

Species, Breed: Vahkrin, Dahkur

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil (UnHoly).

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

Level: 20 + 1-D30 +1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: 3

Mental-strength: 75

Strength: 60

Wisdom: 3

Movement:

Flying: Can't

Grounded: 24

Swimming: 8

Luck: 230

Oxygen-points: 225

Blood-points: 240

Attack descriptions

Bites: 1

Damage: 1-D12 x10

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp (If both front claws successfully strike, roll for “Rake”).

Rakes: 2

Damage: 1-D12 x8

Range: Battle-lock.

Attack type: Sharp

Defense: 40 / 70 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Roll 4-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 36+ to have 1-D20 x35

Bronze: 41+ to have 1-D20 x30

Silver: 46+ to have 1-D20 x25

Electrum: 51+ to have 1-D20 x20

White-gold: 56+ to have 1-D20 x15

Yellow-gold: 61+ to have 1-D20 x10

Black-gold: 66+ to have 1-D20 x5

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 70+ to have 1-D6 +1

Legendary: 90+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a larger sized panther. The most striking feature of this creature is its physical body seems to be created from the element of shadow, so dark are its features.

Eye color: Black

Eye shape: Medium-sized and sharply slanted.

Fur color: Deep-black.

Fur texture: At a panther.

Hair color: Black shadow.

Height: 3'-2"

Length: 8'-0"

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

Weight: 300 lbs.

Dislikes: Holy creatures

Disposition: The Dahkur love to hunt, choosing dangerous places to stalk and take down their prey. A born hunter, this cat-like creature will attack anything that is not Vahkrin.

Fears: Unknown.

Habitat: Underworld.

Immunities: None.

Life-span: 500 years

Likes: Unknown

Needs: Unknown

Note: Dahkur Vahkrin love to hunt.

Special Abilities: Balance: 3 chances to make successful avoidance-rolls vs. "Coordination",and, "Dexterity".

Dancing Shadows: This darkness lingers about this creature, as if allied with it. When this creature is struck, roll 1-D6. If a 1-2 is rolled, this will indicate the creature is not struck. Night-Vision will not help to see this creature. Infra-Red, or a better vision ability will see through Dancing Shadows, negating this creature's ability.

Special Defenses: Resistances: This creature has the following resistances:

Magic: 30%

Mental-attack: 30%

Spiritual-attack: 30%

Shroud: In the cover of the Underworld dwelling in which this Vahkrin lives, it can blend in with its surroundings. The Dahkur will always be in the attitude of stalking. This is their nature, and they perform their abilities well. Any creature that encounters the Dahkur must make a successful Awareness check (your awareness = the % chance) to spot it, or it will gain a surprise attack.

Special Offenses: Rake: When both front claws of this creature strike, it will hold its prey and continue attacking, raking its victim with its back feet and biting for the neck of its victim. This attack will be the same as the claw attacks, as to the number of attacks and damage per turn, yet battle-lock will occur (See:“Battle-Lock” in the B section of the Basic Rules Book for details).

If a successful bite occurs, the Dahkur will hold its prey fast with the bite, attempting to strangle it to death. While holding fast to its prey's neck, oxygen-points will be lost at a rate of 3-D6 per turn.

Susceptibilities: Holy spells will cause x2 damage

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