

Species, Breed: Chimera, Din’Sol

Type: Jahthein

Class: Enchanted (Reptile).

Align: Evil.

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

Level: 41

Number encountered: 1

Experience points: 400 x level.

Characteristics:

Awareness: 55

Charisma: Not applicable.

Constitution: 100

Coordination: 50

Dexterity: 50

Intelligence: 20

Mental-strength: 110

Strength: 180

Wisdom: 20

Movement:

Flying: Can't

Grounded: 30

Swimming: 15 See: "Susceptibilities".

Luck: 600

Oxygen-points: 330

Blood-points: 300

This creature will gain a full round of attacks for each and every head. It will also have 2 claws per turn always. Roll on the following chart to see what specific type of attack each head will attempt per turn:

Specific type of attack:

Dragon: %Roll: Attack types:

01-70: Bite

71-00: Fire-Breath

Phoenix: %Roll: Attack types:

01-70: Bite

71-00: Phoenix-Fire

Serpent: %Roll: Attack types:

01-70: Bite

71-00: Poison-Spit

Attack descriptions:

Dragon

Bites: 2

Damage: 1-D100 x2 in 1-D4 areas of the body.

Range: 4 spaces (20')

Attack type: Sharp.

or:

Fire-Breath

Damage: 1-D4 x chimera's level in all areas of opponent's body.

Range: The 2 spaces directly in front of the chimera, then out 10 spaces in a V, or cone-shape, pattern. At the range of 10 spaces out, the fire-breath will cover 12 spaces across.

Attack type: Fire.

and:

Phoenix

Bites: 2

Damage: 1-D12 x20 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack type: Sharp.

or:

Phoenix-Fire

Damage: 1-D4 x the level of the phoenix in all areas of opponent's body.

Range: 5 spaces (25') out in all directions.

Attack type: Fire.

and:

Serpent

Bites: 3

Damage: 1-D12 x10

Range: 4 spaces (20')

Attack type: Sharp.

Special: If the Serpent's bit causes 61+ points of damage it will be poisoned.

Poison: If poisoned, a successful Avoidance-roll vs. "Poison" must be rolled of the following effects will be enforced upon the victim. -60 on both Defensive and Offensive rolls and -10 movement. If the avoidance-roll is not successful, total paralysis of the body will inflict the bitten for 5-D6 hours (in which time there will be a 30% chance of death occurring).

and:

Claws: 2

Damage: 1-D100 x2

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 80

Offense: 80

Damage-Points: Roll 1-D100 32+ x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x34

Bronze: 02+ to have 1-D100 x32

Silver: 02+ to have 1-D100 x30

Electrum: 02+ to have 1-D100 x28

White-gold: 02+ to have 1-D100 x26

Yellow-gold: 02+ to have 1-D100 x24

Black-gold: 02+ to have 1-D100 x20

Treasure item(s):

Common: None

UnCommon: None

Rare: 04+ to have 3-D10 +3

Legendary: 08+ to have 3-D4 +3

The Din`Sol Chimera will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

15% chance of having 1-D20 Artifacts

20% chance of having 2-D10 Enchanted Items

18% chance of having 1-D12 Enchanted Armors

18% chance of having 1-D12 Enchanted Weapons

45% chance of having 1-D100 x2 random Gems.

30% chance of having 2-D20 random Special Gems.

35% chance of having 2-D12 Magic Armors

35% chance of having 2-D12 Magic Weapons

13% chance of having 1-D6 Oracles

35% chance of having 1-D100 +25 Other Valuable Items (O.V.I.)

13% chance of having 1-D6 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a mix of dragon, phoenix and serpent.

Eye color: Lava-red.

Eye shape: Large-sized and slanted.

Fur color: Auburn.

Fur texture: Extremely course and stiff

Hair color: Auburn.

Height: 16'-0"

Length: 32'-0"

Skin color: Red.

Skin texture: Scaly, like the fire dragon. This creature is also covered with feathers, like that of the Pyrran Phoenix.

Posture: Avian / Quadruped (like an animal with four feet with wings).

Weight: 14,400 lbs.

Wing contour: Dragon-like.

Wingspan: 96'-0"

Dislikes: Mankind.

Disposition: The Din'Sol Chimera is a vile and evil creature. It will hunt mankind down merely for the pleasure of it. The Sardakk Elves say that the misdeeds of humankind have created this terror -- whether this is true or not none can say.

Fears: Nothing

Habitat: Fearmist and Wastelands.

Immunities: Beguile, Breath based on fire, Charm, Fall, Fear, Fire, Gases, Pain, Poison (all forms), Remorse and Shock.

Life-span: Immortal. This creature can be slain.

Likes: Treasure.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Infra-Red and Night-Vision: As the Psychic's spells.

Languages: This creature speaks a base form of all racial languages.

Special Defenses: Damage-Reduction: 12 vs. all forms of attack (excluding drain attacks).

Resistances: This creature has the following resistances:

Acid: 40%
Blunt weapon attacks: 40%
Curse Effects: 40%
Disease: 70%
Electricity: 40%
Enchantment: 30%
Faith: 30%
Illusion: 40%
Magic: 70%
Mental-Attack: 70%
Needle attacks: 40%
Paralysis: 40%
Petrification: 40%
Sharp weapon attacks: 40%
Sickness: 70%
Sleep: 40%
Spiritual-Attack: 70%
Stun: 40%
Trap: 40% This creature will have a 40% chance to sense a trap, and will avoid the area if it can.

Special Offenses: See: Attack Descriptions on page #2

Susceptibilities: Cold will slow this creature by 50% (rounded up).

Water will negate this creature's fire-ability for 1-D6 turns. The 1-D6 turns will not begin until this creature is no longer submersed in water, or if no other water completely drenches it.

Weapon susceptibility: Rank-5 (or better) enchanted, or Rank-30 (or better) magical, weapon to harm.