

Species, Breed: Gleighdor, Arikan (Vulture)

Type: Race

Class: Monster (Mammal)

Align: 01-70 = Evil, 71-00 = Good

Gender: 01-50: Female, 51-00: Male

Level: 1-D30+ 1

Number encountered: 3-D10

The number encountered will be outside a Gleighdor dwelling place. If within the boundaries of their homeland, the number encountered will be 3-D10 +4 x3. To see if a Gleighdor dwelling has been discovered roll a 91+.

Experience points: 25 x level.

Characteristics

Awareness: 30 (when sensing dead creatures, the Arikan Gleighdor's Awareness will be: 60)

Charisma: 13

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 16

Mental-strength: 24

Strength: 24

Wisdom: 16

Movement:

Flying: 36

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 72

Blood-points: 75

Attack descriptions

60 Lb. Recurve Bow: 1-D10 + 2-D4 / 40 space (200') / Sharp attack

or:

2 Daggers: 1-D4 +1 / 1 space (5') / Sharp attack

or:

1 Broad-tipped Long Spear: 3-D12 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D10

Bronze: 60+ to have 1-D10

Silver: 70+ to have 1-D10

Electrum: 80+ to have 1-D10

White-gold: 90+ to have 1-D10

Yellow-gold: 95+ to have 1-D10

Black-gold: 99+ to have 1-D10

Treasure item(s):

Common: 40+ to have 1-D6

UnCommon: 60+ to have 1-D6

Rare: 80+ to have 1-D4

Legendary: 99+ to have 1-D4

Description:

Annihilation Strike?: Yes

Description: Height: 6'-0", Weight: 165 Lbs., Wing span: 18' 0", Wing contour: As a Vulture's, Skin color: Beige, Skin texture: As a Human's, Hair color: Black, Eye color: Black, Eye shape: As a human's with a hint of the look of a bird, Posture: Biped.

Dislikes: Other scavengers.

Disposition: This creature is a scavenger that feeds off of the spoils of the dead. As the true vulture eats the bodies of the fallen, the Arikan Gleighdor has a heightened sense of the dead, and can locate corpses and bodies of all types of creature instinctively. Even though the Arikan Gleighdor does not eat the bodies of the fallen, he or she can locate them, possibly scavenging treasure items, and items of importance, from the diseased.

It is natural for the Arikan to follow the path of the Necromancer.

Fears: These creatures are terribly claustrophobic; they fear being imprisoned in any way.

Habitat: Deserts (all types). This race type is found thriving in many regions.

Immunities: None.

Life-span: 115 years.

Likes: The studies of the Necromancer. The Arikan Gleighdor has a special affinity towards the abilities and spells of the Necromancer path. See: "Special abilities"

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Augment Bone: When raising a skeleton to serve the Arikan Gleighdor, the skeleton raised will always be one level higher than normal. Example: Animated Bones1 would actually be raised as Animated Bones 2. Animated Bones2 would be raised as Animated Bones 3. Animated Bones3 would be Animated Bones 4. Animated Bones4 would actually be raised as Animated Bones 4, but the skeleton will have +2 damage-points x its level and +1 necromancer spell.

The Arikan Gleighdor will have 2-D6 +1 modification-points, per 2 levels advanced, to spend on necromancer abilities and spells, excluding any and all seeker and/or trade-skill ability prerequisites (the Arikan can choose directly from the "Adventurer Abilities").

Bird Speech: The Arikan Gleighdor can speak to, and can understand, all forms of bird language.

Special defenses: Undead-fear Resistances: The Arikan Gleighdor has the amazing ability to completely resist the fear effects that undead NATURALLY shed as follows: 1% per 2 levels advanced. Maximum chance: 60%

If the fear of an undead threatens to effect this creature, first check this resistance, then any other as ruled in-game.

Special offenses: As "Special Abilities".

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.