

Species, Breed: Vahkrin, Arsia

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil (UnHoly)

Gender: All are female unless a 000 is rolled (a % Roll of 00 + roll 1-D10 and roll a 0 = 000 roll. If 000 is rolled, this encounter will be a male Arsia Vahkrin.

Level: 20 + 1-D30 +1

Number encountered: 1

Experience points: 220 x level.

Characteristics:

Awareness: 60

Charisma: 35

Constitution: 100

Coordination: 60

Dexterity: 60

Intelligence: 30

Mental-strength: 80

Strength: 40

Wisdom: 30

Movement:

Flying: Can't.

Grounded: 18

Swimming: 6

Luck: 200

Oxygen-points: 240

Blood-points: 300

Attack descriptions:

Rakes: 6

Damage: 1-D20 x5

Range: 1 space (5')

Attack type: Sharp.

or:

R-0 Morgel Dagger: 3

Damage: 2-D4 + See: "Special Offenses".

Range: 1 space (5')

Attack type: Sharp.

Note:

If this creature wields sharp, or needle, type of weapon, and begins losing a fight, there will be a 30% chance per turn of remembering to lick it. This will take 1 turn (5 seconds) to do. See: "Venomous Bite" in the "Special Offenses" section.

Defense: 60 / 90 if 32nd + level

Offense: 60 / 90 if 32nd + level

Damage-Points: Roll 1-D100 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 20+ to have 1-D100 x 10

Yellow-gold: 25+ to have 1-D100 x 6

Black-gold: 30+ to have 1-D100 x 3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 3-D10 +3

Legendary: 80 + to have 1-D4 +1

Note:

Arsia will always use all his or her items, just like a player character would.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a thin-featured male or female with noticeably long talons for fingernails.

Eye color: Night-Black.

Eye shape: As an elf. The Pupils of this creature are a noticeably deeper black than the eyes.

Hair color: Ink-black with soft purple highlights with reflect in any form of illumination.

Height: 5'-10"

Skin color: Black.

Skin texture: As the Black-Sands Ultarian race (smooth, yet durable).

Posture: Biped (like an animal with two feet).

Weight: 130 lbs.

Dislikes: Vuolg. Their disdain for the Vuolg Vahkrin will lead them into a fight if the two breed of Vahkrin encounter each other. Arsia refuses to yield to the demand Vuolg decree; to serve them.

Disposition: They will not back down from any fight, unless it means quick and ultimate defeat. But if Arsia retreats, it will always plot to gain honorable revenge.

Arsia are usually outcasts within the society of the UnderWorld due to their arrogance towards most all other Vahkrin.

This creature is always on the hunt, ever-prowling for quarry. The Arsia Vahkrin will never attack an unaware creature, for they deem an action of surprise as cowardly and dishonorable.

Arsia are an independent race and thrive on solitary living. They may choose to join forces with another, yet this is rare and usually not long lasting. They do not especially loath those of the living world, as most other Vahkrin do.

Fears: None.

Habitat: UnderWorld.

Immunities: Death abilities, spells and weapons. Fear, Poison (all types -- toxin poison only makes them angry).

Life-span: 1 age (1,000 years).

Likes: Battle-honor. This creature loves an even duel. Arsia are not murderers, but absolutely seek the thrill of combat. They will not usually kill, but let a good challenge live to one day fight again.

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

Note: None.

Special Abilities: Dissolution: Arsia can create one Morgel Death weapon. This incredible feat is accomplished as follows:

To create a Morgel Death weapon, the following must be done:

1. Cut out a piece of a Hagoth Tree (enough to create the weapon).
2. Carve it to look like the weapon desired.
3. Inscribe runes into the weapon's surface.
4. Hold the weapon in both hands and concentrate on making the weapon serve dissolution.

Note: Only one such weapon can be in existence at one time, unless it is destroyed or given to another. Arsia are immune to death weapons.

Special Defenses: Resistances: This creature has the following resistances:

Magic: 40%

Special Offenses: Venomous Bite: If bitten by Arsia, death will occur upon the beginning of the next turn. Her deadly saliva is like the poison of the deadly Toxin Spider or Fur Snake; it kills almost instantly. The one thing that Arsia Saliva does not do is kill Undead.

Susceptibilities: None

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