

Species, Breed: Vahkrin, Imp, Gargan

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil.

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

Level: 1-D30 +2

Number encountered: 1-D10

Experience points: 75 x level.

Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 40

Intelligence: 20

Mental-strength: 40

Strength: 40

Wisdom: 20

Movement:

Flying: 36

Grounded: 12

Swimming: 9

Luck: 60

Oxygen-points: 120

Blood-points: 90

Attack descriptions:

1 Bite: 4-D20 +4 / 1 space (5') / Sharp attack

and:

2 Claws: 2-D20 +4 / 1 space (5') / Sharp attack

Defense: 30

Offense: 40

Damage-Points: Roll 1-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 86+ to have 1-D20 x3

Bronze: 81+ to have 1-D12 x3

Silver: 76+ to have 1-D10 x3

Electrum: 81+ to have 1-D8 x3

White-gold: 86+ to have 1-D6 x3

Yellow-gold: 91+ to have 1-D4 x3

Black-gold: 96+ to have 1-D4 x2

Treasure item(s):

Common: 86+ to have 1-D8

UnCommon: 90+ to have 1-D6

Rare: 94+ to have 1-D4

Legendary: 98+ to have 1-3 (Roll 1-D6: 1-2 = 1, 3-4 = 2, 5-6 = 3)

Description:

Annihilation Strike?: Yes.

Description: Height: 3'-0". Weight: 60 lbs. Wingspan: 9'-0" (bat-like). Skin: Silver. Hair: Not applicable, Eyes: White. 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%. When cast upon this creature, there will be a 10% chance of a charm ability or spell being reversed back onto the attacker.

Life-span: 300 years.

Likes: Hunting and trapping creatures to study and eat. If a creature captured shows any promise of being useful, this Imp will make a slave of it.

Needs: Unknown

Note: None.

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

Special Defenses: Resistances: Magic: 40% Mental-attack: 20% Spiritual-attack: 50%

Special offenses: Gargan-Strike: If this creature strikes another with a maximum-strike (+30 offense over the defender's roll) x2 damage will occur.

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

Weapon susceptibility: Rank-7 (or better) magical weapon to harm.