

# QUEEN SKORRA



**FREQUENCY:** Unique

**NO. APPEARING:** 1

**ARMOR CLASS:** 8

**MOVE:** 12"

**HIT DICE:** 6

**% IN LAIR:** 0%

**TREASURE TYPE:** A, B, Z

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** By weapon type (dagger)

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Chaotic evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

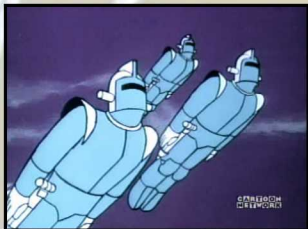
**LEVEL/XP.VALUE:** 950 + 6/hp



Queen Skorra is a mysterious green-skinned humanoid who seeks power by means of advanced scientific agencies. It is unknown if her monarchical title is legitimate or self-bestowed. Queen Skorra will always build the small citadels from which she launches her malignant efforts in the most dismal of surroundings--bubbling tar pits and muddy geyser fields are her favoured locations. These citadels are the size of a small tower and usually have the ability to retract under the surface of the inimical environment around them, hiding and protecting Queen Skorra if the need arises.

Queen Skorra will use many tactics and resources at her disposal to do evil to her enemies. All of her citadels are equipped with an apparatus that generates a "cybro-ray" which, when directed at the bubbling mud-field surrounding the citadel, creates a QUADROT that Queen Skorra will then direct to destroy her foes. Treat a QUADROT as a vaguely humanoid ooze elemental (see proper source material) of great size

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(20HD) able to throw two globs of flaming slime per round. Anyone directly struck by one of these missiles will take 2-20 hit points of fire damage the first round and an additional 1-10 hit points of damage for 1-4 rounds thereafter. The cybro-ray is only able to create one QUADROT per day.

Queen Skorra will also always have 4-8 automaton soldiers at her disposal as her personal guard.

**Automaton soldiers:** AC 1, HD 6 (40 hit points), Move: 12"/24" (jet pack) damage 1-10/1-10 + "neutra-ray" pistols (20" range): save vs. wand or take 2-16 hp damage.

Queen Skorra will unleash "the Doom of the Mega-shield" on any hostile party that approaches her citadel. The mega-shield consists of a projected violet misty emanation that travels from the top of the citadel out to Queen Skorra's enemies where it coalesces in a dome, trapping them inside. Then it begins to constrict. Since the mega-shield has "neutri-disintegrating elements", contact with the mega-shield's misty walls almost always means destruction. Treat a mega-shield as an inverted shrinking wall of fog combined with disintegration. Passing through the mega-shield requires two saves vs. magic or suffer the effects of a disintegration spell cast by a 20th level magic-user. It will cover a diameter of 50 yards the first round it is deployed, shrinking each successive round thereafter until it disappears and explodes on the 6th round. Victims caught in the doom of the mega-shield who have some means of bypassing the confines of the mega-shield's walls (such as an escape tunnel leading underground, teleport spell or other distance-shifting magic) will avoid the effects of the mega-shield. Otherwise on the 6th round, they must suffer the effects of passing through the mega-shield and the mega-shield's terminating explosion which does 10d20 damage to all within 50 yards.

Queen Skorra has green skin, black hair, and red eyes with black, slitted pupils. It is unknown to what race Queen Scorria belongs. Conjectures range from mutated or cosmetically altered human to a hitherto unknown alien species.