

THE MUTOIDS



FREQUENCY: Very Rare
NO.APPEARING: 10-30
ARMOR CLASS: 4
MOVE: 12"/24"(rocket pack)
HIT DICE: 4+4
% IN LAIR: 10%
TREASURE TYPE: Individuals M;
G, R in lair



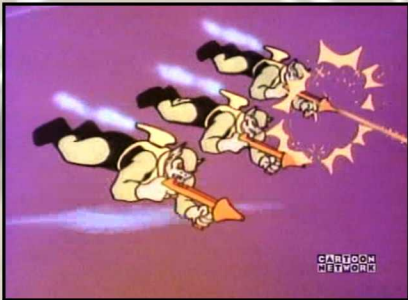
NO. OF ATTACKS: 3
DAMAGE/ATTACKS: 1-6/1-6/1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Shape change
MAGIC RESISTANCE: Nil
INTELLIGENCE: Very
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/XP.VALUE: 170 + 5/hp

The subtle yet thoroughly evil race of the Mutoids travel the gulfs of interplanetary space in their silvery rockets seeking planets to dominate. They accomplish this with a combination of trickery and force, seeking to turn such worlds into bases from which they can launch further assaults on their enemies. Mutoids call themselves "Mutons".

In appearance Mutoids are reptilian humanoids with distended fanged jaws and powerful claws, however they rarely let anyone see this form, instead transforming themselves into a more human like creature that retains some lizard-like traits but without fangs and claws. If their plotting calls for it, they can take the likeness of any person they have observed and also perfectly mimic their speech if they have heard it. Mutoids can also shape shift into inanimate objects such as rocks.

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Y7
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If a Mutoid scheme is found out or if they deem it more expedient to their evil goals, force will be used without hesitation. In addition to their natural weaponry they also will carry flame rifles that project a flaming missile that does 2-16 points of fire damage if it strikes a foe. Half the Mutoids encountered will have rocket powered jet packs, allowing a flying speed of 24".

