

KI-RIN

Source: 1e *Monster Manual* (ki-rin),

Ki-rin are a race of aerial creatures that resemble luminous golden bisons with a single spiraling horn, similar to that of a unicorn. As beautiful as a sunset, a ki-rin's mane and tail are a darker gold than the rest of its body, its horn and hooves are golden pink and its eyes are violet. The intact skin of a ki-rin is highly valuable to certain unsavory collectors.

Ki-rin are always male; the females, who are far more powerful and even more rare than the already extraordinarily rare ki-rin, are known as t'uen-rin.

A Response to Evil: When the shard of evil that created the Abyss was first plunged into the Elemental Chaos, it provoked a reaction from the plane itself. This reaction took many forms, one of which was the generation of the ki-rin. These creatures are wholly opposed to evil and especially to demons of all sorts.

Benevolent Helpers: When a ki-rin comes upon a person in need, it sometimes offers that person aid. Ki-rin might rescue a shipwreck victim, fight off attacking monsters, carry a lost individual back to its home, fetch food and drink for a caravan short on supplies or otherwise help the unfortunate. Ki-rin are good natured, and if one does not aid a person in need, it is almost always pursuing a more important and time-sensitive goal.

Lofty but Arrogant: Ki-rin are lofty creatures who usually consider themselves to be far above mortals. Thus, despite their good nature, they often disregard the wishes of “lesser” beings and may use humans or other short-lived natural beings as pawns with which to oppose the forces of evil- regardless of the danger to those pawns or their loved ones.

Fleet Ki-Rin

Large elemental magical beast (air)

HP 232; **Bloodied** 116

AC 40; **Fortitude** 36; **Reflex** 39; **Will** 40

Speed 9, fly 24 (hover)

Resist 15 lightning, 15 thunder

Level 26 Skirmisher

XP 9,000

Initiative +23

Perception +27

Low-light vision

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 2d12+10 damage (2d12+34 on a critical hit).

Flying Attack * At Will

Requirement: The ki-rin may not have used *hoof* during this turn, and it may not use *hoof* after it uses this power until the beginning of its next turn.

Effect: The ki-rin flies up to 10 squares without provoking opportunity attacks. It uses *horn* once and *hoof* twice at any point during this movement.

(close) Golden Wind (cold, radiant) * Encounter

Attack: Close blast 4 (each enemy in blast); +27 vs. Reflex.

Hit: 4d10+15 cold and radiant damage, and the ki-rin slides the target up to 4 squares.

Miss: Half damage and the ki-rin slides the target 1 square.

MINOR ACTIONS

(melee) Hoof * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 1d10+2 damage.

(close) Gust of Wind * At Will

Attack: Close burst 6 (one creature in burst); +29 vs. Reflex.

Hit: The target takes a -2 penalty to ranged and area attacks until the beginning of the ki-rin's next turn.

Str 26 **Dex** 26 **Wis** 29

Con 16 **Int** 23 **Cha** 25

Alignment lawful good

Languages Common, Primordial

Ki-Rin Sage

Level 26 Artillery (Leader)

Large elemental magical beast (air)

XP 9,000

HP 178; **Bloodied** 89

Initiative +21

AC 38; **Fortitude** 36; **Reflex** 40; **Will** 40

Perception +22

Speed 9, fly 24 (hover)

Low-light vision

Resist 15 lightning, 15 thunder

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 3d12+11 damage.

Expose Weakness * At Will

Effect: Close burst 10 (one ally within the burst); the target makes a basic attack against an enemy of the ki-rin's choice. The ally gains a +2 bonus to its attack roll and a +5 bonus to damage if it hits with the attack.

Golden Storm (lightning, radiant, thunder) * Encounter

Attack: Area burst 2 within 20 (each creature in burst); +29 vs. Reflex.

Hit: 4d10+10 lightning, radiant and thunder damage, and the target is blinded and deafened until the start of its next turn.

Miss: Half damage.

