

Ravna, "The Third Hand of Ravenos" (CG Winged Folk Demigod)

Demigod

ARMOR CLASS: -10

MOVE: 12"/24" (MC: C)

HIT POINTS: 371

NO. OF ATTACKS:

DAMAGE/ATTACK:

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: M (6' 1", 132 lbs., 12' wingspan)

ALIGNMENT: Chaotic Good

WORSHIPER'S ALIGN: N/A

SYMBOL: Longbow

PLANE: Arcadia

CLERIC/DRUID: Nil

FIGHTER: 9th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 13th level thief

MONK/BARD: 20th level bard

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 18/92 (23) (+5,+11) (90% bend bars;
+9,000 wt. allow, open doors 11 in 12 (5))

I: 12 (+13 added languages)

W: 22 (Bonus Spells: 4 1st, 3 2nd, 2 3rd, 3 4th, 2 5th; +4 vs. mental attacks. Immune to *Cause Fear, Charm Person, Command, Friends, Hypnotism, Forget, Hold Person, Scare, Ray of Enfeeblement, Beguiling, Domination, Fear*)

D: 19 (+3 react. adj. -4 to ac)

C: 19 (+5 hp/lvl, no 1's rolled. +1 on poison save)

Ch: 15 (19 to Winged Folk) (7 max hench(s), +15% loyal base, +15 react. adj.)

LEVEL/X.P. VALUE: (determine)



Abilities:

Can fly at Maneuverability Class C

Can carry ½ the weight normally allowable on the ground, and encumbrance may be slowed (see encumbrance) Can carry more, up to max land encumbrance for 2 rounds maximum.

Can fly all day (12 hours).

Excellent distance and night vision, to rival that of an eagle.

Movement Rate: 12/18"

Can hover for 1 round every 5 rounds.

3 attacks every 2 rounds.

Exp. 3,107,986
Next Level: 3,971,310

Saving Throws:

Poison	-2
Petrify	2
Rod	3
Breath	5
Spell	4

Pick Pockets	130%
Open Locks	102%
Find Traps	95%
Hide In Shadows	111%
Move Silently	100%
Hear Noise	40%
Climb Walls	99.3%
Read Language	80%
Backstab	+4, x5
Charm	85%
Legend Lore	75%

Disadvantages:

If he loses more than 179 hp he can't fly (or must land).

If he loses more than 268 hp while in the air, he will fall. If underground for more than 2 days, or imprisoned, trapped or forced to stay underground, he must save vs, magic once per day or go insane. The insanity type will be:

d6 Roll Type

- 1 mania
- 2 hebephrenia
- 3 homicidal mania
- 4 suicidal mania
- 5 manic depressive
- 6 catatonia

He can only use druid spells at 12th level ability, instead of 18.

He can't associate with a bard of a lesser college. His college is Ollamh.

He can only employ henchmen who are druids, fighters, or thieves of human, elven, half-elven, or the winged folk race. He can only have 5 henchmen total.

Languages:

Common, Chaotic Neutral, Druidic, Thieves Cant, Winged Folk, Elvish, Eagle, Hawk, Falcon, Owl, Hippogriff, Griffin, Dwarvish, Goblin, Gnome, Halfling, Hobgoblin, Kobold, Lizard Man, Equine, Ogrish, Orcish, Hill Giant, Gargoyle, Flannae, Centaur, Ki-rin, Slaad, Gnoll,

Dryad/Faun, Green Dragon, Manticore, Nixie, Pixie, Sprite, Treant, Brownie, Satyr, Storm Giant, Titan, Nymph, Sylph, Troll, Burrowing Mammal, Suloise.

Saves Adjustments:

+4 vs. Mental Attack

+2 vs. Lightning

+4 vs. Area Attack Spells

Age: 34

Hair: Black

Eyes: Indigo/Blue

Sex: M

Spells:

1st Level:

Predict Weather

Purify Water

Speak With Animals.

Animal Friendship

Locate Animals

Pass Without Trace

Detect Magic

Faerie Fire

Entangle x2

2nd Level:

Cure Light Wounds

Fire Trap

Heat Metal

Locate Plants

Warp Wood

Trip

3rd Level:

Protection From Fire

Call Lightning

Cure Disease

Neutralize Poison

Plant Growth

Hold Animal

Water Breathing

Summon Insects

4th Level:

Call Woodland Beings

Cure Serious Wounds

Dispel Magic x2
Hold Plants
Repel Insects
Speak With Plants

5th Level:

Summon Weather
Animal Growth
Animal Summoning II
Control Winds
Insect Plague
Sticks to Snakes
Transmute Rock to Mud
Control Winds

Magic Items:

