

Species, Breed: Goblin, Krill`Shen

Type: Not applicable.

Class: Monster (mammal)

Align: Evil

Gender:%Roll: 01-50: Female; 51-00: Male

Level: 1-D20+1

Number encountered: 2-D6 The "Number encountered:" will be 10% of the main hoard of Goblins.

Example: Two D6 is rolled to see how many Goblins there will be. A 7 is rolled; 7 Goblins will be encountered together at one time. The number encountered x 100 = total population of the Goblin Species.

A Goblin Stronghold will be established at the discretion of the G.M. It will be a secreted civilization, hidden away from the prying eyes of mankind.

Experience points: 1 x level.

Characteristics

Awareness: 28

Charisma: 11

Constitution: 25

Coordination: 30

Dexterity: 30

Intelligence: 30

Mental-strength: 30

Strength: 28

Wisdom: 30

Movement:

Flying:

Grounded: 11

Swimming: 4 (fairly good swimmers).

Luck: 100

Oxygen-points: 90

Blood-points: 75

Attack descriptions

1 sword (Katana): 2-D8 / 1 space (5') / Sharp attack.

or:

1 Bow (recurve): 1-D10+1-D4 / 1 spaces (5') / Sharp attack.

Defense: 30

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 4-D20

Silver: 76+ to have 3-D20

Electrum: 81+ to have 2-D20

White-gold: 86+ to have 1-D12

Yellow-gold: 91+ to have 1-D8

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 71+ to have 1-D8

Uncommon: 86+ to have 1-D6

Rare: 91+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 6'-0", Weight: 170 Lbs., Skin color: Black, Skin texture: Smooth, Hair color: Black, Eye color: Black, Eye shape: Medium and sharply slanted, Posture: Biped

Dislikes: Druid Kind, Dryads, Nymphs, Sylphs, Forest-Knights, and Aldarian and Vosk Elves.

Disposition:

Fears:

Habitat: Forest (Dark)

Immunities: 75% Pain-Resistance. 60% Poison-Resistance. 91% Shock-Resistance. Immune also to Disease, Sickness.

Life-span: Unknown.

Likes: Domination of any who are not KrillShen. The KrillShen will go out of their way to control and rule other breeds of Goblin-kind, including the high commanders called, "Hoard Commanders" (listed in the "Notes" section of the Common Goblin). If they could, the KrillShen would rule everything

Needs: Unknown.

Note: KrillShen can Speak 4 languages (not including KrillShen, Common and Kardjon Goblin). Roll on the following chart to randomly determine what languages each KrillShen knows:

%Roll Languages

01-10 Droglin

11-15 Lykkinnin %Roll Lykkinnin types:

01-20 Lycanthra

21-00 Lycanthrope

16-20 Minke

21-40 Ogre %Roll Ogre types:

01-70 Common

71-00 Ulex

41-70	Race	<u>%Roll</u>	<u>Races:</u>		
		01-15	Dwarf	<u>%Roll</u>	<u>Dwarf types:</u>
				01-65	Kithrin
				66-00	Sha`Qual
		16-70	Human		
		71-75	Elf	<u>%Roll</u>	<u>Elf types:</u>
				01-20	Aldarian
				21-40	Kithillian
				41-70	Mirellian
				71-80	Sardakk
				81-00	Vosk
		76-00	Shallant		
71-00	Wolf	<u>%Roll</u>	<u>Wolf types:</u>		
		01-05	Acid		
		06-60	Common & Giant		
		61-65	Nargul		
		66-70	Fire		
		71-95	Shadow		
		96-00	Winter		

Special Abilities: *Tracking:* (can track on a roll of 61+). *Night-vision.* Goblin's speak Human. They are cunning in the creation of traps and snares, yet not adept (successful trap setting on a roll of 31+).

Special defenses: Will wear armor(s), and use weapons, if they have them. They will know and use all treasure items they have as well.

Special offenses: None.

Susceptibilities: Unknown.

Weapon susceptibility: Rank-0 (or better) weapon to harm.