

Ambulator

By Rafael Chandler (from the "Teratic Tome")

FREQUENCY: Rare

NO. APPEARING: 1 / 2-12

ARMOR CLASS: 3/9

MOVE: 12"

HIT DICE: 3+3

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d12

SPECIAL ATTACKS: None

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard (see below)

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: M (5' tall)

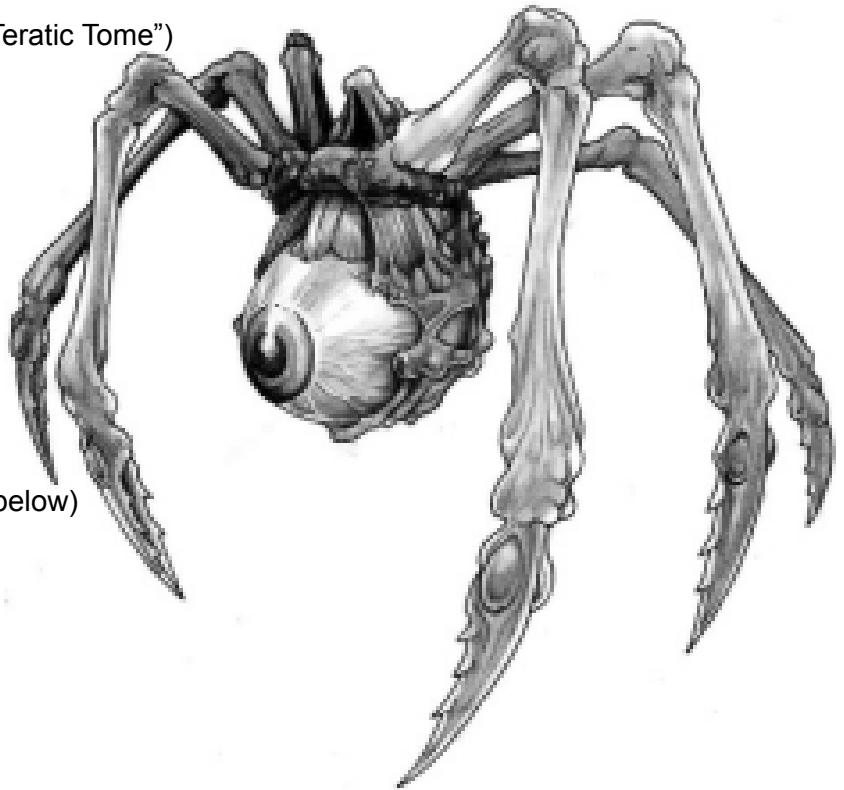
PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: IV/105+3/hp

2e stats:

THAC0: 16



Built by the lunatic sorceress Shauva Tiridan, ambulators were fashioned from the eyes of Audiences (q.v.), which she harvested by hand, and the bodies of giant spiders. Combining these parts by means of a heinous ritual, Tiridan created her legion of spies, which she used to keep tabs on her enemies throughout the realm.

After her death, the ambulators continued to crawl through tunnels and over rooftops, observing the habits of all they encountered. At any time, the ambulator can cast *Invisibility* on itself, remaining hidden from view for a period of 24 hours, at which point the spell wears off and the creature blinks into view; eventually, its primitive brain reminds it to cast the spell once again, but by this time, it may have been spotted.

If confronted, the lone ambulator will attack, and will fight to the death. Its body has an armor class of 3, and its eye, which has 15 hit points, has an armor class of 9. If the eye is destroyed, the creature is blind, and can no longer cast *Invisibility*.

Any other ambulators in the area (between 2 and 12) will swarm to the site of the conflict, lending their counterpart a hand. In a city with a large population of ambulators, this can lead to a veritable swarm of attackers.

If a *Charm Monster* spell is cast on an ambulator, it will not be able to perform any kind of saving throw, and will become permanently attached to the spellcaster. Obedient until death (or until someone else casts charm monster on it), the ambulator will follow, or even scout ahead, returning to scrawl crude diagrams with a claw, depicting ambushes or enemy positions.

Ambulators carry no treasure, but an audience will pay dearly for an ambulator eye.