

Species, Breed: Bird, Raven, Black

Type: Not applicable.

Class: Undead (avian).

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1 Note: This creature will be level #1 if it is summoned as a necromancer's familiar.

Number encountered: 1-D4 +1

Experience points: 8 x level

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 9

Mental-strength: 60

Strength: 14

Wisdom: 9

Movement:

Flying: 27

Grounded: 9

Swimming: Can't

Luck: 36

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions

1 Bite: 2-D10 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D10 / 1 space (5') / Sharp attack

or:

1 Dive attack: 3-D10 / 1 space (5') / Sharp attack

Defense: 35

Offense: 35

Damage-Points: Roll 3-D8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 3-D20

Bronze: 51+ to have 2-D20

Silver: 72+ to have 1-D20

Electrum: 93+ to have 1-D10

White-gold: 94+ to have 1-D8

Yellow-gold: 95+ to have 1-D6

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1

UnCommon: 90+ to have 1

Rare: None.

Legendary: None.

Note: Any Treasure found will be found within the nest and will be small enough for it to have carried.

Description:

Annihilation Strike?: No.

Description:

Height: 1' - 6"

Weight: 12 lbs.

Wingspan: 4' - 6"

Color: Ashen-black.

Skin texture: Feathery.

Eye color: Black.

Eye shape: Small and round.

Dislikes: Unknown.

Disposition: Even though this creature is undead, it is naturally cunning by nature, always watchful for a reason . . . they remember. Unlike the living raven, these are quiet . . . silent.

Fears: Unknown.

Habitat: Forest (Common), though they are found in many regions and settings.

Immunities: Charms, Disease, Pain, Sickness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Shiny objects. This undead is a thief, just as its living cousin is a thief. They crave coins, jewelry and all manner of treasure. Anything they can carry, will be flown back to their lair, which is most always a large hollow in the largest dead tree that can be found.

Needs: None.

Note: Cats have an uncanny attraction to those inflicted with the Undead Sickness. They have also been known to ban together in large numbers and attack creatures inflicted with this temporary sickness, for felines are known to hold a strong hatred and malice for the effected.

One interesting use for Raven Fungus is in the hunting, or close study of, Undead. While this sickness is in effect, the stricken will develop a sort of apathy against undead creatures. When encountering an undead creature while inflicted with Raven Fungus, the undead must make a successful avoidance-roll vs. "Faith" or be unconcerned with the one stricken with undead sickness for the duration of the sickness.

If the one stricken with Raven Fungus attacks, or attempts to plunder the lair of an undead, this apathy will develop into what is known as Undead Rage, in which the undead will have the following adjustments as it attacks:

1. +2 attacks per turn.
2. +4 movement
3. +15 to both defense and offense.

Special abilities: This creature can understand the following languages, though cannot speak (unless it becomes a necromancer's familiar): Dwarf (all breeds), Elf (Aldarian, Mirellian and Vosk), Human, Leviathan, Shallant.

Special defenses: None.

Special offenses: Raven Fungus: Within the talons of the Black Raven grows a filthy mold. If this mold gets into a wound, it will transform its victim into an undead for 24 hours per wound inflicted. This Undead Sickness will be temporary, but has no known cure but time.

While cursed with this sickness, the victim will become pale, though no other personal side effects will be felt until the sickness wears off.

The victim of this sickness will not develop rotten flesh, but will simply become pale, for this is a sickness and not actual undead status.

See: "Note"

Susceptibilities: Cats will gain +1 attack per turn against this creature.

Weapon susceptibility: Rank-1 (or better) weapon to harm.