

Species, Breed: Gleighdor, Shiim (Raven)

Type: Race

Class: Monster (Mammal)

Align: 01-10 = Evil, 11-00 = Good

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 x3. To see if a Gleighdor dwelling has been discovered roll a 91+.

Experience points: 25 x level.

Characteristics

Awareness: 36

Charisma: 17

Constitution: 27

Coordination: 28

Dexterity: 28

Intelligence: 16

Mental-strength: 19

Strength: 30

Wisdom: 13

Movement:

Flying: 33

Grounded: 11

Swimming: 3

Luck: 100

Oxygen-points: 57

Blood-points: 81

Attack descriptions

90 Lb. Recurve Bow: 1-D10 + 3-D4 / 40 space (200') / Sharp attack

or:

2 Daggers: 1-D4 +2 / 1 space (5') / Sharp attack

or:

1 Broad-tipped Long Spear: 3-D12 +2 / 1 space (5') / Sharp attack

Defense: 28

Offense: 28

Damage-Points: Roll 1-D10 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 39+ to have 1-D10

Bronze: 49+ to have 1-D10

Silver: 59+ to have 1-D10

Electrum: 69+ to have 1-D10

White-gold: 79+ to have 1-D10

Yellow-gold: 89+ to have 1-D10

Black-gold: 98+ to have 1-D10

Treasure item(s):

Common: 29+ to have 1-D8

UnCommon: 49+ to have 1-D4

Rare: 69+ to have 1-D4

Legendary: 89+ to have 1-D4

Description:

Annihilation Strike?: Yes

Description: Height: 6'-0", Weight: 170 Lbs., Wing span: 18' 0", Wing contour: As a Raven's, Skin color: Beige, Skin texture: As a Human's, Hair color: Black, Eye color: Black, Eye shape: As a human's with a hint of the look of a bird, Posture: Biped.

Dislikes: Cats.

Disposition: This creature is a thief, a kleptomaniac; it is their nature to steal objects that catch their eye. But unlike the Karritch (crow), they are more formidable fighters, if not as smart and wise about it.

Fears: Being stolen from.

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 Shiim Gleighdor can speak to, and can understand, all forms of bird language.

Flight Stealth: The Karritch Gleighdor has the same chance at being undetected while flying and grounded.

Thieving / Sneaking Abilities: The Shiim Gleighdor will have 2-D6 +1 modification-points, per 2 levels advanced, to spend on thieving and fighting abilities of the following classes: Thief and Warrior, excluding any and all seeker and/or trade-skill ability prerequisites (the Shiim can choose directly from the "Adventurer Abilities"). These abilities will be based on being grounded (with the exception of "Flight Stealth" adjustments).

Special defenses: As "Special Abilities".

Special offenses: As "Special Abilities".

Susceptibilities: None.

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