

Species, Breed: Chimahgrin

Type: Not applicable.

Class: Fiend (Mammal)

Align: Evil. There is a 10% chance of the Chimahgrin encountered being UnHoly.

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

Level: 1-D30+1

Number encountered: 1

Experience points: 160 x level.

Characteristics

Awareness: 33

Charisma: 26

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 27

Mental-strength: 40

Strength: 26

Wisdom: 18

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 120

Blood-points: 120

Attack descriptions

2 Chimahgrin Daggers 4 If a creature is slain by this dagger, it will rise as a Chimahgrin 72 hours after death.

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100

Bronze: 10+ to have 1-D100

Silver: 10+ to have 1-D100

Electrum: 10+ to have 1-D100

White-gold: 10+ to have 1-D100

Yellow-gold: 10+ to have 1-D100

Black-gold: 10+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D8 +2

Legendary: 10+ to have 1-D8 +2

Description:

Annihilation Strike?: Yes.

Description: This creature appears elf-like in looks. But each Chimahgrin is naturally tattooed in unique patterns all over their entire body. No two patterns are the same.

Eye color: Brown.

Eye shape: Elf-like. Medium-sized and slanted.

Hair color: Brown.

Hair texture: Soft and straight.

Height: 5'-6"

Skin color: Beige.

Skin texture: As a human's skin.

Posture: Biped (like an animal with two feet).

Weight: 120 lbs.

Dislikes: Fire.

Disposition: Most all Chimahgrin are evil by nature, killing for the mere sport of killing. They rarely make alliances, even among their own kind.

See: "Note".

Fears: Fire.

Habitat: Wastelands. This creature a very rarely found in other regions.

Immunities: None.

Life-span: Unknown.

Likes: Taking over another (see: "Special abilities").

Needs: Unknown.

Note: This creature can withhold its "Special ability" if it so chooses.

It will also attempt to conceal its true identity with great efforts. This is why this creature will learn all the abilities and spells it can; to aid in its concealment of what it really is from mankind.

Special Abilities: Modification-points: Each creature will have modification-points as follows: $3\text{-D}20 + 9$ (for level 0), and then $2\text{-D}6 + 1$ modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Note:

This creature will instinctively choose abilities and spells which hide its natural appearance.

Special Defenses: Magic-resistance: 70%

Special Offenses: Virus Touch: The physical touch of the Chimahgrin infect another.

If armor or clothing is touched there will be a 50% chance of infection occurring. Once the Chimahgrin virus has infected a victim, it can lie dormant until the Chimahgrin wishes it to come to life. When the virus comes to life, the life of the victim will be forfeit if the Chimahgrin so wishes, or it can share a dual existence with its host in a similar effect as the Black`Guard WereWolf lives its existence.

When a Chimahgrin is no longer dormant within its host, its other self will die.

If a Chimahgrin dies, if it has infected another, that other will be taken over.

Susceptibilities: Fire causes x2 damage and kills the virus ability of the Chimahgrin.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.