

QUASARIAN PLASMOIDS



CLIMATE/TERRAIN: Any non-cold
FREQUENCY: Very Rare
ORGANIZATION: Solitary or family
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: High to Exceptional
TREASURE: None
ALIGNMENT: Any Good (50% neutral, 25% chaotic, 25% lawful)

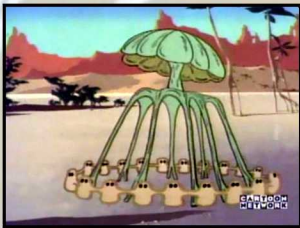


NO. APPEARING: 1 or 1-3
ARMOR CLASS: 3 (3-4 HD), 2 (5-6 HD), 1 (7-8 HD)
MOVEMENT: 15
HIT DICE: 3-8
THAC0: 17 (3-4 HD), 15 (5-6 HD), 13 (7-8 HD)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (3-4 HD), 1-8 (5-6 HD), 1-10 (7-8 HD)



SPECIAL ATTACKS: Constriction
SPECIAL DEFENSES: Immune to blunt weapons, electrical and magical energy, fire inflicts half or no damage, regeneration
MAGIC RESISTANCE: 20%
SIZE: S (3-4 HD; 3-4'), M (5-6 HD; 5-7'), L (7-8 HD; 8'+)
MORALE: 15-16
XP VALUE: 650 (3 HD); 975, (4 HD); 1,400 (5 HD), 2,000 (6 HD), 3,000 (7 HD), 4,000 (8 HD)

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but have been found on different worlds as well.

Appearance: Quasarian plasmoids are strange-looking, whitish-yellow protoplasmic creatures with solid black eyes with whitish-yellow irises. They range in size from three feet in height to over eight feet, depending on their maturity level. They have several methods of movement, usually bouncing along or using undulation. They can alter their shape to fit through the smallest holes and cracks. They originally hail from the world of Quasar,

Combat: Plasmoids are very hard to hit in combat. Their low Armor Class reflects their ability to evade attacks against them, their bodies undulating in strange ways to avoid being hurt. Their strange metabolism gives partial immunity to magic, as well.

Plasmoids usually use pseudopods in combat. The damage they inflict is in proportion to their maturity level. If a plasmoid gets an unmodified 18 or better on their attack roll, they wrap their bodies around their victim and inflict that damage every round by constriction. They can use this method to immobilize their foes as well. Plasmoids have equivalent Strength ratings of 18/50 for 3 to 4 Hit Die plasmoids, 18/00 for 5 to 6 Hit Die, and 19 for 7 to 8 Hit Die plasmoids, for purposes of opposed Strength rolls for a victim to escape its grasp.

Plasmoids are also very hard to hurt in combat. Their elastic, spongy skin makes them completely immune to impact damage and blunt weapons, to the point where if they are attacked with one and the attacker rolls a natural 1, the attack is reflected back against the attacker, inflicting damage onto itself. They also regenerate 4 hit points per round, starting on the following round which they were injured. They are also immune to all forms of magical energy attacks (such as magic missile) and electrical energy (shocking grasp, lightning bolt) as well. Fire inflicts only one-half or no damage upon a plasmoid, depending on whether it makes its saving throw against it. Cold-based attacks are particularly effective, however. In addition to taking damage from a cold attack, a plasmoid must save vs. paralyze or be slowed for 2-8 rounds, moving at half their movement rate and suffering a +4 penalty to their Armor Class.

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Plasmoids are very intelligent in combat, and uses this intelligence to best effect. They will look to bind an opponent's legs, stretch themselves across a space to trip opponents, and other canny ways of defeating or disabling a foe.

Habitat/Society: Plasmoids tend to be solitary creatures, but they have an affinity for good-aligned humans and demi-humans, sometimes partnering with them and becoming their self-appointed protectors and guardians. When this happens, plasmoids will usually go out of their way to ensure their partner's safety in dangerous situations, thinking nothing of their own safety in doing so. Also, through some method (it is suggested by some sages that it is a form of telepathy), plasmoids can fully understand their partner's language and desires after 1-3 weeks of being in its partner's presence and listening to its language and speech patterns.

Plasmoids communicate with each other through a language of chitters and babbling, along with expressions with their eyes.

Ecology: Plasmoids don't have much of an impact on the ecology as they draw their sustenance from the very air. They reproduce by fission, creating a 3 HD whelp once per year at the plasmoid's choice. Every ten years, a plasmoid gains enough sustenance to increase in size and their skin becomes more elastic and resilient.

These creatures are very difficult to kill. They can be stretched, even sundered, and they will reform their shape in moments and start regenerating the damage taken. The only way to kill a plasmoid is to inflict enough cold damage upon it to reduce it to 0 hit points, which will freeze it solid, unable to move. Then, it must be struck by an edged weapon that inflicts 10 or more points of damage in a single attack. This will shatter the plasmoid into hundreds of pieces, forever killing it.

Usually these whimsical, strange yet kind creatures spend most of their time defending either their territory, their young, or their allies. Some wander their world, hiding from those that might fear them while searching for potential allies.

