

# Species, Breed: Tamae

Type: Not applicable.

Class: Fiend (mammal)

Align: Evil.

Gender: %Roll: 01-90 = Female, 91-00 = Male

Level: 1-D30 + 1

Number encountered: 1

Experience points: 30 x level.

## Characteristics

Awareness: 40

Charisma: 26

Constitution: 30

Coordination: 26

Dexterity: 26

Intelligence: 19

Mental-strength: 30

Strength: 20

Wisdom: 18

## Movement:

Flying: Can't

Grounded: 9

Swimming: 3 (Minke does not like water, but can swim).

Luck: 80

Oxygen-points: 90

Blood-points: 90

## Attack descriptions

Claws: 4

Damage: 1-D10 x4

Range: 1 space (5')

Attack type: Sharp

and:

Bite: 1

Damage: 1-D10 x2

Range: 1 space (5')

Attack type: Sharp attack

Defense: 26

Offense: 26

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

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

Copper: 40+ to have 1-D6 x7

Bronze: 50+ to have 1-D6 x6

Silver: 60+ to have 1-D6 x5

Electrum: 70+ to have 1-D6 x4

White-gold: 80+ to have 1-D6 x3

Yellow-gold: 90+ to have 1-D6 x2

Black-gold: 99+ to have 1-D6

Treasure item(s):

Common: None.

UnCommon: 50+ to have 1-D4

Rare: 70+ to have 1-D4

Legendary: 95+ to have 1-D4

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature is humanoid in appearance, and appears to be an elf at first sitting. It's larger eyes, its talons and canine teeth, quickly give hint that it is not.

**Height:** 5' 0"

**Weight:** 110 lbs.

**Skin color:** Black.

**Skin texture:** Smooth soft

**Hair color:** Black

**Hair texture:** Thick and stiff and waist length

**Eye color:** Black

**Eye shape:** As the eyes of an elf, yet half again larger. The eyes of this creature are quite striking and beautiful.

**Posture:** Biped

**Dislikes:** Animals, druids and those that love and protect nature. It is unknown why the Tamae dislikes animals and druids, but they do. They do not necessarily go out of the way to harm them, but they dislike them highly, which leads them to perform terrible acts at times.

Tamae have a deep fear and enmity towards the Minke.

**Disposition:** A solitary creature, the Tamae spends most of its life alone. It is naturally silent and plots to gain power. At times, this creature will ally itself with one of human kind, but only if this alliance benefits the Tamae.

The Tamae are cold blooded, calculating, killers, always patient in seeking out the best way to take down another creature (especially animals and druids).

**Fears:** Minke. See: "Susceptibilities"

**Habitat:** Forests (Common and Dense).

**Immunities:** Fear effects that come from facing the dead.

**Life-span:** 1 age (1,000 years).

**Likes:** Treasure

**Needs:** Unknown.

**Note:** They love treasure, and will use such items personally if they have them.

**Special Abilities:** Full Night-Vision. Can sniff out a trap on a roll of 31+ (all types of traps).

**Special defenses:** Resistances: Mental-resistance: 70%

**Special Offenses:** **Creeping Darkness:** The following explanation is structured as each spell explanation.

This ability is considered as MAGIC, though a victim does not avoid vs. "Magic", but must physically evade the spell as a thrown weapon. If touched by the Creeping Darkness: Avoid vs. "Paralysis" or be partially immobilized (1/2 movement, and 1/2 the normal attacks, (rounded down).

**Time to cast:** 1 turn.

**Hand movement:** Two hands.

**Needed preparation:** Tamae must point both hands at its target.

**Range of spell:** 12 spaces (60').

**Area of effect:** Up to 5 opponents can be effected.

**Effect time:** Instant.

Once touched, the effects will begin.

Duration of magic: 1 turn.

Damage: None.

Healing: None.

Resting time: None.

Spell immunities: Animated, Dead, Intangible, and Undead creatures are not effected.

Spell susceptibilities: None.

**Explanation of Creeping Darkness:** When Creeping Darkness is cast 5 finger-thick strands of darkness will curl and twine from the Tamae's hands, Once strands have been released, they will snake towards the target. If one or more successfully strike, the recipient of the spell will be engulfed in a shimmering blackness that will last for 1-D4 turns (roll 1 D4). If it misses it will dissipate on the beginning of the next turn.

**Question:** If two or more strands strike the target will the victim be partially paralyzed for additional turns?

**Answer:** No.

**Creeping Vision:** Tamae will stare into the eyes of its quarry, attempting to snare it mentally. To not fall victim to this ability, pit M.S. against a Tamae and win. If its victim fails to win the mental struggle, the Tamae's victim will lose 50% of its attacks (rounded down) for the full duration fo the conflict.

**Susceptibilities:** This creature fears the Minke highly, for it is naturally susceptible to the Minke's in that the Tamae CANNOT use ANY luck when defending against this creature. The Tamae will always go out of its way to destroy the Minke, and will go to great lengths to do so, creating unlikely alliances to accomplish this goal.

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