounded: Not applicable.

Swimming: Not applicable.

Luck: Not applicable.

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions: Not applicable.

Defense: Not applicable.

Offense: Not applicable.

Damage-Points: Not applicable.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: None.

Description:

Annihilation Strike?: Yes.

Description:

Height: 3 leagues"

Weight: 0 lbs.

Skin color: Black

Skin texture: As a cloud

Eye color: Black

Eye shape: Large slanted

Posture: As a massive cloud.

Dislikes: Order and peace. These things will drive this horror away.

Disposition: As the dragon-like shape of a massive dragon of darkness and shadow. The Silgoth's sustenance is the suffering and chaos mankind brings on himself in his greed and contemptuous ways. As the Silgoth remains, its presence actually causes insanity and the deterioration in the posterity of mankind. This thing does not significantly attack the society it appears above, for this would defeat its own self (like the snake that eats its own tail).

This encounter is not one that can be rolled up on the regional charts. The G.M. must place it above a society (i.e., village, town, or city) and create the setting for the players. Rarely use this encounter, for it takes a very chaotic and evil society, beyond the wickedness of a city of thieves, to bring the Silgoth into being.

Fears: Order and unity.

Habitat: All regions wherein chaos and wickedness reigns above all else.

Immunities: The Silgoth is not effected by any attack (i.e., mental, spiritual, or physical).

Life-span: As long as chaos and evil reigns, this creature will remain.

Likes: Despair, greed, chaos, murder, and all forms of evil (all these things the Silgoth feeds upon; this is its sustenance).

Needs: Chaos and mayhem.

Note: None.

Special Abilities: The Silgoth can create 6 different breed of creatures. See: "Special offenses".

Special Defenses: None.

Special Offenses: Kyhhn, Slouth, Mynnin, Spurr, Gothin, and the Spaed are the Silgoth's defenders. These creatures will go to any extreme to ensure that disunity and chaos reign in the land.

The Kyhhn, Slouth, Mynnin, Spurr, Gothin, and the Spaed are creatures that the Silgoth will let down to the earth to reap havoc in the land the Silgoth feeds upon. These creatures will always remain unseen, if at all possible, and will cause mankind as much suffering as possible (so as to heighten the disorder and corruption in the land).

The following creatures are in the Creatures Book:

Gothin: Keep watch over the boundaries the Silgoth has set as its habitat. They hunt intruders attempting to rectify chaos.

Kyhhn: Deceiver. They beguile the most evil of bad people, making pacts with them.

Mynnin: Keep chaos living.

Slouth: Pact enforcers. Those who have broken the pacts will be hunted by the Slouth.

Spaed: Ensure the innermost defenses for the Silgoth.

Spurr: Watch over the Mynnin and drive them to harvest chaos.

Susceptibilities: Peace and unity of mankind will drive the Silgoth away.

Weapon susceptibility: None.