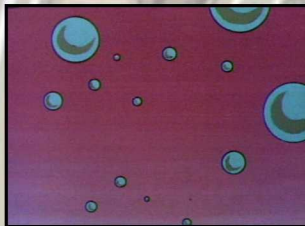


MEKKOR



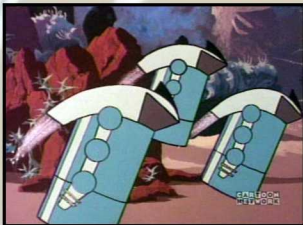
FREQUENCY: Very Rare
NO.APPEARING: 1 (possibly unique)
ARMOR CLASS: 0
MOVE: 1"
HIT DICE: 10
% IN LAIR: 90%
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACKS: See below
SPECIAL ATTACKS: Drones
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
INTELLIGENCE: Genius
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
LEVEL/XP.VALUE: 1800 + 14/hp

This strange alien robot travels space with its drone swarm, taking the form of glistening green orbs. When a suitable planet is detected, Mekkors will land itself and its drones on the planet's surface and transform into their true forms, that of metallic appearing automatons. Mekkors will immediately bury its great bulk beneath the earth, leaving a powerful control antenna rod protruding upwards that it will use to direct the actions of its drones. Mekkors will then use its drones to bring about the destruction of all those who do not bow to the dominance of Mekkors. Mekkors provides its drones with energy by means of broadcasting power from within itself. If its control antenna is destroyed the drones will cease to function.

In appearance Mekkors resembles a pink eyed bulbous metallic cylinder that moves by means of strange levitation energies emitted from its underside. It is not known if Mekkors is part of an autonomous race, an intelligent weapon launched long ago, or some combination of both.

Write-Up by Abacus Ape, PDF by Turgenev

DRONE OF MEKKOR



FREQUENCY: Very Rare

NO.APPEARING: 20-50

ARMOR CLASS: 0

MOVE: /18"

HIT DICE: 30 hit points each

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 2-12/2-12

SPECIAL ATTACKS: Rays

SPECIAL DEFENSES: Force field

MAGIC RESISTANCE: Nil

INTELLIGENCE: As Mekkor

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 330 each (60 + 4/hp)

Drones of Mekkor carry out Mekkor's pitiless directives without reservation; indeed they have no motive force or will besides that of Mekkor. Drones of Mekkor can attack in a variety of ways. Their many-jointed articulated arms are immensely strong, striking with great force. Each arm is equipped with ray emitters that can emit two types of pulses. The first is a freezing ray that will do 2-24 points of cold damage (save for half). The second is a dazzling green beam that acts as a triple strength ray of enfeeblement.

Drones of Mekkor are protected by a powerful force field that absorbs 30 hit points of damage before being disabled. If a drone of Mekkor is surprised it will not have time to engage its protective field but thereafter it will act as normal.

In appearance drones of Mekkor are levitating blue cylinders with two arm-like appendages.