

# Species, Breed: Dog, Nashuri

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D8 +5 x5 See: "Note".

Experience points: 20 x level. 0 experience for pups.

## Characteristics

Awareness: 55

Charisma: Not applicable.

Constitution: 35

Coordination: 35

Dexterity: 35

Intelligence: 4

Mental-strength: 35

Strength: 30

Wisdom: 4

## Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 25

Oxygen-points: 105

Blood-points: 105

### Attack descriptions

Bites: 3

1-D12 x5

Range: 1 space (5')

Attack type: Sharp.

or:

Poison-Spit: 1

See: "Special Offences"

Defense: 35

Offense: 35

Damage-Points: 2-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

None

**Annihilation Strike?:** No. Yes, if guarding their young.

**Description:**

**Eye color:** Emerald-green.

**Eye shape:** Medium-sized and slanted.

**Fur color:** Auburn-green mix.

**Fur texture:** Course.

**Height:** 3'-0"

**Length:** 6'-0"

**Posture:** Quadruped (like an animal with four feet).

**Weight:** 165 lbs.

**Dislikes:** Unknown.

**Disposition:** These creatures are shy. They hunt only what they have instinctively hunted for time out of mind (larger birds, snakes, reptiles, and especially wild vegetables and fruits (of which they have a strong desire for). The pack of Nashuri are highly family oriented, and work well together in all walks of life.

One rare trait among these creatures is there is absolutely no quarreling or fighting. In the canine world, this is unheard of.

**Fears:** Mankind.

**Habitat:** Jungle.

**Immunities:** Poison (all forms).

**Life-span:** 27 years.

**Likes:** Wild vegetables and fruits.

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** These dogs are highly trainable before they are fully developed (about one year). After one year the Nashuri are only workable at the hands of the character class, "Trainer".

In a den of Nashuri, there will be the following: 30% male, 50% female and 20% young. The females are considered as males when fighting. When guarding their young the following adjustments will be used:

+10 Defense and Offense.

+2 bites

Also See: "Special Offenses". for the females with pups concerning their poison ability.

Pups:

Bite: 1

Damage: 1-D4

Range: 1 space (5')

Attack type: Sharp.

Defense: -6

Offense: -12

Move: 6

D.P.: 1-D10 points each.

**Special Abilities: Poison Harvest:** The poison these dogs spit is not a naturally produced saliva or venom, as is the case with other creatures. The den will always be in sight of a Ulimarr Tree. The pack instinctively seeks out this tree to burrow a den near. All discarded bones are placed at the base of this wide-leafed tree.

As the bones molder, a jungle mold in the form of tiny, uneven beads of soft clay-like fungus begin to spot the entire surface of the bones. The Amalagon Elves call this fungus call this mold "Sethna Uilia", meaning "Long Sleep".

Once an animal has been taken down, it will be brought back to the den to be eaten. When the pack has finished eating, the females will take the bones out to the base of the Ulimarr Tree and half bury them. At times they are painfully slow at getting the bone as close to the tree as they can, for the females are very picky about their placement, and the pups like to play with them, making it difficult at times to keep. The pups are allowed a bone or two, but are harshly reprimanded by the adult females if they become a nuisance. The female pups are allowed to help the adult females, for one day they will instinctively do the same.

As this task is undertaken, the male adults keep a vigilant lookout, keeping the pack safe, and keeping the male pups out of the way of the females. To help with matters, the male pups are allowed to "steal" a tasty bone and make a quick get-away (which allows the females to complete their job).

The Ulimarr Tree excretes a certain chemical into the ground called "Simnar", which slowly saturates the bones over a period of time (usually about 1 year, depending on the moisture received (the more rainfall the faster the process). This encourages the growth of the fungus upon the bones surface.

After a time the bones are collected into the den and eaten now and then. Uniquely, the females are the ones who give their mates a bones infested with this fungus. A female will always guard the stack of bones with the fungus present upon the surface, for if the pups eat them before they are 6 months old, it will kill them.

It will take 1-D4+1 months for this poison to clear out of a Nashuri's system, in which time-frame there are no withdrawals or side-effects. At the end of 1-D4 +1 months, it will no longer have this ability (but it can cultivate this poison ability by eating prepared bones for 1-D4 +1 days).

**Tracking:** This creature has a 90% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 3-D4 hours. At the end of 3-D4 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Special Defenses: Fear-Resistance: 70%

**Special Offenses: Poison-spit:** Range: 10 spaces, +20 to offense when spitting. This poison will take effect in 1-D6+1 turns. The following are the effects of Poison-Spit:

**Poison effects if hit in the eyes:** A successful avoidance-roll vs. "Poison" must be rolled or creature will be completely blinded in 1-D6+1 turns. Blindness duration: 1-D12 x7 hours.

**Poison effects if it hits the body (armor or not):** A successful avoidance-roll vs. "Poison" must be rolled or creature will be penalized for -15 on Defense and Offensive rolls in 1-D6 +1 turns. Defense/Offense duration: 1-D12 x2 hours.

**Poison effects if bitten and wounded:** A successful avoidance-roll vs. "Poison" must be rolled or creature will be penalized for -30 on Defense and Offensive rolls in 1-D6 +1 turns. Defense/Offense duration: 1-D12 x4 hours.

**Susceptibilities:** Hot weather causes partial heat exhaustion (-10 to Defense / Offense and -3 movement).

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.