

Species, Breed: Vahkrin, Canahvis

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil (UnHoly)

Gender: %Roll: 01-99 = Female, 00 = Male (the males of this species are extremely rare)

Level: 20 + 1-D30 +1

Number encountered: 1

Experience points: 200 x level.

Characteristics:

Awareness: 50

Charisma: 55

Constitution: 80

Coordination: 50

Dexterity: 50

Intelligence: 26

Mental-strength: 70

Strength: 25

Wisdom: 24

Movement:

Flying: 45

Grounded: 15

Swimming: 8

Luck: 200

Oxygen-points: 210

Blood-points: 240

Attack descriptions:

As weapon type Canahvis may be in possession of. Check for Canahvis's treasure. If she has any. She will use any weapons which are better than her claws and bit (unless she wishes to drain her victim).

Bite: 1

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D12 x9

Range: 1 space (5')

Attack type: Sharp

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: 5-D20 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 26+ to have 1-D12 x100

Bronze: 31+ to have 1-D12 x100

Silver: 36+ to have 1-D12 x100

Electrum: 41+ to have 1-D10 x100

White-gold: 46+ to have 1-D8 x100

Yellow-gold: 51+ to have 1-D6 x100

Black-gold: 56+ to have 1-D4 x100

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 1-D10 +3

Legendary: 21+ to have 1-D4 +3

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a beautiful woman with bat-like wing. When she smiles, one can easily see that all her teeth are canine fashion, with the two teeth at the front slightly longer.

Eye color: Sky-blue.

Eye shape: Medium-sized and slightly less slanted than an elf.

Hair color: Silver-white.

Hair texture: Silky and wavy (waist length).

Height: 5'-4"

Skin color: Peach (light complexion)

Skin texture: As a human's skin.

Posture: Avian/Biped (like an animal with two feet which can fly).

Weight: 115 lbs.

Wing contour: Bat-like.

Wingspan: 16'-0"



Dislikes: A Canahvis dislikes her identity being discovered. She also despises Jahthas and Jahthein of any align.

Disposition: This creature - in appearance - looks like a beautiful human woman or girl. But she is not human in the least. She will appear as a peasant, princess, girl, etc. The Canahvis will rarely attack immediately, but will wait for the best time, trying to lure her prey away from other suspecting eyes to preform her work. Indeed she may save the life of a person, thus gaining absolute trust before she snares him or her.

Males are usually singled out as potential victims as they are easier targets, due to their weakness with the common attraction to females. Her favorite way to destroy a male is with a kiss.

If this creature so chooses, she may withhold the effects of her touch, and not harm others when making contact.

If a player plays his or her cards right, he or she can actually gain a loyalty base, and even a friendship bond with one of these creatures. It has been known to happen. This very social creature is not always “hungry”, looking for blood.

Fears: Unknown.

Habitat: UnderWorld. This creature is rarely found in other regions.

Immunities: Beguile, Charm, Fire, Gases, Illusion, Mind alterations (mental attacks that alter the mind and the way she thinks has no effect -- she is, however, susceptible to direct mind-spells and ability attacks and must avoid them). Poison (all types), Remorse and Shock.

Life-span: Immortal, though this creature can be slain.

Likes: The company of spell-casters. This creature is fascinated with illusions. Feeding off the essence of mankind (it does not matter the race, nor the gender). The Canahvis has an acute fascination with spiders.

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

Note: None.

Special Abilities: Illusion: The Canahvis can cast illusion at will. The area of effect is limited to the Canahvis's immediate person, the same way the Enchanted Item, "Illusionary Change Brooch" works. This illusion can be used at the will and pleasure of the Canahvis. There is no resting time, nor is there a limit as to the number of times she can use it. This is an ability, not magic which takes 1 turn (5 seconds) to invoke.

Modification-points: This creature will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

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

Ability: 30%

Disease: 50%

Enchantment: 30%

Magic: 30%

Mental-attack: 30%

Sickness: 70%

Spiritual-attack: 30%

Retribution Aura: If another strikes this creature while holding the weapon, draining will occur as if the Canahvis has attacked and used her ability to drain unless an avoidance-roll vs. “Faith” is successful. See: "Special Offenses".

Special Offenses: Paralysis Touch: The Canahvis has the ability to touch and immobilize its victim, akin to the way a spider bites its prey, immobilizing it with venom. Because the Canahvis has no killing venom does not mean its touch is any less deadly, for when it touches its victim, a stinging effect strikes through her victim's body, causing instant paralysis and immobilization unless an avoidance-roll vs. "Paralysis" is successful.

If the avoidance-roll is successful, her victim must pit his or her strength against the Canahvis (at half strength chance) to break this terrible hold.

If the avoidance-roll is not successful, he or she will be subject to additional draining each and every turn within the Canahvis's grasp until the avoidance-roll is successful (one chance per turn).

This paralysis does not have to touch flesh alone to work. If a Canahvis makes even the slightest contact with armor, shield, or weapon, or is struck by a weapon (even if she herself wears armor, or parry's the attack of an opponent with a weapon she wields, this deadly ability will attempt to grip her victim).

For each turn a victim is in the grip of this ability, the following effects will ensue:

%Roll Permanent draining effects:

01-10	Ability-drain:	Canahvis drains and keeps one random ability from her victim. If victim has no abilities, treat this as a roll of 91-00.
11-20	Age-drain:	Canahvis drains victim of 3-D10 years.
21-30	Blood-points drain:	3-D10 blood-points drained permanently. Canahvis permanently gains her victim's blood-points.
31-40	Damage-points drain:	3-D10 damage-points drained. Canahvis permanently gains her victim's damage-points.
41-50	Language drain:	One random language. Canahvis permanently gains her victim's language.
51-60	Level drain:	1 level drained and given to the Canahvis. If level 0, victim will be destroyed. Experience-points will start at zero for the victim.
61-70	Luck drain:	3-D10 luck drained by the Canahvis. Canahvis permanently gains the luck she drains from her victim.
71-80	Memory drain:	One random memory drained (Discretion of the G.M.). Canahvis permanently gains her victim's memory.
81-90	Mental-Strength drain:	1-D4 mental-strength drained. Canahvis permanently gains her victim's lost mental-strength.
91-00	Spell-drain:	Canahvis drains and keeps one random spell from her victim. If victim has no spells, treat this as a roll of 01-10.

Susceptibilities: Holy abilities and spells will effect this creature at x2 the normal effects in all aspects.

Weapon susceptibility: Rank-10 (or better) magical weapon to harm.