+3 Longbow of Speed (Fr: 4)
3 Scorpion Arrows (+d6 Damage)
1 Arrow Of Venom (Dream Juice -)
8 Arrows Of Disruption
12 +2 Arrows
Arrow Of Evil Magic-user Slaying
12 +3 Arrows
+5 Winged Folk Plate Mail
+2 Winged Folk Leather Armor
Cloak Of Protection, +1
Elven Boots
Scroll of Protection From Devils
Scroll of Control Weather, Chariot Of Sustarre, Reincarnate, Turn Wood, Weather Summoning,
Cure Critical Wounds, Pass Plant
Scroll of Wall Of Fire, Anti-plant Shell, Commune With Nature, Protection From Lightning,
Invisibility To Animals
Ring of Spell Turning
Ring of Water Walking
Ring of Air Elemental Control
Ring of Protection, +4, +2 on Saving Throws
Beaker of Plentiful Potions
Philter of Persuasiveness
Potion of Invulnerability
Poison (Chapaya)
Oil Of Slipperiness
Potion of Plant Control
+2 Longsword, Giant Slayer
+2 Longsword, Dragon Slayer (x3 against Green Dragons)

+3 Bastard Sword
+4 Bola
Rod of Lordly Might - 50 charges
Wand Of Wonder - 100 charges
Girdle of Cloud Giant Strength
Cloak Of Displacement
Bag Of Tricks, Type 6-8
Talisman Of Zagy (throbs when within 20' of traps)
Luckstone
Book Of Infinite Spells (Present Spell - 3rd Level Druid - Stone Shape)

* Prof.

** x2 Prof.

° Poisoned

† Opponent must save vs. breath weapon or be felled & entangled.

‡ To hit roll needed only on 1st round. Damage taken each round, opponent is +4 to be hit then dies after 6 rounds.

¥ A hit captures foe.

‡ The weapon, when used in pairs, is capable of disarming an opponent on double scores equal to hit armor class 8.

Ravna's Combat Notes

WEAPONS OF PROFICIENCY: 5/5/

NON-PROF PENALTY: -2

Damage	Range	Prof.	Weapon	FR / #atks	Adjustment totals		Adjustment to hit Armor Class Type								Explanations	
					melee	missile	10	9	8	7	6	5	4	3		2
1-6	7 14 21	x2, sp.	+3 Longbow of Speed	4		+9, +3	+3	+3	+3	+3	+2	+1	0	0	-1	+3 Both (Magic), +3 to hit (Dex.), +3 to hit (x2 prof.)
1-8/1-12		x2	+2 Longsword	3/2	+10, +13		+2	+1	0	0	0	0	0	-1	-2	+2 Both (Magic), +5 to hit, +11 dam. (Str.), +3 to hit (x2 prof.)
1-8/1-12	2 4 6	x2	+4 Bola	2	+6, +11		+3	+3	+3	+3	+2	+1	0	0	-1	+2 Both (Magic), +4 to hit, +9 dam. (Str.), +3 to hit (x2 prof.)
--- / ---	1 2 3	*	Throw. Net, Weighted	1/2		+3, 0	-2	0	-1	0	0	+1	+1	+2	+3	+3 to hit (Dex.)
1-3/1-2	1½ 3 4½	*	Darts	3		+3, 0	+1	0	+1	0	-1	-2	-3	-4	-5	+3 to hit (Dex.)
--- / ---		*	Man-catcher	3/2	+5, ---		+1	+2	+1	0	0	0	+1	+2	+2	+5 to hit (Str.)

Weapons:

Longbow ** (+3)

Longsword **(+2)
Bastard Sword** (+3)
Throwing Net, Weighted *
Lance, Heavy
Spear *
Mace, Footman's
Battle Axe *
Darts °
Garrote †
Man-catcher ¥
Sai, Two ‡
Caltrops, 120
Bola (+4)

Equipment:

Caltrops, 120
5 Weighted Throwing Nets
3 Bolas
24 Darts
Garrote
Man-catcher
Two Sai
12 Scorpion Arrows
3 Hollow Arrows (filled w/1 charge gunpower each goes off 70% of the time, doing an additional 5-30 hp).
Great Helm
Belt with 48 Holsters For Arrows
Garlic, 10 Buds
Wolfsbane, 3 Sprigs
36 Continual Light Arrows
2 Large Belt Pouches
2 Quivers (20 arrow cap.)
3 Bone Scroll Cases
Small Silver Mirror
10 Flasks of Oil
5 Iron Potion Bottles 3 Bone Scroll Cases
5' Iron Rod, Thick
1 Large Sack
200' Rope
Wine Skin
3 Iron Spikes
Thieves Picks & Tools
Tinder Box

Poisons	Type	Save	Amount
Gurch	Ingested; D	½, -4	4 Doses
Mufa	Ingested; D	None	6 Doses
Praka	Ingested; D	Special	5 Doses
Devil Ale	Ingested; D	None	3 Doses
Silver Lightning	Insinuate; C	½, -3	40 Applications
Vilmat	Insinuate; C	½	15 Applications
Chak	Insinuate; C	No, -5	10 Applications
Devil Ale Antidote			2 Doses
Mufa Antidote			4 Doses
Vilmat Antidote			3 Doses
Chak Antidote			1 Doses
Deathwine	Special	Special, -5	5 Doses, 25 Applications
Deathwine Antidote			3 Doses
Luptak	Special	None	5 Applications, 12 Pellets
Witch Hand	Contact	None	25 Pellets
Golden Fool	Contact	½, -3	5 Applications, 5 Pellets
Golden Fool Antidote			4 Doses
Morphus	No Damage	None, -3	3 Doses, 15 Applications, 10 Pellets
Opia	No Damage	None	10 Doses