

Species, Breed: Dwarf, Kithrin

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 Kithrin dwelling place. If within the boundaries of their homeland, the number encountered will be up to 700. To see if a Kithrin 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' 11", Weight: 150 Lbs., Skin color: Dark-brown, 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.

Immunities: None

Life-span: 500 years.

Likes: Mining, gems.

Needs: Discretion of the G.M.

Note: Kithrin Dwarves love mountains, for within them lie precious ores and gems highly sought after. They do not especially like outsiders and are loath to entertain such (especially elves). By their nature, they are blunt with their mannerisms and quick to the point. They are the creators of Kohakk, an extremely potent form of alcohol, and will most always have a mug every day if possible. Summing it up . . . they are grumpy'. Friendship with this race is an almost impossible task, but once a bond is made, it is usually permanent. Expert in rough carpentry, creating great structures and timbers to support their tunneling and building excellent defensive structures. They are experts in rock-climbing, and are good and rough stone masonry. Skilled in shallow tunnel-mining (they will usually not dig beyond one league into the earth (in respect to their ShaQual cousins).

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, The Kithrin have a rather inflated sense of ego that will cause them to make bad choices at times (such as fighting a Black Bear with a hand-axe).

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