

Species, Breed: Elemental, Unicorn (Fire)

Type: Elemental

Class: Enchanted (Mammal)

Align: %Roll: 01-50: Evil; 51-00: Good

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

Level: 31 + 1-D30

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 50

Charisma: Not applicable

Constitution: 100

Coordination: 40

Dexterity: 40

Intelligence: 9

Mental-strength: 100

Strength: 200

Wisdom: 9

Movement:

Flying: 36

Grounded: 36

Swimming: Will not go into water. Water will damage and possibly kill this creature.

Luck: 250

Oxygen-points: 300

Blood-points: 300

Attack descriptions

Hooves: 2

Damage: 1-D100 x2 + Flame damage (flame hoof damage = 1-D100 in the area struck).

Range: 2 spaces (10')

Attack type: Sharp + burn ability.

or:

Trample: 4

Damage: 1-D100 x 2 + Flame damage (flame hoof damage = 1-D100 in the area struck).

Range: 1 space (5')

Attack type: Blunt + burn ability.

Defense: 70

Offense: 70

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

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x 30

Bronze: 02+ to have 1-D100 x 20

Silver: 02+ to have 1-D100 x 10

Electrum: 02+ to have 1-D100 x 5

White-gold: 02+ to have 1-D100 x 3

Yellow-gold: 02+ to have 1-D100

Black-gold: 02+ to have 3-D20

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 3-D10 +3

Legendary: 20+ to have 3-D6 +3

Note:

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

20% chance of having 2-D20 Artifacts

20% chance of having 3-D20 Enchanted Items

20% chance of having 2-D8 Enchanted Armors

20% chance of having 2-D8 Enchanted Weapons

20% chance of having 1-D100 +25 random Gems.

20% chance of having 1-D20 random Special Gems.

20% chance of having 3-D6 Magic Armors

20% chance of having 3-D6 Magic Weapons

20% chance of having 1-D4 Oracles

20% chance of having 3-D20 Other Valuable Items (O.V.I.)

20% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a magnificent fiery warhorse with a long flaming mane.

Eye color: Burning flames.

Eye shape: Medium and oval.

Fur color: Fiery-red.

Fur texture: As a warhorse, yet on fire.

Hair color: Fiery-red.

Height: 10'-0"

Length: 15'-0"

Skin color: Fiery-red.

Skin texture: As a warhorse, yet burning.

Posture: Quadruped (like an animal with four feet).

Weight: 1,900 lbs.

Dislikes: Water. If water covers more than 25% of this creature, its flame will begin to diminish, causing the same fire damage upon it that it can deliver when it touches an opponent. It hates water.

Disposition: Even though this creature has an evil disposition, it respects any creature that has the ability to create fire by means of magic or ability.

Fears: Water. See: "Susceptibilities".

Habitat: Fearmist, Volcanic. This creature is rarely encountered in other regions.

Immunities: Electricity and Fire.

Life-span: Immortal.

Likes: Fire, Lava, Magma, Sun-heat, and anything that is hot.

Needs: Unknown.

Note: Concerning the ability to burn opponent's: This ability will not work if the creature does not wish it to. It is controllable.

Special Abilities: Feel-sight, Infra-vision and Night-vision (as Psychic Spells).

Special Defenses: Resistances: Magic: 91%, Mental-attack: 91%, Spiritual-attack: 91%.

Special Offenses: Fear Presence: When this creature is encountered any creature that it turns its attention upon (in its wrath) must successfully make an avoidance-roll vs. "Fear" (intelligence and wisdom added together $\div 2$) or lose one offensive attack per turn (this means that just one attack per turn, not the turn itself. If all a creature or person can do is attack or cast but once per turn then that creature will have to successfully make its avoidance-roll vs. "Fear" each turn in order to begin an assault upon this creature. So, until the avoidance-roll is successful, only defense can be attempted. Once the avoidance-roll is successful no attacks will be lost.

Note: If a creature first succumbs to fear, and then pulls itself out of the fear by finally avoiding, it will then have a -20 on Defense / Offensive rolls to strike and defend for the remainder of the conflict.

Susceptibilities: Water strikes cause x2 the normal effect on this creature.

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