

**Species, Breed:** Veleighen

**Class:** Monster (mammal).

**Align:** 01-95: Evil, 96-00: Good.

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

**Level:** 1-D30 +1

**Number encountered:** 1-D8 +1

The number encountered will be outside an Veleighen civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +75. To see if a Veleighen dwelling has been discovered roll a 91+.

**Experience points:** 75 x level.

**Characteristics:**

Awareness: 25

Charisma: 19

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 20

Mental-strength: 40

Strength: 40

Wisdom: 19

**Movement:**

**Flying:** Can't

**Grounded:** 14

**Swimming:** 4

**Luck:** 100

**Oxygen-points:** 120

**Blood-points:** 120

**Attack descriptions:**

1 Broad Sword: 3-D10 +4 / 1 space (5') / Sharp attack

or:

1 120 lb. Recurve Bow: 1-D10 + 3-D4 / 40 spaces (200") / Sharp attack

Defense: 30

Offense: 30

**Damage-Points:** Roll 1-D20 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 Veleighen stand an average of 7' tall at adulthood and weighs an average of 300 lbs. Their skin color is deep golden brown. The Veleighen appears as a normal man or woman, yet their bones are rather thick. Their hair is an ink-black. Their eyes, black as night, gleam fiercely, as if they are always seeking a confrontation. These creatures are bipeds.

**Dislikes:** Most all other races.

**Disposition:** The Veleighen suppose themselves to be the dominant race upon Utaemia, and will openly challenge anyone who says otherwise.

They love the art of war and conquest. Simply put, these people seek dominion and war, if for no logical reason. They always have parties of scouts out and about, seeking riches and others to rule over.

**Fears:** None.

**Habitat:** Mountains. The Veleighen will always be on the border of a sea (unless encountered outside their civilization habitat). They are especially of the cold, northern, frontiers – especially area untamed and wild.

**Immunities:** None. See: “Special defenses”

**Life-span:** 300 years.

**Likes:** Conquest and riches. The Veleighen seek approval from their king, going to great lengths, and challenging the odds, to gain favor and prestige in his sight.

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

**Note:** None.

**Special Abilities:** None.

**Special defenses:** Resistances: Magic: 90%; Mental-attack: 75%; Pain: 60%

**Special offenses:** **Mark of Death:** This ability can be used one time per 24 hours and will last for 3 turns (15 seconds). When Mark of Death is invoked, for the next 3 turns (15 seconds), the Veleighen will cause x3 damage with any magical or non-magical weapon (this ability does not work with enchanted weapons).

**Susceptibilities:** None.

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