

**Species, Breed:** Vahkrin, Gnolim

**Type:** Not applicable.

**Class:** Enchanted (mammal).

**Align:** Evil (UnHoly) – Chaotic.

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

**Level:** 30 + 1-D30 +1

**Number encountered:** 1

**Experience points:** 300 x level.

**Characteristics:**

Awareness: 30

Charisma: Not Applicable.

Constitution: 160

Coordination: 60

Dexterity: 60

Intelligence: 28

Mental-strength: 100

Strength: 200

Wisdom: 8

**Movement:**

Flying: 54

Grounded: 18

Swimming: Can't (this creature hates water).

**Luck:** 300

**Oxygen-points:** 300

**Blood-points:** 480

### Attack descriptions:

Claws: 4

Damage: 1-D100 x3

Range: 2 spaces (10')

Attack type: Sharp.

and:

Bites: 2

Damage: 1-D100 x3

Range: 1 space (5')

Attack type: Sharp.

**Defense:** 60 / 90 if 32<sup>nd</sup> + level

**Offense:** 60 / 90 if 32<sup>nd</sup> + level

**Damage-Points:** Roll 2-D100 +36 x2 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x 1,100

Bronze: 02+ to have 1-D100 x 1,000

Silver: 02+ to have 1-D100 x 900

Electrum: 02+ to have 1-D100 x 800

White-gold: 02+ to have 1-D100 x 700

Yellow-gold: 02+ to have 1-D100 x 600

Black-gold: 02+ to have 1-D100 x 500

Treasure item(s):

Common: 02+ to have 3-D10

UnCommon: 02+ to have 3-D10

Rare: 02+ to have 3-D10

Legendary: 02+ to have 3-D10

Note:

The Gnolim Vahkrin will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

40% chance of having 1-D100 +25 x3 Artifacts

40% chance of having 3-D20 +3 Enchanted Items

40% chance of having 3-D8 +3 Enchanted Armors

40% chance of having 3-D8 +3 Enchanted Weapons

40% chance of having 2-D100 +25 x2 random Gems.

40% chance of having 3-D20 +10 random Special Gems.

40% chance of having 4-D6 +3 Magic Armors

40% chance of having 4-D6 +3 Magic Weapons

40% chance of having 3-D4 +3 Oracles

40% chance of having 1-D100 +30 x2 Other Valuable Items (O.V.I.)

40% chance of having 3-D4 +3 Relics

# Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a very large and strong winged humanoid.

Eye color: Red.

Eye shape: Large and slanted.

Hair color: None.

Height: 10'-0"

Skin color: Red.

Skin texture: Smooth and firm.

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

Weight: 2,000 lbs.

Wing contour: Like a bat, yet very thick.

Wingspan: 30'-0"

**Dislikes:** Holy creatures

**Disposition:** This creature is a hunter, taking prisoner any who surrender to it, and killing any who oppose it in the slightest. It has little or no mercy within its blackened heart.

**Fears:** None.

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

**Immunities:** Disease, Electricity, Fire, Fear, Pain and Sickness.

**Life-span:** 10 ages (10,000 years).

**Likes:** UnHoly creatures.

**Needs:** Unknown.

**Note:** None.

**Special Abilities: Modification-points:** This creature will have modification-points as follows:  $3\text{-D}20 + 9$  (for level 0), and then  $2\text{-D}6 + 1$  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 without having to purchase prerequisites.

**Special Defenses: UnHoly Shield:** This creature will have  $2 \text{ base damage-points} \times \text{its level}$  as a shield, which must be damaged through each and every turn to harm it.

**Special Offenses:** UnHoly Oppression: When this creature is encountered, all who behold it must make a successful avoidance-roll vs. "Fear" or be stricken with a -30 on all Offensive and Defensive rolls.

**Susceptibilities:** Holy abilities and spells will cause x2 the normal effect on this creature in every aspect. A holy creature can harm this creature with a non-magical attack (which means "Weapon Susceptibility" can be totally discarded. Also, a holy weapon that is under Rank-30 will still harm this creature.

**Weapon susceptibility:** Rank-30 (or better) enchanted weapon to harm. See: "Susceptibilities".