

Species, Breed: Ardinnin

Class: Monster (mammal).

Align: 01-05: Evil, 06-00: Good.

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

Level: 1-D30 +1

Number encountered: 1-D8 +1

The number encountered will be outside an Ardinnin civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +25. To see if an Ardinnin dwelling has been discovered roll a 96+.

Experience points: 60 x level.

Characteristics:

Awareness: 50

Charisma: 20

Constitution: 31

Coordination: 40

Dexterity: 22

Intelligence: 18

Mental-strength: 45

Strength: 30

Wisdom: 19

Movement:

Flying: 81

Grounded: 27

Swimming: 9

Luck: 30

Oxygen-points: 135

Blood-points: 93

Attack descriptions:

Back-kick: 1

Damage: 2-D12

Range: 2 spaces (10')

Attack type: Blunt

and:

Hoofs: 2

Damage: 1-D12

Range: 1 space (5')

Attack type: Blunt

or:

Trample: 1

Damage: 3-D12

Range: 1 space (5')

Attack type: Blunt

Defense: 40

Offense: 22

Damage-Points: Roll 3-D12 +2 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: The Ardinnin's stands an average of 7' tall at adulthood and weighs an average of 600 LBS. Its skin color is light-tan and smooth and pliable as a Human's. This wondrous creature appears as a normal man or woman from the abdomen up. From the abdomen down it is a Pegasus. It's hair color ranges from light to dark-brown. The most catching feature of an Ardinnin are the eyes. They are as the normal shape of a human's, yet are sky-blue, sparkling like radiant blue-diamonds in the sun. These creatures are quadrupeds.



Dislikes: Mankind in general, though they do not pick fights with them.

Disposition: Suspicious. Once trust is earned with the Ardinnin, it is permanent unless broken.

The Ardinnin are a reclusive race of high-mountain dwellers. They keep mainly to themselves yet love to roam and explore other regions.

Fears: Unknown.

Habitat: Cliffs, Mountains.

Immunities: Air-based spells and abilities have only a 25% effect.

Life-span: 120 years.

Likes: Birds. The Ardinnin are bird tamers, never keeping birds within the confines of cages. The Giant Eagles and Giant Hawks, native to their places of origin, are allied with the Ardinnin.

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

Note: None.

Special Abilities: Master Bower/Fletcher: Trade-skill level of 90% (with a starting master craft of 50%)

The arrow that is master-crafted by the hand of an Ardinnin will cause x2 damage. If bower/fletcher skills are raised to a 2nd mastery, arrow damage will be at x3 (and will increase in like manner as each mastery is attained).

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).

Special Defenses: Evasion: While in flight, arrow attacks that would normally strike the Ardinnin will have a 50% chance of missing.

Special Offenses: None.

Susceptibilities: None.

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