

# Species, Breed: Elf, Magandian

Type: Race

Class: Monster (mammal)

Align: %Roll: 01-35: Evil, 36-00: Good

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

Level: 1-D30+ 1

Number encountered: 1-D12

The number encountered will be outside an Magandian dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x2. To see if an Magandian Elf dwelling has been discovered roll a 00.

Experience points: 50 x level.

## Characteristics

Awareness: 25

Charisma: 66

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 30

Mental-strength: 36

Strength: 20

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 100

Oxygen-points: 108

Blood-points: 75

## Attack descriptions

1 60 Lb. Recurve Bow: 1-D10 + 2-D4 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

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 1-D100

Electrum: 81+ to have 1-D100

White-gold: 86+ to have 3-D20

Yellow-gold: 91+ to have 1-D20

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 80+ to have 1-D8

Uncommon: 90+ to have 1-D6

Rare: 95+ to have 1-D4

Legendary: 98+ to have 1

# Description:

**Annihilation Strike?:** Yes

**Description:** Height: 6' 0", Weight: 160 Lbs., Skin color: Beige; Skin texture: Smooth soft; Hair color: Black; Eye color: Brown, Eye shape: Small sized and sharply slanted; Posture: Biped.

**Dislikes:** Unknown

**Disposition:** Discretion of the G.M.

**Fears:** Discretion of the G.M.

**Habitat:** Forested Mountains.

**Immunities:** Charms and charm-like mind attacks have no sway upon the Magandian Elf.

**Life-span:** 6,000 years.

**Likes:** Unknown

**Needs:** Discretion of the G.M.

**Note:** None.

**Special Abilities: Night-vision:** Full night-vision after being subject to darkness for 1 turn (5 seconds).

**Special defenses:** None.

**Special offenses:** None.

**Susceptibilities:** None.

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