

Species, Breed: Gleighdor, Karritch (Crow)

Type: Race

Class: Monster (Mammal).

Align: 01-50 = Evil, 51-00 = Good (apathetic).

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

Level: 1-D30 +1

Number encountered: 1-D12

The number encountered will be outside a Gleighdor dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D12 +3 x10. To see if a Gleighdor dwelling has been discovered roll a 91+.

Experience points: 25 x level.

Characteristics

Awareness: 34

Charisma: 24

Constitution: 30

Coordination: 34

Dexterity: 34

Intelligence: 20

Mental-strength: 25

Strength: 26

Wisdom: 16

Movement:

Flying: 36

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 60

Blood-points: 75

Attack descriptions

60 Lb. Recurve Bow: 1-D10 + 2-D4

Range: 40 spaces (200')

Attack type: Sharp

or:

2 Daggers: 1-D4 +1

Range: 1 space (5')

Attack type: Sharp

or:

1 Broad-tipped Long Spear: 3-D12

Range: 1 space (5')

Attack type: Sharp attack

Defense: 34

Offense: 34

Damage-Points: Roll 1-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x7

Bronze: 15+ to have 1-D12 x6

Silver: 20+ to have 1-D12 x5

Electrum: 25+ to have 1-D12 x4

White-gold: 30+ to have 1-D12 x3

Yellow-gold: 50+ to have 1-D12 x2

Black-gold: 70+ to have 1-D12

Treasure item(s):

Common: None.

UnCommon: 80+ to have 1

Rare: None.

Legendary: None.

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a human with wings.

Eye color: Black.

Eye shape: As a Human's, yet slightly slanted with a pupil like that of a crow.

Hair color: Black.

Hair texture: As a Human's.

Height: 5'-0"

Skin color: Beige.

Skin texture: As a Human's.

Posture: Avian-biped (like an animal with two feet with wings).

Weight: 135 lbs.

Wing contour: As a Crow's.

Wingspan: 15'-0"

Dislikes: Cats. See: "Susceptibilities".

Disposition: This creature is a thief, a kleptomaniac; it is their nature to steal objects that catch their eye.

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

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

Immunities: None.

Life-span: 115 years.

Likes: Collecting things. These creatures are terribly greedy.

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Bird Speech: The Karritch Gleighdor can understand and speak all forms of bird language.

Flight Stealth: The Karritch Gleighdor has the same chances at moving undetected while descending in flight, as it does while Stealthing on the ground. See: "Stealthing".

Night-Vision: The eyes of the Karritch Gleighdor adjust rather quickly after being subjected to darkness as follows:

On the 1st turn after being subject to darkness: -30 on Awareness, Defensive and Offensive rolls.

On the 2nd turn after being subject to darkness: -10 on Awareness, Defensive and Offensive rolls.

Sixth Sense: This is exactly as the assassin ability, "[Resist Stalker](#)". Sixth Sense can be used without expending ability-points to invoke, but all rulings apply when using it.

Stealthing: This is exactly as the Thief ability, "[Move Undetected](#)". Stealthing can be used without expending ability-points to invoke, but all other rulings apply when using it. See: "Flight Stealth".

Special Defenses: Stalker's Premonition: This is exactly as the assassin ability, "[Resist Stalker](#)". Stalker's Premonition can be used without expending ability-points to invoke, but all other rulings apply when using it.

Special Offenses: Ambush: This is exactly as the assassin ability, "[Assassin's Move](#)". Ambush can be used without expending ability-points to invoke, but all other rulings apply when using it.

Susceptibilities: Feline Sensitivity: When a lethal cat is encountered, the Karritch Gleighdor will be inflicted with a -10 Defense and Offense.

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