

Species, Breed: Elf, Mirellian

Type: Race

Class: Monster

Align: Evil.

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

Level: 1-D30+ 1

Number encountered: 1-D4

The number encountered will be outside a Mirellian dwelling place. If within the boundaries of their homeland, the number encountered will be up to 300. To see if a Mirellian Elf dwelling has been discovered roll 000.

Experience points: 150 x level.

Characteristics

Awareness: 25

Charisma: 24

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 20

Mental-strength: 30

Strength: 20

Wisdom: 20

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 50

Oxygen-points: 90

Blood-points: 75

Attack descriptions

1 Bow (recurve): 1-D10 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 05+ to have 1-D10

Bronze: 05+ to have 1-D10

Silver: 05+ to have 1-D10

Electrum: 05+ to have 1-D10

White-gold: 05+ to have 1-D10

Yellow-gold: 10+ to have 1-D10

Black-gold: 10+ to have 1-D10

Treasure item(s):

Common: None.

Uncommon: None.

Rare: 25+ to have 1-D8

Legendary: 51+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 5' 6", Weight: 120 Lbs., Skin color: Black, Skin texture: Smooth soft, Hair color: Black, Eye color: Black, Eye shape: Medium sized and oval, Posture: Biped.

Dislikes: Sardakk Elves.

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Dark forest.

Immunities: None.

Life-span: 12,000 years.

Likes: Power and the darkness of shadows.

Needs: Discretion of the G.M.

Note: Mirellians are the darker hearted elves, always on the lookout for a good fight. Not too much is known about this breed of Elven-kind.

Special Abilities: ***Full night-vision:*** after being subjected to darkness for more than 1 turn (5 seconds).

Mirellian Shift: A Mirellian Elf can merge with shadows, actually becoming shadow itself, leaving no scent nor trace of his or her presence. While in Shadow State the Mirellian Elf can verbally communicate with others, his or her voice sounding distant (as a whisper on the wind). The Mirellian Elf can actually be passed directly through as if made of shadow. If a creature passes through a Mirellian Elf while in Shadow State a successful avoidance-roll vs. "Awareness" will give a sense of being watched. Mental-strength x2 +1 per 5 levels above 0 = roll (or below) needed to successfully Shift. When cloaked within shadow, a Mirellian Elf can neither attack, nor be attacked physically. This ability can be attempted once per turn. When coming out of the Mirellian Shift, he or she must successfully make a avoidance-roll vs. "Constitution" or this ability will be lost for 1-D20 days.

If a WILLING person is physically held close, a Mirellian Elf can take him or her into Mirellian Shift as well, but that person must make a successful avoidance-roll vs. "Mental Attack" or become panicked, unable to function mentally the entire time. After a person has been brought back out of Mirellian Shift, he or she must successfully make an avoidance-roll vs. "Paralysis", or lose 1-D4 points of charisma permanently (due to the Mirellian Shift not quite restoring him or her properly). Every time a person is brought in and/or out of the Mirellian Shift, he or she will gain +10 to the avoidance-roll vs. "Mental-attack" and "Paralysis" checks from then on.

Special defenses: None.

Special offenses: ***Fear Leach:*** Sense and feed from others fear. This will cause Mirellian Elf to heal at (up to) x10 the normal rate of healing (G.Ms. discretion -- the level of fear that is absorbed, the higher the rate of healing). Fear Leach will, if the Mirellian Elf is perfectly sound mentally, spiritually, and physically, feed the Elf with energy (again, the amount of energy that will be granted depends upon the level of fear felt).

Susceptibilities: None.

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