

# Species, Breed: Bird, Phoenix, White`Fire

Type: Not applicable.

Class: Enchanted (avian).

Align: Holy

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

Level: 1-D30 +20

Number encountered: 1-D4

Experience points: 100 x level.

## Characteristics

Awareness: 55

Charisma: Not applicable.

Constitution: 45

Coordination: 33

Dexterity: 45

Intelligence: 25

Mental-strength: 65

Strength: 45

Wisdom: 25

## Movement:

Flying: 72

Grounded: 26

Swimming: 13 The Phoenix will only swim within water.

Luck: 100

Oxygen-points: 195

Blood-points: 135

## Attack descriptions

1 Bite: 1-D100 +5 / 2 spaces (10') / Sharp attack

and:

2 Claws: 1-D100 +5 / 2 spaces (10') / Sharp attack

or:

1 Dive attack: 2-D100 +5 / 2 spaces (10') / Sharp attack

or:

Holy Phoenix Fire: 1-D6 x level in all areas of opponents body / 4 spaces (20') out all the way around the phoenix /

Holy Fire attack (See: "Special offenses").

Defense: 63

Offense: 75

Damage-Points: Roll 2-D20 x level.

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

Copper: 61+ to have 2-D100

Bronze: 66+ to have 1-D100

Silver: 71+ to have 4-D20

Electrum: 76+ to have 3-D20

White-gold: 81+ to have 1-D20

Yellow-gold: 86+ to have 1-D12

Black-gold: 91+ to have 1-D10

Treasure item(s):

Common: 65+ to have 1-D12 +1

Uncommon: 71+ to have 1-D10 +1

Rare: 75+ to have 1-D4 +1

Legendary: 91+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes

**Description:** The Phoenix stands 9' tall, 18' long and has a wing span of 27'. It's feathers appear as white as snow.

**Dislikes:** UnHoly creatures.

**Disposition:** The phoenix is a fierce predator, yet a true ally to those who can be lucky enough to befriend one. These noble enchanted creatures will risk life and limb for only the truest of allies.

**Fears:** Unknown

**Habitat:** Seven Havens.

**Immunities:** Cold, Disease, Pain, Poison, Shock, Sickness and Stun.

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

**Likes:** Unknown

**Needs:** Unknown

**Note:** None.

**Special Abilities: Shift:** When struck by a ability or spell, roll 1-D6 and roll a 1-2. If you roll a 1 or a 2, there will be absolutely no effect (the attack will simply miss).

**Special defenses:** Fear: 80% Blunt weapon attacks: 87%

**Special offenses: White-Flame-Strike:** # of attacks: 1 per 2 turns / Damage: 1-D6 x the level of the Phoenix. Range / Area of affect: 4 spaces (20') out all the way around the phoenix. This is holy fire damage.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-6 (or better) enchanted weapon to harm.