

Species, Breed: Mortalis Bloodhound

Type: Jahthein.

Class: Animal (Monster)

Align: Evil (Chaotic)

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D30

Number encountered: 3-D4

Experience points: 61,000 for each Mortalis Bloodhound.

Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 100

Coordination: 90

Dexterity: 90

Intelligence: 5

Mental-strength: 130

Strength: 100

Wisdom: 5

Movement:

Flying: Can't

Grounded: 28

Swimming: 9

Luck: 600

Oxygen-points: 240

Blood-points: 300

Attack descriptions

3 Bites: 3-D100 + 10

Range: 1 space (5')

Type: Sharp

Defense: 120

Offense: 120

Damage-Points: Roll 5-D20 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 10+ to have 1-D100 x10

Silver: 10+ to have 1-D100 x10

Electrum: 10+ to have 1-D100 x10

White-gold: 10+ to have 1-D100 x10

Yellow-gold: 10+ to have 1-D100 x10

Black-gold: 10+ to have 1-D100 x10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 10+ to have 4-D6

Note: All treasure will be in lair.

Description:

Annihilation Strike?: Yes. See: "Special offenses"

Description:

Height: 3'-0"

Length: 6'-0"

Wingspan: Not applicable.

Wing contour: Not applicable.

Weight: 200 lbs.

Skin texture: As a short-haired dog.

Skin color: Dark-brown

Hair color: Dark-brown

Eye color: Black.

Eye shape: Slightly slanted.

Posture: Quadruped

Dislikes: All but it's own kind and the dark druid who commands them.

Disposition: Murderous. What more can be said for these abominable creatures which stalk the land in search of prey. It kills for mere pleasure, and also serves its master, taking some victims back to its master, for the Mortalis Bloodhound will always be the servant of a dark druid (if these creatures are encountered there will always be a dark druid in company with them).

Fears: Unknown.

Habitat: Dark Forest

Immunities: Charm and Fear abilities and spells have no effect.

Life-span: Immortal

Likes: Dark Druid master. This creature also loves to hunt.

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

Note: Author's note: These terrible creatures were forged from a nightmare that forced me from my sleep Wednesday, September 20, 2006, 4am. Upon awakening, a terrible fear seized me; a fear which seldom grips my mind in my sleeping hours. It took a few minutes before I dared move, lest I should yet be rent and slain. It was an hour before I could arise from my bed to create these most terrible of hunters. Even as I write this, the fear of this nightmare chills me. This creature must only be played against very high level and solid characters (level 60+). Even so, Mortalis Bloodhounds will be a rarity to encounter within this gaming system. If played, I strongly suggest you create them in advance, as well as the dark druid who is their master.

Special abilities: This creature can speak all of the race languages. It can also speak all forms of wolf, wolverine, timber wolf and dog languages.

Special defenses: 40% resistance to all forms of mental, physical and spiritual attacks.

Special offenses: Rend: The Mortalis Bloodhound will cause a Sudden-death on an attack-roll of 96+. If a 96+ is rolled, roll another D-10 (if a 0 is rolled, it will count as an Annihilation-strike (000 roll)).

R.I.P.: If the Mortalis Bloodhound rolls an offensive roll of 120 over a victim's defensive roll, it will automatically bite three times, tearing into its victim viciously (unless, of course, it has been commanded to capture instead of slay).

Susceptibilities: Holy attacks will cause x10 damage on this creature.

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