

Species, Breed: Vulture, Giant

Type: Not applicable.

Class: Monster (avian)

Align: Evil (apathetic)

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D6

Experience points: 10 x level.

Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 36

Coordination: 32

Dexterity: 36

Intelligence: 25

Mental-strength: 35

Strength: 48

Wisdom: 20

Movement:

Flying: 36

Grounded: 12

Swimming: Can't

Luck: 72

Oxygen-points: 105

Blood-points: 108

Attack descriptions

Bite: 1

Damage: 1-D12 x3 +5

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x4 +5

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 32

Offense: 36

Damage-Points: Roll 3-D10 +5 x level

Treasure: %Roll needed to have money and treasure:

55+

If this creature has treasure, it will be feeding upon a fallen creature. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature is feeding upon the already fallen corpse of a Dune Wolf: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: Yes.

Description: This creature looks exactly like the Common Vulture, yet it is giant in size.

Eye color: Black.

Eye shape: Medium and round.

Feather color: Black.

Height: 10'-0"

Length: 12'-0"

Skin color: Red.

Skin texture: Leathery and wrinkled.

Posture: Avian (Birds, or relating to the family of birds).

Weight: 280 lbs.

Wing contour: Feathered.

Wingspan: 24'-0"

Dislikes: Fire.

Disposition: These scavengers are quick to catch the scent of a dead and decaying body. If a creature is dying, it will kill and devour it. This creature is has human intelligence, and so does not kill for the mere pleasure of killing. Indeed, this creature may aid a person in peril . . . of course, for something in return.

Fears: Fire.

Habitat: Desert (Savanna).

Immunities: None.

Life-span: 1 age (1,000 years).

Likes: Thieves and assassins strike a soft spot in the heart of this creature.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: None.

Special Abilities: Modification-points: Each will have a 10% chance of having modification-points as follows: $3\text{-D}20 + 2\text{-D}6 + 1$ per 2 levels advanced (exactly as a player character rolls for modification-points each level). These points can be used to learn any of the following classes: Assassin, Necromancer, Thief. All prerequisites must be met for building this creature encounter.

A Giant Vulture with class abilities and spells is known as a Greater Vulture.

Tracking: This creature has a 91% chance to pick up and follow the scent of the dead to its source, even at a great distance (15 leagues (45 miles)).

Special Defenses: Resistances: Disease: 50%, Sickness: 92%.

Special Offenses: See: "Special abilities"

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.