

Species, Breed: Eye of Agabond

Type: Cursed soul.

Class: Jahthein

Align: 01-50 = Evil (chaotic), 51-00 = Good (chaotic) – There are two eyes; one is evil and one is good.

Gender: Male.

Level: 61st

Number encountered: 1

Experience points: 253,000

Characteristics

Awareness: 100

Charisma: Not applicable.

Constitution: 60

Coordination: 50

Dexterity: 50

Intelligence: 40

Mental-strength: 130

Strength: 200

Wisdom: 20

Movement:

Flying: Can't. This creature only levitates.

Grounded: 18 The Eye of Agabond levitates 3'-0" above the surface.

Swimming: Can't. Can levitate over water, as if it is solid ground.

Luck: 600 Any luck used will regenerate at 3-D10 per turn.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Bolt of Agabond: 2 This attack can effect any substance known (even creatures of the mind).

Damage: 1-D12 +1 x30 in 1-D4 areas of the body. The damage calculated must be divided among the areas taking damage.

Range: 20 spaces (100")

Attack Type: Ability

Defense: 80

Offense: 80

Damage-Points: The eye itself has only 100 damage-points. See: "Special Defenses".

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x1,000

Bronze: 10+ to have 1-D100 x1,000

Silver: 10+ to have 1-D100 x1,000

Electrum: 10+ to have 1-D100 x900

White-gold: 10+ to have 1-D100 x700

Yellow-gold: 10+ to have 1-D100 x500

Black-gold: 10+ to have 1-D100 x300

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 3-D10 +6

Legendary: 10+ to have 2-D6 +3

Note:

The Eye of Agabond (whether evil or good) will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

75% chance of having 2-D6 Artifacts

75% chance of having 2-D6 Enchanted Armors

75% chance of having 2-D6 Enchanted Weapons

75% chance of having 2-D4 Oracles

75% chance of having 1-D20 +3 x10 random Gems.

75% chance of having 1-D20 +3 x3 random Special Gems.

75% chance of having 2-D6 Relics

Description:

Annihilation Strike?: None.

Description: The Eye of Agabond appears as a massive, levitating, eyeball encased within 8 revolving force shields, each rotating in an opposite direction about the eye (meaning, the outermost shielding revolves clockwise, the second revolves counter clockwise, the third revolves clockwise, and so forth to the 8th and innermost shield).

Eye color: The eye appears as transparent crystal with a violet hue.

Eye shape: Massive and oval. This eye is not perfectly round.

Height: 4'-0" from the bottom center of the eye, to the top center of the eye.

Length: 8'-0" from end to end.

Posture: Eye.

Weight: 400 lbs.

Dislikes: While the evil eye despises that which is good, the good eye despises that which is evil.

Disposition: The Eye of Agabond is one of the cursed sections of Agabond, who was cursed and banished during the Age of War by the collective power of the Jahtha. It forever roams, banished to the Swamps of Utaemia forever, existing as a partial entity forever.

See: "Agabond" in the Legends segment of the L Section of the Basic Rules Book.

Fears: None.

Habitat: Swamps.

Immunities: Only physical damaging weapons can harm this creature.

Any spell cast at the Eye of Agabond, which requires any type of avoidance-roll, or demands the eye pit its mental-strength vs. the mental-strength of the caster, will do nothing to it.

Intangible and Spirit attacks have no effect upon the revolving shields about the eye.

Abilities, spells and weapons which pass through non-living matter will be turned by Shield of Agabond, thus the weapon causing damage to the shield (as any other weapon does).

Life-span: Immortal.

Likes: The evil eye excepts evil and UnHoly, while the good eye excepts good and holy.

Needs: The desire of Agabond is to be reunited with all his body parts. If this happens, he will come to like, gaining the highest characteristic between all parts of his banished and cursed body, and will have all abilities of each body part as well. If Agabond is successfully reunited with all his body parts, he will gain modification-points as does any character for his level (the GM will then build Agabond by purchasing powers and abilities). Once returned to his former state, the GM will then play Agabond to his or her discretion.

Note: If defeated, the Eye of Agabond will vanish, dumping all its treasure upon the ground as it disappears. 24 hours after being defeated, the Eye of Agabond will once again appear at a random location in a randomly chosen swamp somewhere in Utaemia. Once the location of the Eye of Agabond is known, keep track of it, marking its location on a map for future use.

Special Abilities: Mass Telepathy: This Eye of Agabond can speak any language to any creature present at the same time within range. Range: 100 spaces (500').

Ultra-Vision: As the Psychic Spell (constantly in effect).

See: "Note".

Special Defenses: Shield of Agabond: Each revolving shield will have 8 sections with 300 points per section. Any time damage is taken to the revolving shields, roll 1-D8 for the area the shielding will be struck. When one shield falls to damage, continue rolling for the area struck as before, calculating damages on the second. Continue doing this for the duration of a fight. The Eye of Agabond has but 100 damage-points.

See: "Note".

Special Offenses: None.

Susceptibilities: None.

Weapon Susceptibility: Rank-0 (or better) weapon to harm.