

# THE POD CREATURES



**FREQUENCY:** Very Rare

**NO. APPEARING:** 10-20

**ARMOR CLASS:** 4

**MOVE:** 0" /12"

**HIT DICE:** 50 hit points each

**% IN LAIR:** 0%

**TREASURE TYPE:** Nil

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACKS:** 2-12/2-12

**SPECIAL ATTACKS:** Constriction

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

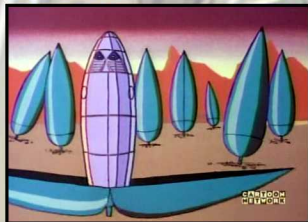
**INTELLIGENCE:** Unratable

**ALIGNMENT:** Neutral

**SIZE:** L

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 750 each (225 + 8/hp)

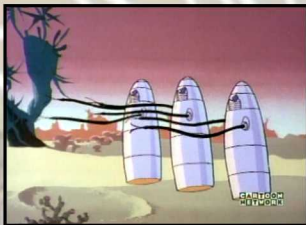
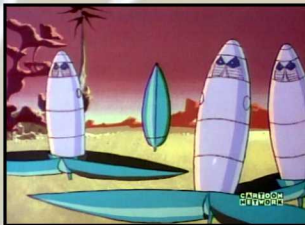


Pod creatures seem to be some sort of autonomous weapon system designed by a mysterious and power-hungry space-faring race. Deployment of pod creatures always takes place in low orbit, the pod creatures being ejected in a protective shell that splits open after landfall, releasing the encased pod creature. The pod creatures then activate, levitating on their red-hued pressor rays and begin to search about for lifeforms to destroy, preferring to attack sentient lifeforms before beasts.

Pod creatures resemble flat-bottomed tapered metallic cylinders with a sensor array at their apex and two tendril ports midway down their bodies. Each pod creature has the ability to deploy two thick black tendrils from it's tendril ports, using these black cable-like features to detain and crush their opposition. These tendrils can reach to an astounding length (approx. 220 feet) and take 30 hit points each to sever. If a pod creature has one or more of it's tendrils severed, it will redeploy or create replacements in one round. There is no observed limit to the number of tendrils that can be replaced

*Write-Up by Abacus Ape, PDF by Turgenev*

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in this manner. If a tendril hits, it will wrap around the victim and begin to constrict, automatically causing 2-12 points of damage per round. The tendrils have a gripping strength of 22, and only beings with equal or greater strength have any chance of breaking the hold of a pod creature.

