

Species, Breed: Cat, Lion, Black

Type: Not applicable.

Class: Enchanted.

Align: Holy

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 3-D20 +2

Number encountered: 1-D8 +5

Experience points: 200 x level

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 60

Dexterity: 60

Intelligence: 4

Mental-strength: 100

Strength: 160

Wisdom: 4

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 50

Oxygen-points: 300

Blood-points: 120

Attack descriptions

1 Bite: 1-D100 + 28

Range: 1 space (5')

Type: Sharp

and:

2 Claws: 1-D100 + 28

Range: 2 spaces (10')

Type: Sharp

and:

2 Rakes: 2-D100 + 28

Range: Must be in battle lock to execute this form of attack.

Type: Sharp

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 50+ to have 1-D4

Legendary: 30+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: The Black Lion stands eye to eye with a War Horse in size. It's eyes are of the deepest black, like the immensity of space void of all stars and reflections of the sun.

Dislikes: Holy creatures.

Disposition: The White Lion is quick to bring down a good or Holy creature. They are solitary and reclusive, and unlike the White Lion, they do not care for others unless it can benefit them.

Fears: Unknown

Habitat: Under World.

Immunities: Charm, Cold, Disease, Fire, Lightning, Sickness.

Life-span: Immortal. They can be slain, but will never age and die.

Likes: Unknown

Needs: Unknown

Note: The pelt from this creature is valued at 500 black-gold.

Special Abilities: Possesses all Transport spells. The Black Lion has 6 spell-points x its level.

Climbing: (Easy: 10+, Difficult: 20+, Hard: 30+). **Discover Trap:** (Natural: 20+, Common: 30+, Uncommon: 45+, Rare: 50+, Magical: 85+, Legendary: 95+). **Moving unseen:** (In darkness: 10+, In Light: 41+, In Shadows: 20+).

Moving without sound: (Solid, semi-smooth area: 10+, Rough area, not smooth, minor obstacles: 20+, Broken up area, dry leaves, major obstacles: 30+).

Special defenses: The pelt, if MASTER CURED, will have certain characteristics and abilities as follows:

Resistances: Charm: 30%, Cold: 35%, Disease: 20%, Fire: 35%, Lightning: 35%, Sickness 40%

Special offenses: UnHoly Claw: This ability will cause a stasis effect upon a successful Maximum-Strike if the Black Lion successfully pits its Mental-strength against its foe's Mental-strength. During a stasis effect, there will be a 50% chance that no mental, physical, or spiritual spell or ability can be cast for that turn.

Susceptibilities: Holy abilities and spells will cause x2 damage, or have x2 effect upon the Black Lion.

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