Skills Arcana +24, Nature +27, Religion +24

Str 26 **Dex** 26 **Wis** 29

Con 16 **Int** 23 **Cha** 25

Alignment lawful good

Languages Common, Dwarven, Elven, Giant, Primordial

T'uen-Rin Hero

Level 28 Elite Skirmisher

Large elemental magical beast (air)

XP 26,000

HP 502; **Bloodied** 251

Initiative +24

AC 42; **Fortitude** 38; **Reflex** 41; **Will** 42

Perception +24

Speed 9, fly 24 (hover)

Low-light vision

Resist 15 lightning, 15 thunder

Saving Throws +2; **Action Points** 1

TRAITS

Masterful Charger

Charging does not end the tuen-rin hero's turn. The tuen-rin gains a +10 bonus to damage on charge attacks (+15 while bloodied).

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +33 vs. AC.

Hit: 5d10+9 damage (5d10+59 on a critical hit).

(melee) Blinding Strike (radiant) * Recharges when first bloodied

Attack: Melee 1 (one creature); +33 vs. AC.

Hit: 5d10+9 radiant damage, and the target is blinded until the end of its next turn.

MOVE ACTIONS

Dash through the Sky * At Will

Effect: The tuen-rin flies up to 12 squares without provoking opportunity attacks.

TRIGGERED ACTIONS

Brilliant Flash (lightning, radiant) * At Will

Requirement: The tuen-rin must be bloodied.

Trigger: An enemy hits the tuen-rin with an opportunity attack.

Attack (Opportunity Action): Close blast 1 (the triggering enemy); +31 vs. Reflex.

Hit: The target is blinded until the end of its next turn.

Str 26 **Dex** 27 **Wis** 31
Con 19 **Int** 23 **Cha** 25

Alignment lawful good

Languages Common, Primordial

Ki-Rin Lightning Rider

Level 30 Skirmisher

Large elemental magical beast (air)

XP 19,000

HP 273; **Bloodied** 136

Initiative +28

AC 44; **Fortitude** 40; **Reflex** 44; **Will** 42

Perception +22

Speed 9, fly 24 (hover)

Low-light vision

Resist 20 lightning, 20 thunder

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +35 vs. AC.

Hit: 2d12+9 damage (2d12+33 on a critical hit).

(close) Thunderclap (force, thunder) * Encounter

Attack: Close blast 4 (each creature in blast); +31 vs. Fortitude.

Hit: 3d10+13 force and thunder damage, the target falls prone and the ki-rin pushes the target 3 squares.

Miss: Half damage and the ki-rin pushes the target 1 square.

MOVE ACTIONS

Ride the Lightning (lightning, teleportation) * At Will

Effect: The ki-rin teleports up to 12 squares and makes the following attack.

Attack: Close burst 1 (each creature in burst); +31 vs. Reflex.

Hit: 2d6+10 lightning damage.

Str 23 **Dex** 33 **Wis** 24
Con 25 **Int** 24 **Cha** 27

Alignment lawful good

Languages Common, Primordial

T'uen-Rin Aeromancer

Level 31 Controller

Large elemental magical beast (air)

XP 23,000

HP 273; **Bloodied** 136

Initiative +23

AC 45; **Fortitude** 41; **Reflex** 44; **Will** 45

Perception +22

Speed 9, fly 24 (hover)

Low-light vision

Resist 20 lightning, 20 thunder

TRAITS

Protective Winds * Aura 3

Creatures within the aura suffer a -2 penalty to ranged attacks against the t'uen-rin.

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +36 vs. AC.

Hit: 4d12+9 damage (4d12+57 on a critical hit).

(close) Twisting Winds * At Will

Attack: Close burst 5 (one or two creatures in burst); +33 vs. Reflex.

Hit: 4d8+14 damage, and the target is immobilized (save ends).

(close) Silvery Storm (cold, lightning, radiant, thunder) * Recharges when first bloodied

Effect: Close burst 3 (each enemy in burst); the target takes 20 points of cold, lightning, radiant and thunder damage.

TRIGGERED ACTIONS

Mist Form (polymorph) * Encounter

Trigger: The t'uen-rin becomes bloodied.

