

## Species, Breed: Airwit

Type: Not applicable.

Class: Enchanted.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 21 + 1-D30 +1

Number encountered: 1-D4

Experience points: 230 x level.

+50 experience points awarded per gem found. +70 experience points per Special Gem found.

### Characteristics:

Awareness: 100

Charisma: Not applicable.

Constitution: 100

Coordination: 100

Dexterity: 100

Intelligence: 5

Mental-strength: 40

Strength: 40

Wisdom: 5

### Movement:

Flying: 40

Grounded: Can't

Swimming: Can't

Luck: 300      This creature does not lose its next physical turn for using luck. This creature's luck will regenerate to full every 8th turn.

Oxygen-points: 120

Blood-points: Does not need blood to live.

## Attack descriptions:

Spout: 1

Damage: See "Special Offenses:"

Range: 8 spaces (40')

Attack type: Air.

**Defense:** 100 / 130 if 32<sup>nd</sup> + level.

**Offense:** 100 / 130 if 32<sup>nd</sup> + level.

**Damage-Points:** Roll 1-D100 + 4 x level.

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

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: None.

Note:

The will have a chance of possessing gems as follow:

99% chance of having 6-D6 x2 gems. See: "Gems" in the Treasure Book.

90% chance of having 1-D6 x2 special gems. See: "Gems" in the Treasure Book.

# Description:

**Annihilation Strike?:** No.

**Description:** The Airwit appears as a snake-like creature, transparent in nature.

**Eye color:** Clear (like blue sky).

**Eye shape:** Small and oval.

**Height:** 0'-6" This is how thick the Airwit is.

**Length:** 8'-0"

**Skin color:** Sky-blue (like the cloudless heavens above).

**Skin texture:** Like a thick, semi-solid vapor.

**Posture:** Snake.

**Weight:** Weightless.

**Dislikes:** Unknown.

**Disposition:** The Airwit is a playful and curious creature. Upon seeing another creature it will investigate and watch it intensely. This curious creature is easily befriended if given what it likes best . . . gems.

**Fears:** Abilities, natural occurrences and spells that create a vacuum (where oxygen does not exist).

**Habitat:** Air Dimension.

**Immunities:** Disease, Electricity, Sickness. Air-based attacks have no effect on this creature.

**Life-span:** Immortal (this creature's existence never fails), but it can be slain.

**Likes:** Gems.

**Needs:** Oxygen to exist. If this creatures oxygen-points fall to zero, it will dissipate and be slain, all gems dropping to the ground where it vanished.

**Note:** The Airwit will swallow all the gems it has.

**Special Abilities:** This creatures flies at will.

**Special Defenses:** Air attack of all types have no effect on the Airwit.

**Special Offenses: Air Spout:** The Airwit can expel an incredible burst of air from its mouth upon its enemies. All present within the "Area of Effect" must pit their strength against the Airwit (single roll check), or be knocked back violently 1-D10 spaces, causing tumbling damage of 1-D4 x the Airwit's level in 1-D6 areas of the body. If a target strikes something (i.e., a wall, rocks, etc.), x2 damage will be inflicted. **Area of effect:** The space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the Air Spout will cover 6 spaces across.

**Susceptibilities:** See: "Fears"

**Weapon susceptibility:** Rank-2 (or better) enchanted weapon to harm.