

Species, Breed: Elemental

Type: Fearmist

Class: Enchanted Fiend

Align: Diabolic.

Gender: %Roll: 01-50: Female; 51-00: Male

Level: 35 + 1-D30

Number encountered: 1

Experience points: 350 x level

Characteristics

Awareness: 60

Charisma: 40

Constitution: 70

Coordination: 60

Dexterity: 60

Intelligence: 40

Mental-strength: 100

Strength: 120

Wisdom: 40

Movement:

Flying: 54

Grounded: 18

Swimming: 18

Luck: 400

Oxygen-points: Not applicable. Doesn't need oxygen to exist.

Blood-points: Not applicable. Doesn't need blood to exist.

Attack descriptions

Fearmist Weapon: 3 Roll up one random weapon, or pick one. This creature knows how to wield all weapons.

Damage: x20 normal damage. This is a Rank-0 Enchanted weapon.

Range: As weapon wielded.

Attack type: As weapon wielded.

Special: If the offensive %roll of this weapon is +60 over the defenders roll, the targeted must successfully make an avoidance-roll vs. "Fear" or flee in total panic, dropping whatever is in hand. Fear duration: 3-D4 turns.

and:

Dread-Touch: 2

Damage: No physical damage (See: "Special offenses").

Range: 2 spaces (10') When reaching out to touch its victim, a mist extends from its hand.

Attack type: Ability attack

and:

Dread-Thought: 1

Damage: No physical damage. Area of Effect: 10 spaces (50') out in all directions (See: "Special offenses").

Attack type: Ability attack.

Defense: 90

Offense: 90

Damage-Points: Roll 3-D20 + 20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x 700

Bronze: 04+ to have 1-D100 x 600

Silver: 06+ to have 1-D100 x 500

Electrum: 08+ to have 1-D100 x 400

White-gold: 10+ to have 1-D100 x 300

Yellow-gold: 20+ to have 1-D100 x 200

Black-gold: 30+ to have 1-D100 x 100

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 3-D12

Legendary: 20+ to have 1-D12

Note:

The following are extra checks rolled for in addition to the normal treasure rolled up (this creature will use all the treasure items it has):

80% chance of having 1-D4 Artifacts

60% chance of having 1-D4 Oracles

30% chance of having 1-D4 Relics

Description:

Annihilation Strike?: No.

Description: This creature appears as a humanoid created of black, swirling, mist.

Eye color: Black.

Eye shape: As an elf, yet slightly more slanted.

Hair color: Black. Mist-like hair flows and swirls about the Elemental Fearnist.

Height: 6'-0"

Skin color: Ash-black.

Skin texture: The physical structure of this creature actually consists of highly condensed mist that covers the Fearnist Region. This mist is so incredibly thick that it is actually physical.

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

Weight: Weightless.

Dislikes: Unknown.

Disposition: Evil and malicious. This creature will do anything to gain power . . . destroy a foe, or seduce him or her to darkness and reward them for aiding it. It is rare for this creature to show kindness to another. Only those who serve it faithfully and well are rewarded its respect.

Fears: Nothing.

Habitat: Fearnist Region.

Immunities: Breath, Consciousness, Disease, Faith, Fall, Fear, Gases, Pain, Paralysis, Petrification, Poison (even Toxin Poison), Remorse, Shock, Sickness, Sleep, Spiritual-attacks, Stun.

Life-span: Immortal. Even though this creature's life will never dim and extinguish, it can be slain.

Likes: Treasure and power.

Needs: The Elemental Fearnist must stay within the Fearnist Region, or it will begin to unravel slowly over a period of time (it will lose 1-D10 damage-points per 24 hours in all areas until it is dissipated completely).

Note: None.

Special Abilities: Fly: Can fly at will.

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 from the Adventurer Abilities. These spells and abilities must be purchased exactly as a character, all prerequisites being strictly enforced.

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

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

Acid: 50%
Air: 50%
Charm: 90%
Cursed Effect: 30%
Death: 30%
Earth: 50%
Enchantment: 30%
Fire: 50%
Illusion: 30%
Magic: 70%
Manipulation (mental): 50%
Manipulation (physical): 50%
Mental-attack: 50%
Mind Alteration: 50%
Trap: 50%
Water: 50%

Special Offenses: Dread-Touch: When the Elemental Fearnist touches its victim it will pit its mental-strength against its foe (race to four). If victorious, its victim will be drained of 3-D20 +9 damage-points in all areas of the body. This draining will not be painful, but exhausting. The Elemental Fearnist will absorb the damage-points it drains from a victim and heal wounds it may have sustained. If not wounded, damage-points will replenish its luck point for point. Also, the victim will lose 1-D4 constitution each time it is drained. Constitution will recover at a slow pace of 1point per 72 hours.

Dread-Thought: All foes must successfully pit their mental-strength against it the Elemental Fearnist's if they come within 10 spaces (50'). If victims fails to win this contest of mental-strength they will be filled with thoughts, feelings, and visions of dreadful things, causing them to fall helplessly to the earth screaming and writhing in mortal terror. Duration: 2-D12 turns. During the duration of this horror, one cannot speak or think coherently in any manner (the victim will be helpless).

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.