

Species, Breed: Wryth'kin

Type: Not applicable.

Class: Fiend (mammal).

Align: Evil

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

Level: 1-D30 + 1

Number encountered: 1-D12

Experience points: 20 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 20

Coordination: 15

Dexterity: 13

Intelligence: 3

Mental-strength: 23

Strength: 24

Wisdom: 3

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 25

Oxygen-points: 69

Blood-points: 60

Attack descriptions

2 Claws: 1-D100 / 1 space (5') / Sharp attack

Defense: 15

Offense: 13

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 90+ to have 1-D20

Bronze: 92+ to have 2-D8

Silver: 94+ to have 1-D12

Electrum: 96+ to have 1-D10

White-gold: 98+ to have 1-D8

Yellow-gold: 00+ to have 1-D6

Black-gold: 00+ to have 1-D4

Treasure item(s):

Common: 91+ to have 1-D4

Uncommon: 91+ to have 1-D4

Rare: 00+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Height: 3' 0", Length 6' 0", Weight: 60 LBS., Skin color: Dark-green, Skin texture: Very course, like that of a young pine tree, Eye color: Purple, Eye shape: Small and narrow. These creatures do not have eyelids. The eyes are covered by a protective sliding lids that open (eye-shield drops, as do the outer eyelids just within the protective eye-shields, Posture: Biped

Dislikes: Magic. If the Wryth'Kin become aware that magic may be present, as a whole, one avoidance-roll vs. "Mental attack" must be successful, or they will flee, not meaning to return (so fearful and superstitious are they of magic).

Disposition:

Fears: Magic.

Habitat: Forest (Common)

Immunities: None

Life-span: Unknown

Likes: Food. Wryth'Kin are voracious hunters, although they are extremely introvert and non-social (excluding its own kind).

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

Note: These creatures look like a very large lizard that can walk on its hind legs. They are devious and mean, hunting just for the pleasure of the take down.

Special Abilities: Poison-strike: When a within 10' of any victim, it will spit its saliva-poison at its eyes, to blind its quarry. The Poison-strike of the Wryth'Kin is considered as a hurled weapon, same skill-level (if its victim does not evade, 1-2 random areas of the body will be effected). The area of effect in the full contents of the immediate space before it. Wryth'Kin gain a +30 to strike its quarry with this form of attack. Poisoning effects are as follows:

<u>Effected area:</u>	<u>Effect time:</u>	<u>Brief description:</u>
Eyes	Immediate	Avoid vs. "Paralysis" or Vision = 5
Mouth	1-2 turns.	Taste: acrid; Texture: Like watered honey; Smell: Mild skunkish scent. Avoid vs. "Poison" or the following effects will happen:

Vision will blur and shift, causing the effect of double-vision. When the victim of Wryth'Kin poison successfully strikes a target, while under the effects of Wryth'Kin poison, there will be a 50/50 chance to actually

strike the target successfully, even after a roll to hit has been confirmed.

Skin 2-12 turns. Same as the effects of getting poison in the mouth, yet the effects are 30% chance (roll a 01-30) to miss opponent, per successful strike, after each successful hit (instead of the 50/50 chance). Poison effects are not lethal; they merely disorient the Wryth'Kin's quarry. The effects will last for about 24 hours and then wear off to no penalties.

Special defenses: Immune to all forms of poison (except toxin).

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.