

Species, Breed: Sheba (Whitemane)

Type: Not applicable.

Class: Fiend (unknown).

Align: Good.

Gender: Not applicable.

Level: 61st

Number encountered: 1

Experience points: 500 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 100

Coordination: 70

Dexterity: 70

Intelligence: 28

Mental-strength: 100

Strength: 140

Wisdom: 40

Movement:

Flying: Can't

Grounded: 27

Swimming: 9

Luck: 300

Oxygen-points: 160

Blood-points: 180

Attack descriptions

1 Bite: 2-D100 + 24 2 spaces (10') Sharp

and:

2 Claws: 1-D100 + 24 2 spaces (10') Sharp

Defense: 100

Offense: 100

Damage-Points: Roll 1-D100 +24 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100

Bronze: 02+ to have 1-D100

Silver: 02+ to have 1-D100

Electrum: 02+ to have 1-D100

White-gold: 02+ to have 1-D100

Yellow-gold: 02+ to have 1-D100

Black-gold: 02+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: None.

Rare: None.

Legendary: 02+ to have 2-D6

The Species of Sheba know the value and added power that Artifacts, Oracles and Relics can bless ones life with, and so carry and use them with uttermost expertise. The following will be the chance of a Sheba wielding such items of power:

Artifact: There will be a 10% chance to have 1-D4 Artifacts.

Oracle: There will be a 90% chance to have 1-D4 +1 Oracles .

Relics: There will be a 15% chance to have 1 Relic.

Note:

Each and every Sheba encountered within his or her abode will have 1,000 x the amount of coins and treasure items as rolled up.

Description:

Annihilation Strike?: Yes

Description: Height:8' Weight:400 LBS. Skin color: Milk-white. As durable as a lion's. Eye color: Pink. Eye shape: Large and sharply slanted. Posture: Biped.

Dislikes: UnHoly creatures.

Disposition: The Sheba Whitemane is an honorable and kind creature to all but the dwellers of the Under World. When evil presents itself the Sheba is quick to anger and act.

Fears: Unknown

Habitat: Seven Havens.

Life-span: Immortal (though this creature can be slain if using the right weapon).

Likes: Serving Vannar and upholding righteousness..

Needs: Unknown

Note: This creature also guards the city of Talc Eerie. They have the title of Lion Guard.

Special Abilities: Regeneration: This creature heals at a rate of 1-D6 per 1 turn (5 seconds).

Sixth Sense: When attacked roll 1-D6. If the number rolls a 4, 5 or 6, the Sheba will know of the incoming danger, thus it can roll normal initiative with its foe and, if it wins, defend itself against an incoming, otherwise unseen, attack.

Special defenses: Resistances: Magic: 40%, Mental: 40%, Spiritual: 70%

Special offenses: Roar of the King: Pit Mental-strength vs. that of the Sheba's enemy's Mental-strength and win to succeed (1 roll). Effect: the following will be in effect for 1-D10 turns: **Fear of the Lion:** -30 on defense and offense; 50% chance of ability and spell failure;

Susceptibilities: UnHoly spells and abilities will cause x2 effect upon this creature.

Weapon susceptibility: Rank-15 (or better) enchanted weapon to harm.