

# Species, Breed: Wraith, Dim`Fire

Type: Not applicable.

Class: Undead.

Align: UnHoly.

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

Level: 32 + 1-D30

Number encountered: 1

Experience points: 280 x level

## Characteristics:

Awareness: 50

Charisma: Not applicable.

Constitution: 90

Coordination: 60

Dexterity: 60

Intelligence: 35

Mental-strength: 120

Strength: 230

Wisdom: 35

## Movement:

Flying: 42

Grounded: 21

Swimming: 11 This creature will not willingly enter into water.

Luck: 350

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

## Attack descriptions:

Wraith-Fire Touch: 3

Range: 2 spaces (10')

Damage: When contact is made with another creature, it will pit its strength vs. the strength of its victim (single roll chance). If it wins, it will drain 1-D4 random characteristics from its victim, permanently adding them to its own. Thus a Dim`Fire Wraith can become incredibly powerful.

Note: To roll for randomly drained characteristics, see: "Characteristics, Random determination of:" in the C Section of the Basic Rules Book.

No one characteristic of a Greater Wraith will ever exceed 300.

Defense: 90 / 120 if 62nd level.

Offense: 90 / 120 if 62nd level.

Damage-Points: Roll 1-D100 + 42 x level.

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

Copper: 05+ to have 1-D100 x1,000

Bronze: 07+ to have 1-D100 x900

Silver: 09+ to have 1-D100 x800

Electrum: 11+ to have 1-D100 x700

White-gold: 13+ to have 1-D100 x600

Yellow-gold: 15+ to have 1-D100 x300

Black-gold: 17+ to have 1-D100 x150

Treasure item(s):

Common: None

UnCommon: None.

Rare: 13+ to have 4-D4 +6

Legendary: 18+ to have 1-D4 +6

Note:

The Fiery Wraith Crown this undead uses can be taken and used if the Dim`Fire Wraith is slain. Although any creature using this item, can only tap into its powers 1/7 days (instead of the normal 1/72 hours which the Dim`Fire Wraith can utilize its powers), this crown can be used by any creature under the following conditions:

Align:

Diabolic and UnHoly aligned creatures which are "sentient". See: "Sentient, Explanation of:" in the S Section of the Basic Rules Book for explanation.

Caster class:

Conjurer, Elemental Magician and Necromancer.

Divine Favor:

Any creature which has the Divine Favor, "Essence of Eternity" can use this item.

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appear to be a wreathing flame, in the form of a humanoid wearing a red cloak of flames.

**Eye color:** No eyes. Fire smolders within its eye-sockets

**Eye shape:** Medium-sized and slanted.

**Height:** 7'-0"

**Color:** As fire.

**Skin texture:** If one dares, one can touch this creature with his or her bare hand, but it is like grasping a million strands of the finest burning silk.

**Posture:** Not applicable. This creature is a floating apparition-like creature.

**Weight:** Weightless.

**Dislikes:** Those who will not bend under its domination and rule.

**Disposition:** Like the Greater Wraith, this undead has no conscience, nor has it pity on any creature it may cross paths with. It's one greed is for power, and the living essence of creatures to feed upon.

On some occasions, this fiery apparition will make pacts with the living, for a price. But even though it will most always keep a pact made with the living, the terms and conditions will always favor it beyond any promises fulfilled to the living unfortunate enough to fall in company with it.

**Fears:** None.

**Habitat:** Fire Dimension.

**Immunities:** Acid, Breath (which deals with the element of shadow and darkness), Charm (only UnHoly and diabolic charms can possibly effect this undead), Consciousness, Curses, Disease, Fall, Fear, Fire, Gasses, Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison (all types), Remorse, Shock, Sickness, Spiritual-attack and Stun.

**Life-span:** Undying creature. This creature's existence never fades.

**Likes:** Power. Submissive allies, living or non-living.

**Needs:** Unknown.

**Note:** None.

**Special Abilities: Infra-Red-Vision:** As the Psychic spell (always in effect).

**Special Defenses: Resistances:** This creature has the following resistances:

Blessed Effect: 20%

Charm: 50% See: "Immunities" before checking for this.

Divine Favor: 20%

Enchantment: 20%

Magic: 20%

**Special Offenses: Fiery Wraith Crown:** This creature will be mantled with a crown of dark-fire energy,

which will enable it to do the following:

**Fire-Weave:** Dim`Fire Wraith calls up writhing fire about itself instantly. Any creature who strikes the Dim`Fire Wraith will take 1-D12 x5 fire-damage to 1-D4 areas of the body. Duration: 3-D4 turns. This ability can be used 1 / 72 hours.

**Summon Fire:** Dim`Fire Wraith will summon 1-D4 Fire Elementals to aid it. This summoning will take 3 turns (15 seconds) to complete. Fire Elementals will appear on the turn after the summoning has been completed. This ability can be used 1/ 72 hours. Duration: Fire Elementals will remain in the service of the Dim`Fire Wraith for 24 hours.

**Susceptibilities:** Holy abilities, items and spells will cause x2 damage against this undead.

**Weapon susceptibility:** Rank-0 (or better) enchanted, or Rank-25 (or better) magical weapon to harm.