

# SARKO THE ARKMAN



**FREQUENCY:** Unique (possibly)

**NO.APPEARING:** 1

**ARMOR CLASS:** 3

**MOVE:** 9"

**HIT DICE:** 8

**% IN LAIR:** 20%

**TREASURE TYPE:** D

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 2-5

**SPECIAL ATTACKS:** Sleep mist; traps

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Neutral evil

**SIZE:** S

**PSIONIC ABILITY:** Nil

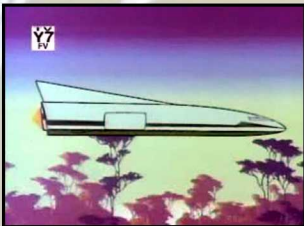
**LEVEL/XP.VALUE:** 1100 + 10/hp



Sarko the Arkman searches alien worlds in order to capture powerful native beasts and transport them to the planet Zodon where they become the subjects of bizarre experiments. The favoured method Sarko the Arkman uses to accomplish this involves very large and deep pit traps that have a levitation disk covering the bottom that projects a clear field around anything unfortunate enough to fall in on top of it. This field is not air-tight, having a series of small apertures around the bottom and would perhaps allow egress if the the captive inside could change shape or become insubstantial in some manner.

After Sarko captures a beast in one of these pit traps, he directs the levitation disk to rise with its captured passenger and enter his ship, which is normally nearby. If any denizens of the planet he is raiding challenge him he will call his space vessel and direct it to defend him by remote control. The ship of Sarko the Arkman can project pressor and tractor beams that under Sarko's direction can act like any of the Bigby's

# SARKO THE ARKMAN



hand spells as well as a telekinesis spell cast by a 20th level magic user. It can also vent a super powerful sleep mist that will render unconscious any that breathe it unless they save vs. poison at half their actual level rounded downwards.

It is not known if Zodon is Sarko the Arkman's planet of origin or if it is merely a base from which he can launch his interplanetary expeditions and perform his weird experiments in seclusion. Zodon is a rocky bleak world, with many jagged canyons and cliffs. Sarko the Arkman has a dual purpose fort and scientific laboratory nestled within this forbidding environment, defended by powerful laser canon and many traps.

Sarko the Arkman appears as a small beetle-like humanoid with large bulbous eyes.

