

Species, Breed: Spellboar

Type: Not applicable.

Class: Fiend (reptile).

Align: Evil.

Gender: Gender: 01-50 = Female, 51-00 = Male.

Level: 20 + 1-D12

Number encountered: 1-D4

Experience points: 120 x level.

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 35

Intelligence: 35

Mental-strength: 40

Strength: 80

Wisdom: 28

Movement:

Flying: 26

Grounded: 13

Swimming: 8

Luck: 200

Oxygen-points: 198

Blood-points: 120



It is up to the G.M. the type of attack this creature will attempt per turn (randomly rolled, or chosen):

% Roll: Type of attack:

01-30: Ram

31-00: Spell

Attack descriptions:

Ram: 2

Damage: 1-D12 x 12 +12

Range: 3 spaces (15')

Attack type: Blunt.

or:

Spell: See: "Special Abilities".

**Defense:** 30 / 60 if 32<sup>nd</sup>

**Offense:** 30 / 60 if 32<sup>nd</sup>

Damage-Points: Roll 4-D12 +8 x level.



### Treasure: %Roll needed to have money and treasure:

Copper: 11+ to have 1-D100 x50

Bronze: 26+ to have 1-D100 x45

Silver: 31+ to have 1-D100 x40

Electrum: 36+ to have 1-D100 x35

White-gold: 41+ to have 3-D20 x30

Yellow-gold: 46+ to have 2-D20 x25

Black-gold: 51+ to have 1-D20 x20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 2-D6 +2

Legendary: 80+ to have 1

Note:

The Spellboar will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

5% chance of having 1 Oracle.

70% chance of having 1-D12 scrolls, excluding protection scrolls.

70% chance of having slaves.

Roll on, "Races, Random Determination of:" in the R Section of the Basic Rules Book for each slave this creature has.



# Description:

Annihilation Strike?: Yes.

Description: The Spellboar appears as a wingless, flying, serpent with the circular horns of a ram.

Eye color: Yellow.

Eye shape: Medium and slanted.

Height: 2'-0" This is the width of the head and upper-most body of the Spellboar, which tapers off towards the tail.

Length: 30'-0"

Scale color: Golden-yellow.

Scale texture: Scaly (as a dragon).

Posture: As a snake.

Weight: 1,500 lbs.



**Dislikes:** Anti-magic.

**Disposition:** Like the serpent, this creature is a natural born predator. The one thing that separates the Spellboar from other reptiles is that it is sentient (thinks like a person). This creature does not mindlessly kill, but is not kind in the least. If the Spellboar thinks its prey could be useful, it will attempt to capture and bend its will to be of use. If a captured creature can prove its value by successfully doing this creature's bidding, it may work into the grace of the Spellboar.

**Fears:** None.

**Habitat:** Volcanic.

**Immunities:** Fall, Pain, Poison (including toxin poison).

**Life-span:** 2 ages (2,000 years).

**Likes:** Power.

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

**Note:** None.



**Special Abilities: Caster:** Roll on the following chart to see how many forms of magic the Spellboar will know:

%Roll: Classes of magic known: The Spellboar will know ALL spells in each class of magic it knows.

01-74: 2  
75-82: 3  
83-89: 4  
90-95: 5  
96-00: 6

Once you have determined the types of magic this creature knows, roll on the following chart to specifically know what they are:

%Roll: Spell-caster classes:

01-10: Animationist  
11-20: Conjurer  
21-30: Elemental Magician  
31-40: Enchanter  
41-50: Healer  
51-60: Illusionist  
61-70: Light Weaver  
71-80: Magician  
81-90: Necromancer  
91-00: Psychic

**Polymorphism:** The Spellboar will have the ability to change its shape at will, without the expenditure of spell-points. This transformation is instant, and can be accomplished by forfeiting one of the spells it can cast per turn.

**Spell-points:** The Spellboar will have 10 spell-points x its level.



**Special Defenses:** This creature has the following special defenses:

**Damage-Reduction:** 3 vs. physically damaging attacks.

**Resistances:** The Spellboar will have the following resistances:

Acid: 40%

Air: 70%

Beguile: 90%

Blunt weapon attacks: 30%

Charm: 90%

Consciousness: 99% vs. being knocked out.

Electricity: 20%

Enchantment: 05%

Fear: 10%

Fire: 20%

Gases: 30%

Hurled: 30%

Magic: 30%

Manipulation (mental): 30%

Manipulation (spiritual): 30%

Mental-attack: 30%

Mind Alteration: 90%

Needle attacks: 50%

Paralysis: 10%

Petrification: 10%

Remorse: 10%

Sharp weapon attacks: 10%

Shock: 10%

Sickness: 10%

Sleep: 10%

Spiritual-attack: 30% If this creature is a Spiritualist, this resistance will double to 60%.

Stun: 20%



**Special Offenses:** This creature has the following offensive abilities:

**Battering Ram:** Maximum damage caused by "Ram" (the horn strike) will break a bone in the area struck, unless the victim makes a successful avoidance-roll vs. "Petrification" (remember to check for protective items which might negate such a powerful strike).

Battering Ram will cause the following penalties: -1 to Defense and Offense,  $\frac{1}{2}$  movement (rounded down), strength will lower to  $\frac{1}{2}$  (rounded up). These penalties will continue until the victim has sufficiently healed.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-1 (magical) weapon to harm.