

Species, Breed: Vahkrin, Imp (Minor)

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil.

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

Level: 1-D10 +1

Number encountered: 1-D20

Experience points: 6 x level.

Characteristics:

Awareness: 20

Charisma: Not applicable.

Constitution: 25

Coordination: 25

Dexterity: 30

Intelligence: 18

Mental-strength: 30

Strength: 18

Wisdom: 18

Movement:

Flying: 30

Grounded: 10

Swimming: 7

Luck: 25

Oxygen-points: 90

Blood-points: 75

Attack descriptions:

1 Bite: 1-D20 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D12 / 1 space (5') / Sharp attack

Defense: 25

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 90+ to have 1-D20

Bronze: 85+ to have 1-D12

Silver: 80+ to have 1-D10

Electrum: 85+ to have 1-D8

White-gold: 90+ to have 1-D6

Yellow-gold: 95+ to have 1-D4

Black-gold: 00 to have 1-2 (Roll 1-D4: 1-2 = 1, 3-4 = 2)

Treasure item(s):

Common: 90+ to have 1-D4

UnCommon: 94+ to have 1-3 (Roll 1-D6: 1-2 = 1, 3-4 = 2, 5-6 = 3)

Rare: 98+ to have 1-2 (Roll 1-D4: 1-2 = 1, 3-4 = 2)

Legendary: 00 to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 3'-0". Weight: 60 lbs. Wingspan: 9'-0" (bat-like). Skin: Green. Hair: Not applicable, Eyes: Black. The eyes of the Vahkrin Minor Imp are rather large for its head and slanted sharply.

Dislikes: Holy Creatures.

Disposition: Devious and cunning. The imp is always plotting something; it's their nature.

Fears: Jahthas.

Habitat: Underworld.

Immunities: Charms of all kinds: 100% Magic: 30% Mental-attack: 10% Spiritual-attack: 40%

Life-span: 50 years.

Likes: Hunting and trapping creatures to study.

Needs: Unknown

Note: None.

Special Abilities: Plane Travel: The Minor Imp Vahkrin can Plane Travel once per 3 moons. It takes 3 turns (15 seconds) to complete the Plane Travel.

Special defenses: Resistances: Magic: 30% Mental-attack: 10% Spiritual-attack: 40%

Special offenses: None.

Susceptibilities: Vahkrin have only ½ the normal chance (rounded down) to avoid holy powers and spells.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.