

Hellions (Best67)

Hellions have a base Stealth of 10, Perception of 8 (Darksight), and cause a 1d8 fright attack (although an optional table is included below, should GMs wish to determine a random fright attack strength for their Hellion). The Hellion's appearance is left entirely to the GM's imagination, but everything else about the Hellion can be generated by rolling once on each of the following tables:

d100	Special Abilities
01-06	Venomous (normal strength poison)
07-09	Evil Eye (p87)
10-11	Invisible
12-24	Able to fly
25-30	Surprise on 1-4 on 1d6
31-40	Dragonbreath (p80)
41-49	Carries disease
50-57	Touch causes Curse (p82)
58-62	Immune to normal weapons
63-70	Mesmerism (as vampire – Best84)
71-77	Shapeshift at will
78-80	Gaze causes petrification (as gorgon - SG17)
81-85	Regenerate 1HP per round
86-90	Can see invisible
91-95	Roll twice
96-99	Roll three times
100	Other power at GM's discretion

d100	Attack	Defence
01-18	14	6
19-30	15	7
31-40	16	8
41-58	17	9
59-72	18	10
73-75	19	11
76-80	20	12
81-84	19	13
85-88	21	13
89-91	20	14
92-93	22	14
94-95	21	15
96	22	16
97	23	17
98	24	18
99	25	19
100	26	20

d100	Natural Weapon
01-35	d6, 3
36-60	d8, 4
61-68	d8, 5
69-78	d10, 4
79-89	d10, 5
90-95	d12, 4
96-98	d12, 5
99-00	d20, 6

d100	Armour
01-10	AF 1
11-20	AF 2
21-35	AF 3
36-55	AF 4
56-70	AF 5
71-85	AF 6
86-95	AF 7
96-99	AF 8
100	AF 9

As the above table is quite short, some suggestions for other special abilities could include:

- Increased fright attack strength.
- Increased stealth and/or perception.
- Able to summon infernal allies from the nether realm (one or more hell hounds or hellrots, for example).
- Other spell-like abilities caused by successful melee attacks, such as:
 - Weaken (p80)
 - Disease (p82)
 - Transfix (p84)
 - Imperil (p107)
 - Turncoat (p110)
- Reduce all damage dealt to the Hellion by 1 (or more) HP.
- Break apart into multiple smaller Hellions.
- Additional attack per round.
- Cause weapons that strike the Hellion, or armour it strikes, to degrade with each hit (-1 damage or -1 AF) until entirely destroyed (damage or AF reduced to zero).
- Additional Magic Points (if a spellcaster).
- Spits venom like a winged snake (Best44).
- Whip attack like the Malgash (Best70).
- Raise slain enemies as fresh zombies (Best87).

d100	Magic Attack	Magic Defence
01-40	2d8+6	2d4
41-70	4d6+4	2d6
71-85	6d6	3d6
86-95	4d12	4d4
96-00	3d8+16	2d12+5

d100	Spellcasting Ability
01-60	None
61-65	1 st Rank Sorcerer
66-70	2 nd Rank Sorcerer
71-74	3 rd Rank Sorcerer
75-78	4 th Rank Sorcerer
79-82	5 th Rank Sorcerer
83-87	6 th Rank Sorcerer
88-92	7 th Rank Sorcerer
93-95	8 th Rank Sorcerer
96-97	9 th Rank Sorcerer
98	10 th Rank Sorcerer
99	11 th Rank Sorcerer
100	12 th Rank Sorcerer

d100	Move	Evasion
01-10	10m	3
11-25	12m	4
26-50	15m	5
51-75	20m	6
76-90	25m	7
91-00	30m	8

d100	Health Points
01-15	1d6
16-35	1d6+4
36-55	2d6+5
56-75	3d6+6
76-85	4d10
86-90	5d6+8
91-95	6d10
96-00	8d10

OPTIONAL TABLE:

d100	Fright Attack
01-10	None
11-20	1d6
21-70	1d8
71-80	1d10
81-90	1d12
91-95	2d6
96-99	2d8
100	3d6