Effect (Immediate Reaction): The t'uen-rin assumes mist form and flies up to 12 squares. It gains insubstantial and phasing during this move.

Skills Arcana +31, Nature +27

Str 23 **Dex** 26 **Wis** 24

Con 25 **Int** 32 **Cha** 27

Alignment lawful good

Languages Common, Primordial

Ki-Rin Defender

Level 32 Minion Soldier

Large elemental magical beast (air)

XP 6,750

HP 1; a missed attack never damages a minion

Initiative +27

AC 48; **Fortitude** 44; **Reflex** 44; **Will** 44

Perception +24

Speed 9, fly 24 (hover)

Low-light vision

Resist 20 lightning, 20 thunder

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +37 vs. AC.

Hit: 20 damage.

TRIGGERED ACTIONS

Defend Ally * At Will

Trigger: An ally within 4 squares is the target of an attack.

Effect (Immediate Interrupt): The ki-rin slides the triggering creature up to 2 squares, then shifts up to 6 squares into the space it occupied. The triggering attack targets the ki-rin instead of the ki-rin's ally. If the attack misses the ki-rin, it uses *horn* against the attacker as a free action.

Str 32 **Dex** 28 **Wis** 26

Con 25 **Int** 25 **Cha** 24

Alignment lawful good

Languages Common, Primordial

Koriel the Swift, King of the Ki-Rin

Level 33 Solo Skirmisher

Huge elemental magical beast (air)

XP 155,000

Koriel the Swift is a ki-rin of immense size and power, and some say that he is the swiftest being in all the planes. Koriel is generally accorded respect and deference by other ki-rins, and some mortals even worship him as a god.

HP 1,184; **Bloodied** 592

Initiative see *incredible swiftness*

AC 47; **Fortitude** 43; **Reflex** 47; **Will** 46

Perception +24

Speed 12, fly 50 (hover)

Low-light vision

Resist 40 lightning, 40 thunder

Saving Throws +5; **Action Points** 2

TRAITS

Incredible Swiftness

Koriel takes three full turns per round, on initiatives of 45, 40 and 30. When he is bloodied, he takes a fourth full turn each round at an initiative of 25. He can still only take one immediate action per round, and he cannot delay or ready actions.

Mental Discipline

If Koriel the Swift is stunned on his turn, he still takes a single standard action.

Uncanny Speed

Koriel ignores difficult terrain and never triggers opportunity attacks by moving.

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 2 (one creature); +38 vs. AC.

Hit: 5d12+9 damage (5d12+69 on a critical hit).

Effect: Koriel the Swift flies up to 4 squares.

(melee) Dance Like the Wind * At Will

Effect: Koriel the Swift flies up to 12 squares and makes the following attack once against each creature he moves adjacent to during this movement.

Attack: Melee 1 (the adjacent creature); +36 vs. AC.

Hit: 4d8+14 damage.

(close) Sudden Windstorm * Encounter

Attack: Close blast 5 (each creature in blast); +34 vs. Reflex.

Hit: Koriel the Swift slides the target up to 10 squares, and the target falls prone.

(ranged) Master of the Storm (lightning, thunder) * Recharge 6

Attack: Ranged 20 (one creature); +36 vs. Reflex.

Hit: 4d10+19 lightning and thunder damage, and the target is dazed (save ends).

MOVE ACTIONS

Elusive as the Wind * At Will

Effect: Koriel the Swift makes a saving throw against an effect that a save will end or that lasts until the end or beginning of a turn, then flies up to his speed.

TRIGGERED ACTIONS

Escape into the Sky * Recharges when a melee attack hits Koriel the Swift

Trigger: A melee attack targets Koriel the Swift.

Effect (Immediate Interrupt): Koriel the Swift flies up to 12 squares.

Skills Diplomacy +35, Insight +34, Nature +34

Str 26 **Dex** 36 **Wis** 27

Con 24 **Int** 26 **Cha** 28

Alignment lawful good

Languages Common, Primordial