

Species, Breed: Vahkrin, Shagga

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil (UnHoly)

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

Level: 61st

Number encountered: 1

Experience points: 500 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 100

Coordination: 60

Dexterity: 60

Intelligence: 20

Mental-strength: 120

Strength: 200

Wisdom: 20

Movement:

Flying: Can't.

Grounded: 32

Swimming: Can't

Luck: 250

Oxygen-points: Not applicable (does not need to breath).

Blood-points: Not applicable (does not have blood).

Attack descriptions:

Bite: 1

Damage: 1-D100 x5

Range: 2 spaces (10')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D100 x2

Range: 3 spaces (15')

Attack type: Sharp.

or:

R-0 Quarter Staff: 3

Damage: 1-D100 x2

The 1-D100 x2 is the physical damage this staff inflicts. When struck by this staff physically, additional damage will be taken as follow: Disintegration: 1-D100 damage in all areas of victim's body.

Range: 4 spaces (20')

Attack type: Blunt for the staff, and enchantment for the Disintegration-Strike.

See: "Disintegration-Strike" in the "Special Offenses" section.

Defense: 90

Offense: 90

Damage-Points: Roll 1-D100 +36 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: 10+ to have 1-D100 x 10

Treasure item(s):

Common: None

UnCommon: None

Rare: 05+ to have 3-D10 +5

Legendary: 21+ to have 3-D6 +5

Description:

Annihilation Strike?: Yes.

Description: This creature has the appearance of a massive humanoid, black as night, with a long serpent-like tail. It's protruding jaws are lined with 12" razor-sharp teeth. At the end of its fingers are set 5 dagger-like hand-length talons.

Eye color: Obsidian-Black.

Eye shape: Large and slanted.

Hair color: Black. Straight (hair is like porcupine quills)

Hair texture: Straight, like massive porcupine quills that set upon this creature as a mane sets upon a lion. This creatures hair extends halfway down its back.

Height: 18'-0"

Length: 36'-0"

Skin color: Black.

Skin texture: Rough, like soft, pliable, lava rock.

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

Weight: 2,400 lbs.

Dislikes: Holy creatures.

Disposition: The Shagga Vahkrin loves the game of war. It does not feel fear, even when it is at the brink of death, for when it dies, it will only be banished back to the UnderWorld. After 100 years, it may again return to that place where it was “slain”. When a Shagga takes down a victim, if it still lives, it will not slay it. The Shagga will take prisoners, and then, in the end, Plane Travel back to the UnderWorld with them. Shagga are not brainless killers. They understand the arts of war, and play it as well as a fully skilled general of a militia. It is a game to them.

Fears: None.

Habitat: UnderWorld.

Immunities: Beguile and Charm (mood altering abilities and spells have no sway on this horror), Disease, Electricity, Fire, Pain, Shock and Sickness.

Life-span: Immortal. This creature never dies naturally, yet it can be slain.

Likes: War and conquest.

Needs: Unknown.

Note: The mane of this creature can be taken and cured. If done so successfully, it can be worn as a defensive cloak. **ShatterMane Quill Cloak** stats: This cloak is exactly the same in its defense as it appears in the defensive section of this creature sheet. The only difference is the damage, which is reduced to ½ (1-D12 x5 in one single area of an attacker's body).

Special Abilities: Dimension travel: 2 times per fortnight (as the Psychic Spell).

Modification-points: This creature will have 1,800 modification-points to use in buying up Elemental Magician, Magician and Necromancer abilities and spells (prerequisites do not have to be met for the purchasing of abilities and spells).

Plane travel: 2 times per fortnight (as the Psychic spell).

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

Magic: 60%

Mental-attack: 60%

Spiritual-attack: 60%

ShatterMane Quills: Unless one can win an initiative with this creature every turn while physically engaged against it, piercing damage will occur (1-D12 x10 in 1-D4 areas of the body).

Special Offenses: Disintegration Staff: This staff can shoot out a ray of black energy that will strike a creature (Range: 10 spaces (50')). When this beam of energy strikes its target, it will cause 1-D100 points of damage in up to all areas of the body to all within the area of effect (Area of Effect: 2 spaces (10') out in all directions).

If struck by a Shagga's staff, it will cause 1-D100 points of damage in the area struck (if flesh is touched by the staff an avoidance-roll vs. "Stun" must be successful, or total paralysis will occur for 1-D12 x6 hours.

Note: If a creature falls to paralysis, the Shagga Vahkrin will take it to the UnderWorld and keep it as a slave forever.

Susceptibilities: Holy spells. A Shagga will have only one half the normal chance to avoid holy magic (and Magic Resistance will only work at one-half chance (30%).

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