

Species, Breed: Cat, Lion, White

Type: Not applicable.

Class: Enchanted.

Align: Holy

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 3-D20 +2

Number encountered: 1-D8 +5

Experience points: 200 x level

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 60

Dexterity: 60

Intelligence: 4

Mental-strength: 100

Strength: 160

Wisdom: 4

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 50

Oxygen-points: 300

Blood-points: 120

Attack descriptions

1 Bite: 1-D100 + 28

Range: 1 space (5')

Type: Sharp

and:

2 Claws: 1-D100 + 28

Range: 2 spaces (10')

Type: Sharp

and:

2 Rake: 2-D100 + 28

Range: Must be in battle lock to execute this form of attack.

Type: Sharp

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 60+ to have 1-D4

Legendary: 40+ to have 1-4

Description:

Annihilation Strike?: Yes.

Description: The White Lion stands eye to eye with a War Horse in size. It's eyes are of the most exquisite white, like glistening snow in the sun.

Dislikes: Vahkrin.

Disposition: The White Lion is quick to bring down an evil or UnHoly creature, yet they are gentle with children. At times they have been known to share experiences and stories with others, though this is unCommon. It is a very social creature.

Fears: Unknown

Habitat: Seven Havens.

Immunities: Charm, Cold, Disease, Fire, Lightning, Sickness.

Life-span: Immortal. They can be slain, but will never age and die.

Likes: Giving toddlers a ride on its back. These creatures are very sensitive to children and will protect them to the death without hesitation.

Needs: Unknown

Note: The pelt from this creature is valued at 500 black-gold.

Special Abilities: Possesses all Transport spells. The White Lion has 6 spell-points x its level.

Climbing: (Easy: 10+, Difficult: 20+, Hard: 30+). **Discover Trap:** (Natural: 20+, Common: 30+, Uncommon: 45+, Rare: 50+, Magical: 85+, Legendary: 95+). **Moving unseen:** (In darkness: 10+, In Light: 41+, In Shadows: 20+). **Moving without sound:** (Solid, semi-smooth area: 10+, Rough area, not smooth, minor obstacles: 20+, Broken up area, dry leaves, major obstacles: 30+).

Special defenses: The pelt, if MASTER CURED, will have certain characteristics and abilities as follows:

Resistances: Charm: 30%, Cold: 35%, Disease: 20%, Fire: 35%, Lightning: 35%, Sickness 40%

Special offenses: Holy Claw: This ability will cause a stasis effect upon a successful Maximum-Strike if the White Lion successfully pits its Mental-strength against its foe's Mental-strength. During a stasis effect, there will be a 50% chance that no mental, physical, or spiritual spell or ability can be cast for that turn.

Susceptibilities: UnHoly abilities and spells will cause x2 damage, or have x2 effect upon the White Lion.

Weapon susceptibility: Rank-15 (or better) enchanted weapon to harm.