

Species, Breed: Elf, Amalagon

Type: Race

Class: Monster (mammal)

Align: %Roll: 01-50: Evil, 51-00: Good

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

Level: 1-D30+ 1

Number encountered: 1-D12

The number encountered will be outside an Amalagon dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x 4. To see if an Amalagon Elf dwelling has been discovered roll a 99+.

Experience points: 50 x level.

Characteristics

Awareness: 25

Charisma: 16

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 20

Mental-strength: 26

Strength: 20

Wisdom: 20

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 80

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: 66+ to have 1-D100 x 6

Bronze: 71+ to have 1-D100 x 3

Silver: 76+ to have 1-D100

Electrum: 81+ to have 1-D100

White-gold: 86+ to have 1-D100

Yellow-gold: 91+ to have 1-D100

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: 60+ to have 1-D8

Uncommon: 80+ to have 1-D6

Rare: 90+ to have 1-D4

Legendary: 98+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 4' 6", Weight: 90 Lbs., Skin color: Beige; Skin texture: Smooth soft; Hair color: Auburn with a tint of green; Eye color: Emerald-green, Eye shape: Small sized and sharply slanted; Posture: Biped.

Dislikes: Unknown

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Jungle.

Immunities: None.

Life-span: 12,000 years.

Likes: Unknown

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Camouflage Blending: An Amalagon remain hidden, as if he or she were a Forest-Knight with the Camouflage Blending ability. This can be preformed at will, but will cost the same amount of ability-points to use as if he or she was a Forest-Knight.

Night-vision: after being subjected to darkness for more than 1 turn (5 seconds).

Traps and Snares: Expert in setting natural traps and snares (See the Trade-Skill: "Trapper, Legendary"). Prerequisite(s): "Thief"

Special defenses: Poison-resistance: 1% per level advanced (poison will have only a 50% effect upon an Amalagon Elf if Poison-resistance works.

Special offenses: None.

Susceptibilities: None.

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