

Species, Breed: Vahkrin, Imp, Drungle

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil. Each Drungle Imp encountered will have a 10% chance of being "UnHoly".

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

Level: 1-D20 +2

Number encountered: 3-D4

Experience points: 60 x level.

Characteristics:

Awareness: 24

Charisma: 1

Constitution: 26

Coordination: 28

Dexterity: 32

Intelligence: 31

Mental-strength: 34

Strength: 19

Wisdom: 12

Movement:

Flying: 33

Grounded: 11

Swimming: 8

Luck: 40

Oxygen-points: 102

Blood-points: 78

Attack descriptions:

Bite: 1

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage per claw: 1-D12 x2

Range: 1 space (5').

Attack type: Sharp.

Defense: 28

Offense: 32

Damage-Points: 2-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D12 x7

Bronze: 29+ to have 1-D12 x6

Silver: 39+ to have 1-D12 x5

Electrum: 59+ to have 1-D12 x4

White-gold: 79+ to have 1-D12 x3

Yellow-gold: 89+ to have 1-D12 x2

Black-gold: 99+ to have 1-D12

Treasure item(s):

Common: 78+ to have 1-D4

UnCommon: 88+ to have 1

Rare: 99+ to have 1

Legendary: 00 to have 1

Description:

Annihilation Strike?: Yes.

Description: This large, beady-eyed creature appears to be a thin-framed humanoid with bat-like wings.

Eye color: Black.

Eye shape: Overly large for its head, and sharply slanted.

Height: 3'-0"

Skin color: Gray.

Skin texture: Leathery.

Posture: Avian-biped (a creature than flies, yet walks naturally upright upon two legs).

Weight: 60 lbs.

Wing contour: Like that of a bat.

Wingspan: 9'-0"

Dislikes: Holy Creatures.

Disposition: As is their nature, this creature is chronically in the attitude of perfecting plots and great plans (whatever they may be). Each Drungle Imp encountered will have a 25% chance of being inflicted with a naturally born mental illness that cannot be permanently healed with typical healing magics.

If a Drungle Imp is mentally ill, roll on the following chart to see what it will be:

%Roll: Insanities:

01-60: Delusions of Grandeur:	This imp thinks it cannot be defeated, thus it is 100% immune to fear (and also wise judgements).
61-80: Feebled will:	There will be a 50% chance of this creature abandoning its allies each time one is falls, or is defeated. After fleeing, there will be a 25% of guilt setting in. If guilt sets in, it will return to support its companions aid. If it does not, it will abandon them forever.
81-90: Schitzaphrenia (paranoid):	This imp is mentally unstable and highly dangerous. Few comprehend the workings within the mind of this creature. Hallucinations naturally plague this creatures existence, causing it to see visions, or hear voices, which instuct it to commit disturbing acts. There will be a 60% chance of this happening every 1-D6 days, and a 40% chance when it finds itself mentally strained, or in a fight.
91-00: Schitzaphrenia (undifferentiated):	This imp is bizzare. It's actions are very odd, and often times entertaining and comical.

Fears: Jahthas and Conjurers.

Habitat: Underworld.

Immunities: Charms of all kinds: 100%.

Note: A Drungle Imp with "Delusions of Grandeur" is immune to all forms of fear.

Life-span: 80 years.

Likes: Hunting and trapping creatures to study.

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

Note: None.

Special Abilities: Plane Travel: The Drungle Imp Vahkrin can Plane Travel 3 times per 2 moons (60 days). Plane Travel can be cast in 3 turns (15 seconds), and does require a component. When Plane Traveling, the Drungle Imp can take 1 other creature with it per 3 levels advanced. All other rulings will apply to this spell.

Note: After beginning the Plane Travel spell, the Drungle Imp will not have to continue the casting as the spell continues to cast on its own, the range of the spell being the imp itself. After initially casting Plane Travel, the imp will be free to attack, or do whatever it wishes. The spell it can only be interrupted if the Drungle Imp is slain, or changes its decision to cast for some reason.

Special Defenses: Drungle Aura: For every Rank under 5, this creature will have a damage-reduction of 2 vs. physical attacks.

Example:

A Rank-4 weapon used against this creature will give the Drungle Imp a damage-reduction of 2

A Rank-3 weapon used against this creature will give the Drungle Imp a damage-reduction of 4

A Rank-2 weapon used against this creature will give the Drungle Imp a damage-reduction of 6

A Rank-1 weapon used against this creature will give the Drungle Imp a damage-reduction of 8

A Rank-0 weapon used against this creature will give the Drungle Imp a damage-reduction of 10

Resistances: This creature will have the following resistances:

Magic: 35%

Mental-attack: 15%

Spiritual-attack: 45%

Special Offenses: Drungle Breath: This creature will exhale a gray mist into the face of its victim, causing a catatonic slumber to come upon the targeted creature.

Duration: 1 hour x the Drungle Imp's level.

Usable: 1 time per 24 hours.

Avoidance-roll: Yes, vs. "Breath".

Susceptibilities: Vahkrin have only $\frac{1}{2}$ the normal chance (rounded down) to avoid holy powers and spells.

Weapon susceptibility: Rank-5 (or better) magical weapon to fully harm. See "Drungle Aura" in the "Special Defenses".