

Species, Breed: Feigner

Type:

Class: Fiend

Align: Evil

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

Level: 1-D30+1

Number encountered: 1

Experience points: 50 x level.

Characteristics

Awareness: 30

Charisma: 16

Constitution: 30

Coordination: 100

Dexterity: 30

Intelligence: 30

Mental-strength: 36

Strength: 10

Wisdom: 10

Movement:

Flying: Can't

Grounded: 16

Swimming: 6

Luck: 200

Oxygen-points: 108

Blood-points: 90

Attack descriptions

None.

Defense: 100

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D100 x6

Bronze: 45+ to have 1-D100 x5

Silver: 50+ to have 1-D100 x4

Electrum: 60+ to have 1-D100 x2

White-gold: 80+ to have 3-D20

Yellow-gold: 90+ to have 1-D10

Black-gold: 96+ to have 1-D8

Treasure item(s):

Common: 60+ to have 1-D4

UnCommon: 60+ to have 1-D4

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a Shallant sized humanoid, yet oddly blue in color.

Eye color: Dark-green.

Eye shape: Small-sized and slanted.

Hair color: Blue.

Hair texture: As a humans (this creature usually keeps it short.

Height: 2'-6"

Skin color: Dark-blue.

Skin texture: Smooth, as a human's skin.

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

Weight: 60 lbs.

Dislikes: Fighting

Disposition: This little fellow is completely dark-blue. Its favorite color is dark-blue. It wears dark-blue clothing. The Feigner is of the most cunning of creatures. It loves to fool other creatures into giving it some of their treasure by means of empty threats of death as it disguises itself as a terrible looking creature (usually a dragon). Dragons are its favorite type of creature, and they will often study a dragon for long periods at a time, giving gifts to them in hopes that this will form an alliance. Dragons collaborate with the Feigner well, as long as it leaves their treasure alone.

Fears: Unknown.

Habitat: Forest (common).

Immunities: Poison has absolutely no effect upon a Feigner (even toxin poison).

Life-span: Unknown

Likes: Treasure and creating illusions. Music (the flute).

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

Note: None.

Special Abilities: Illusion (See: "Special Offenses").

Special Defenses: Magical Resistance: 91%

Special Offenses: Illusion: The Feigner can create an illusion to cover itself like the Enchanted Item, "Illusionary Change Brooch", yet without size restrictions. This illusion will cover itself with the guise of another creature, attempting to fool others into giving it treasure and wealth. In return, a pact will be given let them (travelers or other creatures) live. These are empty threats, but the victims of the Feigner do not know this. The Feigner will create an illusion of a fire-breathing dragon 75% of the time, for they have a tendency to form an alliance with them. No one really knows how such a relationship begins, but it does.

Susceptibilities: None

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