THE AMATONS



FREQUENCY: Very rare
NO.APPEARING: 10-30

ARMOR CLASS: 3

MOVE: 12"/24" on flying sled/24" in

flying disk

HIT DICE: 3+3

% IN LAIR: 100% (flying disk)
TREASURE TYPE: Q (x5)

NO. OF ATTACKS: 1



DAMAGE/ATTACKS: 1-8 or by weapon

SPECIAL ATTACKS: Control collars

SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
INTELLIGENCE: Very
ALIGNMENT: Lawful evil

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 155 + 4/hp

The sinister race of Amatons travel space and the sundry dimensions in their flying disk ships seeking to gain dominion over others by use of weird technologies. The favoured strategy Amatons use to accomplish their unfathomable goals is to enslave powerful monsters and then use these thralls to battle all those who oppose them.

All Amaton flying disks have a "stun turret" protruding from the underside of the vessel. This turret projects an energy ray that acts as a double strength hold monster spell, immobilizing any powerful monster it strikes who fails their save. When a creature is immobilized, the Amatons disembark from their flying disk ship on personal flying sleds to apply a control collar to their intended thrall. These collars appear as large rings of glowing energy and take two amatons on their flying sleds to carry and fasten on the necks of their victims. Once applied to an immobilized creature, the collar compels unwavering obedience from the creature at the direction of the Amaton leader, who then works his malignant will by means of strange apparatus within the

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disk ship.

Amaton disk ships take 400 hit points of damage before being destroyed, the stun turret 100 hit points (a disk ship will have one spare turret to replace a destroyed or damaged one), and the flying sleds 50 hit points points each.

Amatons will usually be armed with blast rifles that spew energy for 2-16 hit points of damage.

The race of Amatons appear to be spindly humaniods encased in outlandish orange armour, the head being a flat oval with odd protusions projecting here and there.

