

Species, Breed: Vahkrin, Liquorian

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil (UnHoly)

Gender: 01-99: Female, 00: Male

Level: 15 + 1-D30

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 50

Charisma: 60

Constitution: 90

Coordination: 50

Dexterity: 50

Intelligence: 35

Mental-strength: 80

Strength: 30

Wisdom: 15

Movement:

Flying: 42

Grounded: 14

Swimming: 8

Luck: 125

Oxygen-points: 240

Blood-points: 270

Attack descriptions:

Bites: 3

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp

and:

Claws: 4

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp

and:

Poison Tail Strike: 1

Damage: 1-D12

Range: 1 space (5')

Attack type: Needle. See: "Special Offenses"

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 1-D100 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D10 x1,000

Bronze: 35+ to have 1-D10 x2,000

Silver: 40+ to have 1-D10 x3,000

Electrum: 45+ to have 1-D10 x4,000

White-gold: 50+ to have 1-D8 x2,000

Yellow-gold: 55+ to have 1-D6 x1,000

Black-gold: 60+ to have 1-D4 x500

Treasure item(s):

Common: None

UnCommon: None

Rare: 20+ to have 1-D6

Legendary: 40+ to have 1-D4

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.

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. Druids.

Disposition: Teasingly playful. Whether they be male or female, Liquorian are of the most scheming of all Vahkrin. They love the game of corruption. They also love to torture their victims by means of over saturating them with their venomous influences. They are not so kind, however, to those who have wounded or defied them.

Fears: Unknown.

Habitat: UnderWorld.

Immunities: Alcohol. Although fermented drinks have an almost normal effect upon a Liquorian, alcohol only relaxes this creature to a point. The Liquorian will not become unstable, or pass out from alcohol effects.

Life-span: Immortal. Although Liquorian do not age past the prime of life, they can be slain.

Likes: Teasing other 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 a saliva-poison. This is not a killing poison, but rather has an effect of inducing relaxation and euphoria, exactly as Ahkra (see: Ahkra in the A section of the Plants Book). This saliva is addictive, just as Ahkra, but not deadly if not gotten.

Special Abilities: Dimension / Plane Travel: Once per moon (30 days) as the Magician Spell.

Modification-points: The Liquorian 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: Charms of all kinds: 90%; Magic: 60%; Mental-Attack: 60%; Spiritual-Attack: 30%

Special Offenses: **Liquorian Venom:** The saliva of this creature has the exact same effect as consuming one use of Ahkra. This poison effecting will take hold 2 turns (10 seconds) after being infected (i.e, bitten, kissed, stung, etc.).

Susceptibilities: Holy abilities and spells cause x2 damage on this creature. Liquorian will have a -10 to avoid such attacks.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.