

**Species, Breed:** Vuolg

**Type:** Not applicable.

**Class:** Enchanted (mammal).

**Align:** Unholy

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

**Level:** 1-D30 +10

**Number encountered:** 1

The number encountered will be outside a Vuolg dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x3. To see if a Vuolg dwelling has been discovered roll a 91+.

**Experience points:** 130 x level.

**Characteristics:**

Awareness: 30

Charisma: 35

Constitution: 50

Coordination: 60

Dexterity: 60

Intelligence: 28

Mental-strength: 90

Strength: 30

Wisdom: 25

**Movement:**

**Flying:** Can't.

**Grounded:** 15

**Swimming:** 5

**Luck:** 200

**Oxygen-points:** 270

**Blood-points:** 150

**Attack descriptions:**

As weapon type wielded x 10

or:

As fire-based attack. See: "Special offenses"

**Defense:** 60

**Offense:** 60

**Damage-Points:** Roll 2-D20 +3 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 20+ to have 1-D100 x 20

Yellow-gold: 25+ to have 1-D100 x 10

Black-gold: 30+ to have 1-D100 x 6

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 2-D10

Legendary: 40 + to have 1-D6

Note: Vuolg will use all items.

# Description:

**Annihilation Strike?:** Yes.

## Description:

Height: 6'-0"

Weight: 190 lbs.

Skin color: Black

Skin texture: Smooth, as a human.

Hair color: Black

Hair texture: As a human.

Eye color: Black

Eye shape: As a human.

Posture: Biped

**Dislikes:** Holy creatures.

**Disposition:** The Vuolg are conquerors, plotting to reign in power wherever they dwell. They are not usually open in their efforts to conquer, but are sly and wise about their choices of movement among the other races. Often times they will align themselves with others, not of their race, for a better advantage.

**Fears:** Holy creatures.

**Habitat:** Underworld.

**Immunities:** None.

**Life-span:** Unknown.

**Likes:** Power.

**Needs:** Unknown.

**Note:** There is a small circle of red on the inside of the forearm of the Vuolg. This red circle is about the width of one's thumb and has slowly writhing runes of flames within the circle. This is the distinguishing mark of the Vuolg.

**Special abilities:** **Modification-points:** Each will have a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any FIRE-BASED SPELL or ABILITIES from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

**Special defenses:** **Resistances:** Magic: 25%, Mental-attack: 25%, Spiritual-attack: 20%

**Special offenses:** See: "Special abilities". All offensive abilities will be fire-based abilities and spells.

**Susceptibilities:** There is a small black band that each and every Vuolg wears on his or her finger. If this band is removed, the Vuolg will be taken back to his or her home in 1-D4 turns, in which time the Vuolg will be yet present. Only after the last turn will he or she be plane traveled back to the Underworld. This is a defense for this race, so as to be able to escape uncertain and dangerous situations. The ring, if taken off anywhere within the Underworld, will do nothing.

**Weapon susceptibility:** Rank-0 or higher only.