

Species, Breed: Siren, Sea

Type: Not applicable.

Class: Enchanted (mammal).

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

Gender: Gender: 01-99 = Female, 00 = Male.

Level: 31

Number encountered: 1-2 (1-D100, 01-99=1, 00=2).

Experience points: 200 x level.

Characteristics:

Awareness: 40

Charisma: 26

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 20

Mental-strength: 48

Strength: 28

Wisdom: 20

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 200

Oxygen-points: 144

Blood-points: 120

Attack descriptions:

See: "Special Abilities".

1 Claw: 2-D100 / 1 spaces (5') /Sharp attack.

Defense: 40

Offense: 40

Damage-Points: Roll 1-D20 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x8

Bronze: 05+ to have 1-D100 x7

Silver: 10+ to have 1-D100 x6

Electrum: 10+ to have 1-D100 x5

White-gold: 15+ to have 1-D100 x4

Yellow-gold: 15+ to have 1-D100 x3

Black-gold: 21+ to have 1-D100 x2

Treasure item(s):

Common: None

Uncommon: 10+ to have 2-D20

Rare: 41+ to have 1-D4

Legendary: 51+ to have 1-D4

## Description:

Annihilation Strike?: No.

**Description:** Height: 5' 10", Weight: 150 Lbs., Skin color: Peach (pale), Skin texture: Smooth, Hair color: Discretion of the G.M. Eye color: Discretion of the G.M. Eye shape: Small and sharply slanted., Posture: Biped.

**Dislikes:** Fire

**Disposition:**

**Fears:** Fire.

**Habitat:** Ocean and all large bodies of water.

**Immunities:** Disease, Fall, Fear, Pain, Poison, Shock, Sickness.

**Life-span:** Immortal.

**Likes:** The essence of mankind.

**Needs:** Unknown.

**Note:** These are the legendary, deadly, Sirens of the deep seas . . . in legends they claim those who dare traverse the depths that exist between the continents. Terror strikes those who are forced, by their luring songs, to face them.

**Special Abilities:** ***Siren's Song:*** If within the sound of the Sea Siren, one must successfully make an avoidance-roll vs. "Mental-attack" 3 times in a row or be lured into his or her presence. Once in the presence of a Sea Siren the ability will melt away, leaving a person with a clear head and no memory of how he or she got there.

**Range:** 20 leagues (60 miles). ***Perception:*** Sea Siren can speak all languages, but must be in the presence of the race type he or she will communicate with. Will wear armor(s), and use weapons, if they have them.

**Special defenses:** Resistances: Magic: 91%, Mental-attack: 91%

**Special offenses:** ***Soul Harvest:*** The Sea Siren will sing a brief song that is impossible to describe, so terrible its tune. Those within 20spaces (100') must make an avoidance-roll vs. "Mental-attack" or be drain of 3-60 damage-points. A drained victim will fade away, never to be seen again (only items and clothing will remain).

**Susceptibilities:** None.

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