

Ferrite, Winged Assassin

by DM Superelf. Photoshopping also by DM Superelf.

FREQUENCY: Uncommon in the Iron Kingdom,
Rare in Thendrax deepearth, unknown
elsewhere

NO. APPEARING: 1, 20% chance of 2-4

ARMOR CLASS: 6

MOVE: 11"/24"

HIT DICE: 5

% IN LAIR: 5%

TREASURE TYPE: (possibility of magic daggers)

NO. OF ATTACKS: 2 (weapons)

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Backstab, surprise on a 1-3

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 55%

INTELLIGENCE: Highly to Exceptional

ALIGNMENT: Lawful evil

SIZE: M (6' to 6½' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: V/400+5/hp

One of the various types of winged aliens that makes up the army of the Iron Kingdom, Winged Assassins can backstab as a 5th level thief (i.e. triple damage), and function as a supplement to some of the main army "grunt" units, commonly referred to as Winged Slayers.

(A number of the various winged aliens of the Iron Kingdom have been kidnapped and "re-programmed" to function as loyal warriors of Thendrax, ruler of the county of the same name in the Gypsy Lands).

A Winged Assassin typically likes to glide in silently from behind and attack with its 2 long knives (d1-6/1-6), backstabbing if possible. 25% of these knives will be equivalent to a +1 magical weapon; 5% of them will be +2. As they plunge their knives in, they often will emit a loud, piercing "Scree!!!" call.

Winged Assassins lair in the strange, tall, spire-like trees that have appeared in the Iron Kingdom since the invasion of the Ferrites. They sit in the manner of a gargoyle and fold their wings over themselves and sleep, balancing on a tree limb. Often this will be the same limb that a [Winged Soultaker](#) hangs suspended from.

