

Species, Breed: Burning Legion

Type: Undead.

Class: Undead.

Align: Diabolic Evil.

Gender: Not applicable.

Level: 30 + 1-D30 +1

Number encountered: 1

Experience points: 300 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 70

Coordination: 50

Dexterity: 55

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 21

Swimming: 7 Though this creature can swim, it instinctively avoids water, for water extinguishes its natural flame ability for 1-D6 turns after exiting water.

Luck: 300

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Legion Blade (Mandoble): 3

Damage: 1-D100 x2 + 3-D10 flame damage

Range: 2 spaces (10')

Attack Type: Sharp

Special: See: "Legion" in the "Special Offenses"

Defense: 80 / 110 if 32nd+ level.

Offense: 85 / 115 if 32nd+ level.

Damage-Points: Roll 1-D100 +36 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 04+ to have 1-D100 x1,000

Bronze: 04+ to have 1-D100 x900

Silver: 04+ to have 1-D100 x800

Electrum: 04+ to have 1-D100 x700

White-gold: 05+ to have 1-D100 x600

Yellow-gold: 06+ to have 1-D100 x500

Black-gold: 07+ to have 1-D100 x400

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 04+ to have 5-D4 +5

Note:

The will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

45% chance of having 3-D4 Artifacts

45% chance of having 1-D6 Enchanted Armors

45% chance of having 1-D6 Enchanted Weapons

45% chance of having 1-D4 Oracles

45% chance of having 1-D100 random Gems.

45% chance of having 3-D20 random Special Gems.

45% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a floating apparition, wreathed in flame.

Eye color: Fire.

Eye shape: Large and slanted.

Height: 10'-0"

Skin color: Red-orange (as flame)

Skin texture: Leathery and extremely durable.

Posture: Biped.

Weight: 1,200 lbs.

Dislikes: Water. This undead will instinctively avoid water, but has been known to enter into water to overcome a victim. If a creature sets a watery barrier before the Burning Legion, or retreats into water, this undead will have only a 10% chance to pursue it.

This undead instinctively detests Holy creatures, and will go out of its way to destroy such.

Disposition: This terrible undead is mindless, having no independent thoughts. A Burning Legion will attempt to destroy any living creature it becomes aware of.

Fears: None.

Habitat: Fire Dimension. This creature is very rarely found in other regions as well.

Immunities: Acid, Breath (only cold and water-based breath weapons can effect this creature), Charm, Consciousness, Disease, Fall, Fear, Mental-attack, Mind alterations, Pain, Poison (all types), Shock, Sickness and Stun.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: None.

Needs: Unknown.

Note: None.

Special Abilities: Legion: If this creature makes a successful avoidance-roll vs. "Sudden-Death" it will have a 50% chance of multiplying. When this happens, another Burning Legion will split from the one struck, forming a perfect, unharmed, duplicate (same level and same damage-points).

Infra-Red-Vision: As the Psychic spell.

Night-vision: As the Psychic spell.

Special Defenses: Damage-Reduction: 13

Resistances: This creature has the following resistances:

Ability: 25%

Death: 25%

Enchantment: 25%

Faith: 25%

Gases: 90%

Magic: 25%

Manipulation (mental): 25%

Manipulation (physical): 25%

Manipulation (spiritual): 25%

Paralysis: 25%

Flame-Retribution: Any who strike this creature will be burned for 2-D10 fire damage in 1-D4 areas of the body.

Special Offenses: Fear Presence: When this creature is encountered, all must make a successful avoidance-roll vs. "Fear" or be subject to the following adjustments for the duration of the encounter:

Ability Failure: 25%

Defense: -25

Divine Favor Failure: 25%

Movement: ½ (rounded up)

Offense: -25

Spell Failure: 25%

Trade-Skill Failure: 25%

Susceptibilities: Cold: Cold abilities and spells will cause the following adjustments to effect this creature for 1-D4 turns: Defense: -30, Movement: ½ (rounded down), Offense: -30

Water: Water will douse this creature's flame for 1-D6 turns. When its flame is quenched, "Flame-Retribution" will fail (See: "Special Defenses").

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