

# Species, Breed: Elemental, Fire (Living)

Type: Not applicable.

Class: Enchanted (mammal)

Align: Good (apathetic).

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

Level: 31 + 1-D20

Number encountered: 1

Experience points: 230 x level.

## Characteristics:

Awareness: 80

Charisma: 30

Constitution: 80

Coordination: 60

Dexterity: 60

Intelligence: 24

Mental-strength: 80

Strength: 90

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 22

Swimming: 7 Will not swim in water unless forced to.

Luck: 300

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions:

Flame Whirlwind: 1

Damage: 1-D6 x elemental's level +4 in 1-D4 areas of the body.

Range: Area of Effect: 6 spaces (30') out in all directions

Attack type: Fire

Defense: 90

Offense: 90

Damage-Points: Roll 3-D20 +14 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 05+ to have 1-D100 x11

Bronze: 08+ to have 1-D100 x10

Silver: 11+ to have 1-D100 x9

Electrum: 14+ to have 1-D100 x8

White-gold: 17+ to have 1-D100 x7

Yellow-gold: 20+ to have 1-D100 x6

Black-gold: 23+ to have 1-D100 x5

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 10+ to have 2-D8

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a humanoid, created from fire. In fact the element of fire that comprises the physical structure of this creature is so dense, one can touch it as if normally touching another.

**Height:** 6-0'

**Weight:** Weightless.

**Skin color:** Red.

**Skin texture:** As a normal person, yet it is as if touching flame that is resistant to yield at the touch of another.

**Hair color:** The appearance of fire.

**Hair texture:** Of the softest stands of silk.

**Eye color:** Orange-Red.

**Eye shape:** As an elf's.

**Posture:** Biped (an animal with two feet).

**Dislikes:** Water. See: "Susceptibilities"

**Disposition:** This is a highly curious and playful creature, always in search of mysteries and phenomena. It is highly sociable and greets each creature it encounters with a cautious respect. It has been known for a living elemental to socialize with mortals, even trade, do business, even adventure with them on rare occasions.

This amazing creature can cause its flames to shift and encircle it, so that it actually communicates with others by the roaring of its flames. When it does not feel threatened, its fire is not present, thus no damage and harm is inflicted upon those who venture near. This creature appears as a normal sized person, though its skin is like a writhing flame in nature. They have few bodily organs as they do not need food or liquids for survival.

The Fire Elemental not an evil race, but tends to be more a loner, apart from the social norms (though it visits civilizations on rare occasions). The birth of a Fire Elemental will be during a great lightning storm when no rain falls. The male will stand at the female's side and guard her as she will be utterly helpless against enemies (should any be near). The young will mature within 8 hours to full adulthood, the mother closely nurturing and cooing the youngster. Once fully matured, the storm will decline and the now fully developed Fire Elemental will be free to roam and explore as he or she pleases.

**Fears:** Water. See: "Susceptibilities"

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

**Immunities:** Breath (breath abilities based on the element of fire only), Consciousness, Fall, Pain, Paralysis, Petrification, 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 fire. 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:** None.

**Special Offenses:** See: "Attack Descriptions" on page #1

**Susceptibilities:** Water will extinguish this creature ability to control fire. While this creature's fire ability is extinguished it will take x2 damage from water-based attacks and will lose ½ its overall damage-points.

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