

Species, Breed: Elemental, Acid (Living)

Type: Not applicable.

Class: Enchanted (mammal)

Align: 01-50 = Evil, 51-00 = Good (apathetic)

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +20

Number encountered: 1

Experience points: 150 x level.

Characteristics:

Awareness: 70

Charisma: 27

Constitution: 75

Coordination: 47

Dexterity: 47

Intelligence: 22

Mental-strength: 65

Strength: 50

Wisdom: 27

Movement:

Flying: Can't

Grounded: 18

Swimming: See: "Susceptibilities"

Luck: 230

Oxygen-points: Does not need oxygen to live.

Blood-points: 225 (the blood of this creature is acid). See: "Special Defenses"

Attack descriptions:

Acid-Rain: 2-D4 falling globs of acid will fall from the sky. This is an ability which this creature invokes.

Damage: 1-D4 x elemental's level in 1-D4 areas of foe's body.

Range: 10 spaces (100"). This creature can only move ½ its normal movement and still invoke Acid-Rain.

Attack Type: Liquid.

or:

As weapon type wielded + (1-D4 x level) acid damage.

Example: A level #30 Acid Elemental can strike twice with a dagger, as is normal (causing 1-D4 +1 damage). With each successful strike an additional 1-D4 x 30 acid damage will also be inflicted. This acid damage is instant (it does not continue burning for three turns as acid usually does).

Defense: 47 / 78 if 32nd + level

Offense: 47 / 78 if 32nd + level

Damage-Points: Roll 3-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 15+ to have 1-D100 x7

Silver: 20+ to have 1-D100 x6

Electrum: 25+ to have 1-D100 x5

White-gold: 30+ to have 1-D100 x4

Yellow-gold: 35+ to have 1-D100 x3

Black-gold: 40+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6 +2

Legendary: 25+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a humanoid, created from acid.

Height: 6-0'

Weight: 230 lbs.

Skin color: White.

Skin texture: As a normal person, yet it is as if touching a more solid liquid.

Hair color: White.

Hair texture: Of the softest stands of silk mingles with liquid.

Eye color: White.

Eye shape: As a Human's.

Posture: Biped (an animal with two feet).

Dislikes: Unknown.

Disposition: This creature more or less lives its existence in solitude. Whether good or evil, the Acid Elemental does not enjoy the company of other creatures. Legend has it that this creature was shunned by all societies due to its naturally destructive nature. Instinctively, it has never forgotten that "mankind" cannot be trusted.

Fears: Water.

Habitat: This creature is found in many regions, dimensions and planes of Utaemia.

Immunities: Breath (breath abilities based on the element of acid only), Disease, Pain, Poison, Shock, Sickness and Stun.

Life-span: Immortal.

Likes: Unknown.

Needs: Unknown.

Note: None.

Special Abilities: Modification-points: This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities that deal with acid. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Special Defenses: Acidic Retribution: Every strike that wounds this creature will cause acid-blood splatter, causing 1-D4 x3 damage to 1-D4 areas of its foe's body if it can win an initiative roll against that foe. This applies to all attackers that damage this creature.

The range of this retribution is Area of Effect: 1 space (5') out in all directions. If an attacker is attacking from a further range than this, this ability will not effect that attacker.

Special Offenses: Acid Rain: See: "Attack Descriptions" on page #1

Susceptibilities: Water will inflict 6-D10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

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