

Species, Breed: Ardenoth

Type: Not applicable.

Class: Fiend (mammal).

Align: 01-50: Evil, 51-00: Good.

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

Level: 1-D30+1

Number encountered: 1

The number encountered will be outside an Ardenoth civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +100. To see if an Ardenoth dwelling has been discovered roll a 99+

Experience points: 75 x level.

Characteristics:

Awareness: 47

Charisma: Females: 60, Males: 40

Constitution: 41

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 60

Strength: Females: Strength: 50, Males: Strength: 60

Wisdom: 30

Movement:

Flying: Can't.

Grounded: Females: 14
 Males 15

Swimming: Females: 4
 Males 5

Luck: 100

Oxygen-points: 180

Blood-points: 123

Attack descriptions:

Vampiric bite: 1

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp.

Note: This bite can be withheld to cause 1 single point of damage. It is strictly up to the Ardenoth.

Defense: 40

Offense: 40

Damage-Points:

Females: Roll 4-D12 +6 x level.

Males: Roll 4-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 1-D100

Electrum: 81+ to have 1-D100 x2

White-gold: 86+ to have 1-D100 x3

Yellow-gold: 91+ to have 1-D100 x2

Black-gold: 96+ to have 5-D20

Treasure item(s):

Common: 70+ to have 1-D8

UnCommon: 76+ to have 1-D6

Rare: 91+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: The Ardenoth's features are that of humans.

Dislikes: Unknown.

Disposition: The Ardenoth carry an heir of quiet soberness; an almost regal heir and dignity about them. They are stern and serious creatures, but enjoy amusement at times of relaxation (just as any other of the races do in their own way).

The race of the Ardenoth are very rare indeed. These are actual Vampires that are born with all the abilities of the undead, yet they are not classified as Undead. Take special notice that when an Ardenoth infects a creature, the creature infected will then be classified as an Undead (meaning undead in the sense that most speak of). All the attributes of an Undead Vampire will be forced upon the bitten (if infected). Once a person has become an Undead Vampire, he or she will have the same abilities as does an Undead Vampire; also the same curse.

Fears: Prolonged sunlight.

Habitat: All regions.

Immunities: Charm abilities of all types have no effect.

Life-span: Immortal. This creature will age to his or her prime, and then discontinue aging, remaining in the prime of their years forever.

Likes: Music and dancing.

Needs: The Ardenoth must have blood to drink, though its hunger does not rage within its mind and thoughts as does an undead vampire. This creature can withstand the taking of another's blood if an avoidance-roll vs. "Mental-strength" is successful (two chances to succeed).

Note: If a spell-caster is bitten by an Ardenoth, an avoidance-roll vs. "Intelligence" must be successful in order for the bitten to continue on as a spell-caster. If the roll is failed, the spell-caster will not be able to cast a single minor spell unless healed of the Ardenoth Virus.

Special Abilities: Bite: When an Ardenoth bites another, he or she can choose to release the vampiric virus and infect with the dreaded Undead Vampiric disease. This is the choice of the Ardenoth to do this (but there will be a 10% chance (91+ roll) that control will be lost, and the bitten will be infected with the Ardenoth Virus. If this is the case, in the span of 72 hours the following will occur:

Time frame: Ardenoth Virus:

1-24 hours: No effect.

25-48 hours: All senses will heighten. Simple things will now seem grand and fantastic.

49-72 hours: All bodily fluids will exit the bitten's body.

73-144 hours: The following characteristics will raise by + 1-D10: Strength, Constitution, Dexterity and Coordination.

The urge for blood can be resisted by the character type who has fallen victim to the Ardenoth bite. Blood can be denied if he or she successfully makes an avoidance-roll vs. "Mental Attack" at maximum chance. This check will enable the character (now an Undead Vampire) to resist blood for 1-D10 days.

Charm: The Ardenoth have the ability to charm a person of the opposite gender. If this is successful, the charmed person will think the Ardenoth to be his or her friend. To avoid falling under an Ardenoth's Charm, successfully avoid vs. "Mental-attack".

Impression: If a successful avoidance-roll vs. Mental-strength is rolled, The Ardenoth can sense emotion within another by concentrating upon his or her target. The Range of this ability is 1 space (5') x the Ardenoth's awareness.

Modification-points: Each will have a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Night-vision: After being subjected to darkness for more than 2 turns (10 seconds).

Soul Forge: One of the most astounding abilities of the Ardenoth is to develop and perfect on their own abilities without the aid of guild masters, or any form of formal training. They go about this by concentrating on an ability they would desire to have and attempt to practice it, or put it to use.

G.M.: IF a player attempt to Soul Forge, have him or her write down the ability and then attempt it. Only one attempt can be made to develop this ability and the chance is quite slim (the player must roll 00).

Soul Forge can be used but one time per 24 hours, and will take 3 hours of undisturbed meditation before attempting it (at the end of the 3 hours the dice-roll will be checked for).

If a specific ability is not had, or in other words if 00 is not rolled, that ability can NEVER be checked for again.

The player can make up ANY ability he or she wishes, but must keep a list of attempted abilities so as not to try the same one twice. These cannot be outlandish powers.

These abilities would include something like: Transformation to Bat, Transformation to fog, Molecular shift (walk through a surface), Flying, Summon Undead Slave, Speed Run (x2 to x5 running ability for short durations), Sense Undead, Sense danger, Sacrifice (as the healer's ability), etc. The abilities just given as an example were actual abilities sought out and gained over the testing stages of this game. They can be any desired power that the player can conceive of, but not an ability or power that would dominate and ruin the flow of the game. Keep these abilities on a moderate, more modest, level (G.M.: They may increase in potency and power as the Ardenoth gains levels).

Special Defenses: Resistances: This creature has the following resistances:

Magic: 40%

Mental-attack: 40% (excluding the avoidance-roll vs. "Mental-attack" rolled for to resist the hunger for blood).

Spiritual-attack: 40%

Special Offenses: Summon: Ardenoth have the ability to bring to him or her a person, of the opposite gender. This can be done at will, but the Ardenoth must be within range. Maximum range: 1 league per level (1 league = 3 miles).

When this ability is used, the one who is being summoned must be asleep. A successful avoidance-roll vs. "Faith" (lowest of two rolls to succeed) will be given the sleeper (though do not tell a player -- the G.M. will do it secretly). If successful, the sleeper will fall into nightmarish dreams, but will not heed the summons.

Note: The Ardenoth must have made visual contact with his or her target of Summon in order to Summon. There can be no other way. This visual cannot be through a crystal ball, or any type of scrying device; it must be in person.

Susceptibilities: The Ardenoth can only remain in sunlight for a certain amount of time before succumbing to it (as follows):

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| Females: | 4 hours; after which time she will take 1 point of damage per turn unless a successful avoidance-roll vs. "Constitution" is rolled. |
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| Males: | 5 hours; after which time she will take 1 point of damage per turn unless a successful avoidance-roll vs. "Constitution" is rolled. |
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Weapon susceptibility: Rank-7 (or better) magical weapon to harm.