

Species, Breed: Cat, Lion, Savanna, Giant

Type: Not applicable.

Class: Monster (mammal)

Align: 01-50 = Evil, 51-00 = Good

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

Level: 1-D30 +10

Number encountered: 1-2 males, 1-D4 +5 females and 1-D6 +1 cubs.

Experience points: 120 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 80

Coordination: Females: 60, Males: 50

Dexterity: 50

Intelligence: 18

Mental-strength: 80

Strength: Females: 80, Males: 140

Wisdom: 18

Movement:

Flying: Can't

Grounded: Females: 42, Males: 36

Swimming: Females: 14, Males: 12

Luck: 300

Oxygen-points: 240

Blood-points: 240

Attack descriptions

Bite: 1

Damage: 1-D20 x6 +12 (+24 for males)

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D20 x5 +12 (+24 for males)

Range: 2 spaces (10')

Attack Type: Sharp. Special: If both front claws successfully strike, roll for "Rake".

Rakes: 4

Damage: 1-D20 x12 +12 (+24 for males)

Range: 1 space (5')

Attack Type: Sharp

Note: When a female is guarding her cubs, she will gain the following attacks: +1 bite and +2 claws, +1 rake.

Defense: Females: 60 / 90 if 32nd + level

Males: 50 / 80 if 32nd + level

Offense: Females and Males: 50 / 80 if 32nd + level

Damage-Points: Females: Roll 4-D8 +12 x level.

Males: Roll 4-D12 +24 x level.

Treasure: %Roll needed to have money and treasure:

45+

If this creature has treasure, it will be feeding upon recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down a Lizard Dragon: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: Yes.

Description: These are gigantic-sized cats with a Light-brown fur, lightening underneath. The males have thick brown manes about their neck (the females do not). The males have a brown tuft at the end of their tail.

Height: Female: 7'-0", Male: 9'-0" at the shoulders.

Length: Females: 15'-0", Males: 18'-0"

Weight: Female: 870 lbs., Male: 1,350 lbs.

Fur color: Light-brown, lightening to an off-white underneath.

Fur texture: Course and straight.

Eye color: Yellow

Eye shape: Large-sized, slanted

Posture: Quadruped (an animal with four feet).

Dislikes: Mankind, Fire.

Disposition: These creatures are sentient, meaning they think as do any race type. They follow a simple life, which they pattern after their cousins, the common savanna lion. They live in a pride; a social gathering of their own kind. There are 1-2 males that rule and protect the pride, challenging any male that wanders too closely. Usually, males of around 3 years old are driven away from the pride to fend for themselves.

These creatures are more active in the cooler part of the day. They will often times hunt at night. The females are more swift than the males, and so, on the hunt, their duty consists on working together to drive prey into the path of the males, who can take down and kill the larger prey . . . quarry which the females cannot so easily overpower.

When an outside male lion challenges the other male, or males, for the ownership of the pride, a fight will ensue. If the outsider wins, it will kill all other male lions in the pride. Only males sired by the new male will be permitted to have place in the pride. Often times, the females will take their young and hide them from the new male ruler of the pride, attempting to save her young.

The young lion cubs are spotted, and very playful, yet not so much as the common savanna lion.

Fears: Unknown.

Habitat: Desert (Savanna).

Immunities: None.

Life-span: 3 ages (3,000 years)

Likes: Unknown.

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

Note: The skin of this creature is sought after by leather workers. It's value is about 7,680 white-gold pieces for females, and 9,700 white-gold pieces for a commonly cured male hide. The leather can create leather armor that has the same stats as dragon-hide leather (2 sets of dragon-hide strength leather armor can be crafted from this pelt).

Special abilities: Ambush hunting: The females are quicker, and have the job of working together to drive prey into the path of the males, who hide in wait to ambush. The males are much larger than the females, and can take down larger prey more easily. Of course common prey can be easily taken down by the females, as they are quite large.

Climbing: +35 added to climbing checks.

Inspiration of the Cat: This creature can understand the language of the Homin Catur.

Modification-points: Each will have modification-points as follows: 3-D20 + 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Night-vision: This creature can see in the dark nearly as well as if it were day.

Shape-Shift: This creature can appear as a normal sized human at will. It will take 3 turns (15 seconds) to shift into humanoid form, and the same amount of time to shift back into the form of a lion.

Special Defenses: Sixth Sense: When danger is about to present itself directly upon this creature, an Awareness check (awareness = % chance) will be rolled for. If successful, it will feel that something is about to happen, becoming alert. Surprise attacks will be thwarted 50% of the time.

Special Offenses: Rake: When both front claws of the Giant Lion strike, it will hold its prey and continue attacking, raking its victim with its back feet. Battle-lock will occur (See: "Battle-Lock" in the Basic Rules Book for details). While attacking in this fashion, the Lion will also get one bite per turn, attempting to strike the neck. Once a successful bite to the neck occurs, it will bite down hard, attempting to strangle its prey.

Susceptibilities: None.

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