

Species, Breed: Dwarf, Sha`Qual

Type: Race

Class: Monster

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

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

Level: 1-D30+ 1

Number encountered: 1-D10

The number encountered will be outside a ShaQual dwelling place. If within the boundaries of their homeland, the number encountered will be up to 700. To see if a ShaQual Dwarf dwelling has been discovered roll a 00.

Experience points: 50 x level.

Characteristics

Awareness: 21

Charisma: 12

Constitution: 30

Coordination: 19

Dexterity: 22

Intelligence: 18

Mental-strength: 30

Strength: 30

Wisdom: 19

Movement:

Flying: Can't

Grounded: 6

Swimming: Can't

Luck: 25

Oxygen-points: 90

Blood-points: 90

Attack descriptions

1 Battle-Axe, Large: 3-D12 + 2 / 1 space (5') / Sharp attack

Defense: 19

Offense: 22

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-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-D6

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 2' 10", Weight: 140 Lbs., Skin color: Peach, Skin texture: Smooth, Hair color: Black-brown, Eye color: Brown, Eye shape: Medium sized and oval, Posture: Biped.

Dislikes: Outsiders. With any other race type, trust is slow to be gained.

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Mountains (under).

Immunities: None

Life-span: 500 years.

Likes: Mining, gems.

Needs: Discretion of the G.M.

Note: ShaQual Dwarves love the sanctuary of a subterranean environment (deep under the mountains). Unlike their distant cousins, the Kithrin Dwarves, who dwell mainly upon the surface, the ShaQual delve relentlessly downward in search of Gem-Vein (streams of solid gem). They do not tolerate intruders, and will take them captive upon sight. If any resistance whatsoever is shown, they will attack, or retreat to gain a better advantage point.

As if in answer to their close cousins invention of Kohakk, the ShaQual have invented their own form of hard liquor, Dwarven Hammer Mouth, an extremely offensive tasting alcohol. Friendship with this race is even more difficult than the Kithrin. Keeping that friendship is not easy as well, for they are not a sentimental people in the least. Stone Masonry and mining. They are experts in rock-climbing and forming stone. Spelunking is as easy for them as it is for a child to take a walk.

Special Abilities: Full night-vision after being subjected to total darkness for more than 1 hour.

Special defenses: 50% Pain-Resistance.

Special offenses: None.

Susceptibilities: Cannot swim

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.