

Vigilant Peeper

(250 Points)

Type: Monstrosity

Sub Type: -

Size: Medium

Move: 8" Fly

Vigor Bonus: +35

B 20, A 25, E 25, M 25, S 25, C5, L 10

PRSB + 7

MRSB + 5

DefB (+40); MCB (+25 bite or +35 Grapple bite) / RCB (+25 base) / IM+ 25

Special Abilities / Attacks: 360 vision, can use a number of spells per round as a (S*) equal to MRSB, Innate Arcane senses and see talents

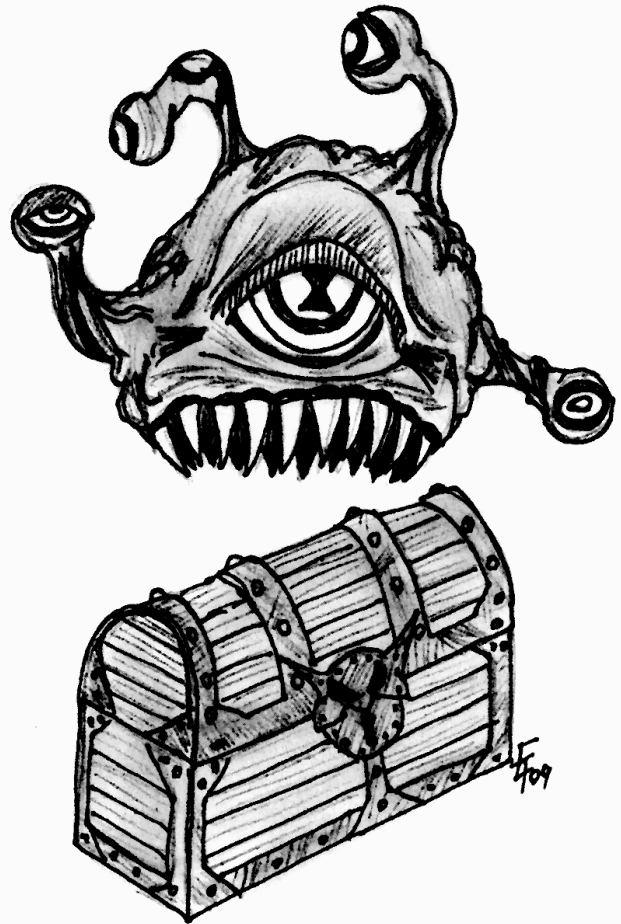
Skills: Observe +40 (+45 w/ Arcane Senses)

Gear: none

Treasure Rating: Haphazard (plus whatever they are assigned to guard usually counted as Hoarder if guarding valuable items)

Lore Rating: +35 Obscure

Talents: (Sp) **Innate Spell Parry** (The Creature may Instantly Avoid a single Spell or Spell-like Effect that targets it, including AOE Spell Effects. The Creature may use this talent Once Per Encounter for every 100 Build Points it is); **Eagle Eyed** (+5 to all Observe Tests); **Basic Flight** (gains fly Speed equal to size); **Hover in Place** (Allows creature to stay flying in one place without requiring a (Me) action); **360 Vision** (May Observe all around as a single test, gains Immunity to Gang Up, 360o LOS); **Thick Hide 10** (gains natural armor bonus equal to rating); **Hardened Skin 10** (gains vigor bonus equal to rating); **Magic Resistance 5** (gains a bonus to resist harmful magical attacks and effects equal to rating); **Razored Attack (bite)** (Creature's bite attack counts as ARMOR PIERCING); **Vice-like Grip (bite)** (+10 Bonus to grapple attacks and injury rolls); **Multi Spell Slinger** (May cast a number of Spells or Spell-like talents that require a (S) casting action or less equal to MRSB in a single round as a (S*) action. Total Circles may not exceed MRSB, example: a creature with an MRSB of +7 may cast a single Circle 7 Spell, or a one 5th and 2 1st or any combination even multiples of the same spell that does not exceed 7); **Innate ARCANE SENSES** (as spell but counts as always on, no Drain or modifiers); **Immunity to Fear** (Creature is IMMUNE to FEAR Effects and



Attack), **Innate Spell Caster** (gains Mind caster talent and does not suffer drain for Effects for using In-Born Spell-like Abilities); **In-born Spell-lock Spell-like Talents** (3 1st Circle, 1 2nd Circle, 1 3rd Circle spells note each In-born spell has a base cost of 4pts per Circle); **Night Eyes, Improved Night Eyes, Delver's Eyes** (24" Night Vision); **No Land Movement (Flaw)** (creature has a 0" Land Based Move); **Bound Guardian (Flaw)** (The Creature can never be more than 12" away from the object or area it has been assigned to guard, if it is ever more than 12" away it may take no actions (except Me actions) until it returns to within 12" of the object or area it is charged with guarding.

Templates: none

Max Core Ability Caps: B25, A 30, E 30, M 30, S 30, C 20, L 20 / VB +60 (These are the maximum values that you may increase the creature using Build Points)

Description: Peepers are a purple fleshy orb about the size of a large human torso. They have a large central eye and four smaller eyes on stalks. Each eye is a different color and had an hourglass shaped pupil. The underside of a

peeper is leech-like maw of dagger-like teeth.
They move about by magical flight.

Environment: Ruins, dungeons, crypts any place that has or is valuable

Personality / Behavior: Peepers are thought to have been created by long dead warlocks, though the exact nature of these strange creatures is truly unknown. A peeper will guard whatever object (such as a chest or magic sword) or area (such as a tomb or tower entrance) to the best of their ability, even if it means their death. They will remain floating on ever watchful patrol, sometimes for decades, going without food or drink until they are released by their master, given another task by their master or killed. They are unable to leave the area they guard, no matter if it is detrimental to them or not.

All Peepers have a highly functioning mind and many magical abilities at their disposal with which to defend their charge.

Tactics: Peepers will eliminate any potential target that they encounter, using their spell-like abilities to best advantage, eliminating what threats they perceive as the most powerful non magical threats first, relying on their spell parry ability to help them survive spell attacks. They cannot be swayed from their task by any means save slaying them. They can be tricked, but their high mental abilities makes this almost as difficult as killing them

most time only a single peeper will be encountered, but on rare occasion a pair or a trio of these creatures will work together to protect a single highly valued object or area.

Treasure: They will use any treasure that happens to aid them in their duties, except any they guard, that they will never touch.