

Species, Breed: Zendahr

Class: Monster (mammal).

Align: 01-95: Evil, 96-00: Good.

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

Level: 1-D30 +1

Number encountered: 1-D10 +1

The number encountered will be outside a Zendahr civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +100. To see if a Zendahr dwelling has been discovered roll a 92+.

Experience points: 60 x level.

Characteristics:

Awareness: 22

Charisma: 26

Constitution: 24

Coordination: 26

Dexterity: 26

Intelligence: 50

Mental-strength: 30

Strength: 25

Wisdom: 50

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 120

Blood-points: 120

Attack descriptions:

2 Daggers (total 4 attacks): 1-D4 +2 / 1 space (5') / Sharp attack

Defense: 26

Offense: 26

Damage-Points: Roll 1-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

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:

Height: 6'-6"

Weight: 200 Lbs.

Skin color: Pale white.

Skin texture: As a human.

Hair color: White.

Eye color: White.

Eye shape: Medium sized and oval

Posture: Biped.

Dislikes: Most all other races.

Disposition: The Zendahr esteem themselves above most races, yet they do ally themselves with the brawn of the Veleighen, for they know the Veleighen are a force to be reckoned with.

They love the art of manipulation and mastery over all other races. The Zendahr seek an overall dominion over all races, but not by war; they leave this to the Veleighen, who do their bidding as their king commands.

Fears: Yren. The Zendahr fear and hate the creatures known as the Yren . . . even though this race of mankind was rumored to have died out ages ago.

Habitat: Mountains (up north in the cold countries).

Immunities: Surprise attacks. The Zendahr have the incredible ability to know just before another attempts a surprise attack on them. How they know is a mystery. If they can win initiative against such, the surprise attack will be thwarted.

Life-span: 200 years.

Likes: Conquest and political power. The Zendahr are allies with the Veleighen, who carry out the genius plots and schemes of the Zendahr.

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

Note: None.

Special Abilities: None.

Special defenses: Resistances: Magic: 50%, Mental-attack: 50%, Spiritual-attack: 50%

Special offenses: The Gray: The Zendahr have a feared ability in which they can move against a target without the target caring that he or she is doing so, many times leaving surprise attacks open to their mercy. An "Awareness" check must be successful to defend against this ability, or a surprise attack will occur. This ability is usable: 1 / week + 1 time per 10 levels advanced above level 0.

Susceptibilities: Bright light blinds the Zendahr for 1-D4 turns (-30 to both defense and offense). After being initially blinded, this cannot be used against the Zendahr again for 24 hours.

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