

Species, Breed: Shauminnin' Kul

Type: Not applicable.

Class: Monster (mammal).

Align: Evil

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1

Experience points: 80 x level

Characteristics:

Awareness: 21

Charisma: 7

Constitution: 25

Coordination: 25

Dexterity: 30

Intelligence: 11

Mental-strength: 25

Strength: 40

Wisdom: 8

Movement:

Flying: Can't

Grounded: 9

Swimming: Can't

Luck: 100

Oxygen-points: 75

Blood-points: 75

Attack descriptions:

2 Fist: 1-D100 / 1 space (5') / Blunt attack.

Defense: 25

Offense: 30

Damage-Points: Roll 2-D10 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 4

Bronze: 15+ to have 1-D100 x 3

Silver: 20+ to have 1-D100 x 2

Electrum: 25+ to have 1-D100

White-gold: 30+ to have 4-D20

Yellow-gold: 35+ to have 2-D20

Black-gold: 40+ to have 1-D12

Treasure item(s):

Common: 21+ to have 1-D4

Uncommon: 21+ to have 1-D4

Rare: 96+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 8' 0", Weight: 600 lbs., Skin color: Beige, Skin texture: Smooth and leathery, Hair color: Black, Hair texture: Course straight, Eye color: Silver (no pupils), Eye shape: Large oval, Posture: Biped.

Dislikes: Spell-casters. Shauminnin'Kul will go out of its way to kill a spell-caster.

Disposition:

Fears: Nothing

Habitat: Forests (Dungeons)

Immunities: Fear and pain

Life-span: Unknown

Likes: Torturing others

Needs: Unknown.

Note: When this fearsome Dungeon dweller feels the urge, it will go forth out of its dungeon abode to capture any creature it can. Once brought back to its lair, the Shauminnin'Kul will carefully torture its victim, prolonging its misery with a masterful hand.

If this monster needs no healing, the pain it will feel from its victims will excite it fully.

Special Abilities: Shauminnin'Kul have the morbid ability to feed off the pain of another. While a creature is in the throes of pain and suffering, the Shauminnin'Kul will heal at x10 the normal rate of healing.

Special defenses: 99% Mental-resistance.

Special offenses: None

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.