

Species, Breed: Vahkrin, Consumed

Type: Not applicable.

Class: Vahkrin (undead)

Align: UnHoly (chaotic).

Gender: 01-99: Female, 00: Male

Level: 31 + 1-D30

Number encountered: 1

Experience points: 500 x level.

Characteristics:

Awareness: 80

Charisma: 60

Constitution: 90

Coordination: 70

Dexterity: 80

Intelligence: 35

Mental-strength: 120

Strength: 90

Wisdom: 15

Movement:

Flying: 63

Grounded: 21

Swimming: 11

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions:

Bites: 2

Damage: 1-D12 x12

Range: 1 space (5')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D12 x12

Range: 1 space (5')

Attack type: Sharp

and:

Poison Tail Strike: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Needle. See: "Special Offenses"

Defense: 100

Offense: 110

Damage-Points: Roll 1-D100 +14 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 15+ to have 1-D10 x1,000

Bronze: 18+ to have 1-D10 x2,000

Silver: 21+ to have 1-D10 x3,000

Electrum: 24+ to have 1-D10 x4,000

White-gold: 27+ to have 1-D8 x2,000

Yellow-gold: 30+ to have 1-D6 x1,000

Black-gold: 33+ to have 1-D4 x500

Treasure item(s):

Common: None

UnCommon: None

Rare: None.

Legendary: 02+ to have 3-D6 +3

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a beautiful or handsome person with bat-like wings and a long tail, the end of which is set with a thin scorpion-like stinger. This is exactly as the appearance of the Liquorian Vahkrin.

These two are difficult to tell apart.

Eye color: Gray with pink cat's-eye pupil.

Eye shape: Elf-like, yet slanted sharply.

Hair color: Red (long and slightly wavy).

Height: 5'-6"

Tail length: 6'-0"

Skin color: White.

Skin texture: As a human.

Posture: Avian-biped (like a bird, or relating to the family of birds, like an animal with two feet).

Weight: 125 lbs.

Wing contour: Bat-like.

Wingspan: 16'-6"

Dislikes: Cold. Holy creatures.

Disposition: The Consumed Vahkrin was once the Liquorian Vahkrin in life . . . now the living dead; twisted in a state of half life. The malice of this creature knows no bounds. It's hatred for those of the living world is no doubt the most twisted and resentful of all the undeads in existence.

Fears: Unknown.

Habitat: UnderWorld.

Immunities: Only spells that deal directly with the living dead, and physically damaging spells can effect this undead.

Life-span: Immortal. Although this creature does not age past the prime of life, it can be slain.

Likes: UnHoly undead creatures.

Needs: None.

Note: The teeth of this creature are all similar to canine teeth in that they have the appearance of fangs (yet these fangs are not extreme in the slightest). All fangs are hollow and can secrete an undead saliva-poison. This is not a killing poison, but has a terrible effect. See: "Special Offenses".

If extracted from this creature, one can obtain 1-D6 doses of Deceiver's Rift Poison.

Special Abilities: Dimension / Plane Travel: At will as the Magician Spell.

Modification-points: The Consumed Vahkrin will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability 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: 30%; Mental-Attack: 30%; Spiritual-Attack: 30%. Remember that resistance to Magic, Mental-attack and Spiritual-attack means magic related to physically damaging, or necromancer spells only.

See: "Immunities".

Special Offenses: Dark Soul-Gem: The Consumed Vahkrin targets a creature by pointing at it and uttering the following Chant of Darkness: Shoul visra anyur sheen (I take your soul). If that creature fails to roll an avoidance-roll vs. "Magic", it will suffer a permanently draining loss of 1 point from each and every characteristic of that creature (Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-strength, Strength and Wisdom).

If successful, the a black gem will appear in the grasp of the Consumed Vahkrin's hand. This gem can used for one of the following purposes (which must be stated beforehand):

1. To bring a slain undead back to half-life.
2. 15 Dark Soul-Gems can be used to bring a living creature back to life.
3. 30 Dark Soul-Gems can create 1 death charge to be housed within an item until it is used.

Deceiver's Rift Poison: If infected, the effects of this undead's saliva will force the bitten to do its ultimate bidding for 1-D4 turns if an avoidance-roll vs. "Poison" and "Faith" is failed.

Even the directive to destroy one's self can be commanded, and must be obeyed. But if this command is given, the Consumed Vahkrin must successfully pit its mental-strength vs. the mental-strength of the creature it is giving this dark and terrible command to (single roll chance), or the effect will break.

One must not use this terrible poison in ignorance, for using Deceiver's Rift Poison is an UnHoly act.

Effect time: This poison will be in effect upon the start of the turn after being bitten if the victim succumbs to its effects.

Duration: 1-D4 turns.

Susceptibilities: Holy abilities and spells cause x2 damage on this creature.

Weapon susceptibility: Rank-15 (or better) enchanted weapon to harm.