

# Species, Breed: Cyphrin

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 1

Experience points: 100 x level.

## Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 15

Mental-strength: 60

Strength: 55

Wisdom: 15

## Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 60

Oxygen-points: Not applicable. Does not need breath to live.

Blood-points: Not applicable. Does not need blood to live.

## Attack descriptions

4 Claws: 1-D20 x5 +7

Range: 2 spaces (10')

Attack type: Sharp attack

and:

1 Shadow-strike: 1-D4 x level in all areas of opponents body / 6 spaces (60') out all the way around the Cyphrin / See:

"Special offenses"

Defense: 40

Offense: 60

Damage-Points: Roll 3-D20 +5 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: None.

UnCommon: 76+ to have 1-D10

Rare: 80+ to have: 1-D4

Legendary: 96+ to have 1-D4

# Description:

**Annihilation Strike?:**No.

## Description:

Height: 3'-0"

Length: 9'

Weight: 390 lbs.

Hair color: Black

Hair texture: Course, short

Eye color: Black

Eye shape: Large-sized, sharply slanted

Posture: Quadruped

**Dislikes:** Fire and lightning.

**Disposition:** The Cyphrin appears as a blackened cat-like creature. It is a predator, always on the hunt. If it detects even the strongest dragon, it will attack. The Cyphrin's lack of fear can be its strongest weakness, for it will attack anything that it senses. It does not claw or bite, for this is not the way it takes down a victim. Once its quarry has fallen it will absorb the corpses moisture by nearing it with its mouth and inhaling slowly. A vapor will enter its nose and mouth and the fallen will become a husk with no moisture. Instinctively, it will then carry its fallen victim back to its lair to hide the evidence.

**Fears:** Unknown.

**Habitat:** Wasteland.

**Immunities:** Darkness and Dark-based magics will have no effect. Disease, Fear, Pain, Paralysis, Poison, Shock, Sickness and Stun attacks have no effect.

**Life-span:** 450 years.

**Likes:** Unknown.

**Needs:** Unknown.

**Note:** None.

**Special abilities:** This creature can speak human.

**Special defenses: Resistances:** Magic: 30%, Mental-attack: 30%

**Special offenses: Shadow-Strike:** Like the Phoenix's flame, blackness will surge out from the Cyphrin's body, engulfing any within 6 spaces (30') from the Cyphrin. This ability does not damage armor, rather it seeps into the flesh past armor. This attack is draining, not painful. When struck, the victim will feel suddenly exhausted, causing the following penalties:

1. -3 movement
2. -10 defense and offense
3. Quick regenerating luck will cease regenerating for 1-D4 turns
4. Quick regenerating damage-points will cease regenerating for 1-D4 turns

**Susceptibilities:** Fire and Lightning cause +50% damage, but will enrage the Cyphrin to gain +1 attack per turn.

**Weapon susceptibility:** Rank-4 (or better) magical weapon to harm.