

Species, Breed: Biter, Spell

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 30

Coordination: 60

Dexterity: 60

Intelligence: 25

Mental-Strength: 30

Strength: 15

Wisdom: 5

Movement:

Flying: Can't

Grounded: 15

Swimming: Can't (but moves under water at 5 spaces per turn).

Luck: 50

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions

2 R-0 Short swords: 3 attacks with each blade.

Damage: 2-D6

Range: 1 space (5')

Attack type: Sharp. See: "Special Offenses".

Defense: 60

Offense: 60

Damage-Points: Roll 3-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 30+ to have 1-D8

UnCommon: 50+ to have 1-D6

Rare: 70+ to have 1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears a small skeleton with a membrane of transparent skin. Within this skin is a thick, clear, liquid.

Eye color: None.

Eye shape: As a skeleton.

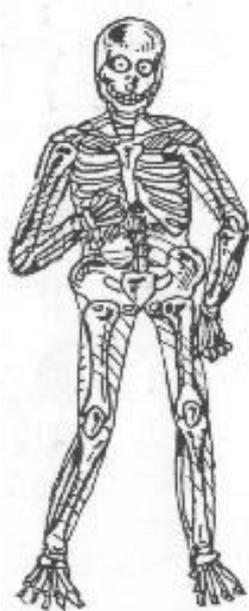
Height: 3'-0"

Skin color: Clear with a yellow liquid within.

Skin texture: Smooth, yet if you run your hand along this creature's body, you will feel the gel and its skeletal structure within its transparent skin.

Posture: Avian (like a bird, or relating to the family of birds), Biped (like an animal with two feet), Pinniped (like a marine carnivore that has flippers), Quadruped (like an animal with four feet), Sirenian (like a sea cow),

Weight: 60 lbs.



Dislikes: Vampires.

Disposition: The Spell Biter has an insatiable appetite for magical spells; it is its only source of healing for them. This creature does not bargain, nor does it have sympathy or mercy for anyone, or anything.

Fears: It does have one fear . . . Vampires.

Habitat: Volcanic.

Immunities: Beguile, Breath, Charm, Consciousness, Disease, Electricity, Faith, Fall, Fear, Fire, Gases, Illusion, Mental-attack, Pain, Poison (all types), Remorse, Shock, Sickness, Sleep, Spiritual-attack and Stun.

Life-span: Unknown.

Likes: It simply thrives on battle.

Needs: None.

Note: None.

Special Abilities: None.

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

Enchantment: 30%

Magic: 91%

Mental-attack: 91%

Special Offenses: Spell-Strike: If struck in the flesh (wounded) the victim must make a successful avoidance-roll vs. "Intelligence" or lose spell-points (up to) according to the level of the Blood Biter itself.

If the attack is successfully parried or blocked, the victim must make a successful avoidance-roll vs. "Intelligence" (two chances to succeed) or lose spell-points (up to) according to the level of the Spell Biter itself ($\div 2$, rounded down).

Example: A level #6 Spell Biter will permanently drain 1-6 spell-points. A level #2 Spell Biter will permanently drain 1-2 spell-points. A level #8 Spell Biter will permanently drain 1-D8 Spell-points. Spell-points drained from a victim will be added to the initial Spell Biter's damage-points.

When a Spell Biter successfully drains spell-points from a caster, there will also be a 50% chance of the caster losing one random spell he or she knows. If this happens, it will be lost forever, devoured by the Spell Biter (this will fully heal the Spell Biter of all damages taken in battle).

Susceptibilities: None.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.