

Encounter type: **Knight, Fire`Storm** (Boss)

Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: Rank-? Firestorm Blade / 1-D10 x4 + the Rank of the blade. See: "Special" to roll up the rank and the additional damage this blade causes when it procs.

D20 roll needed to have Gold / # of gold coins found: 3+ / 1-D12 x 1-D12

D20 roll needed to have Silver / # of silver coins: 2+ / 1-D12 x 1-D12 x10

D20 roll needed to have **Treasure** / # of treasure items found: 3+ / 1-D12 +5 (no non-magical items).

Defense: 20 The Fire`Storm Knight has a Tower Shield and a set of plate armor. See: "Special" to know the specifics of these pieces of enchanted armors.

Experience: 300 +150 if the Fire`Storm Blade drops.
+150 if the Fire`Storm Armor drops.
+150 if the Fire`Storm Shield drops.
See: "Special" for details on each of these enchanted armors and weapon.

Life-points: 900

Luck: 7

Note: If you free the Fire`Storm Knight, he will give you all the treasure he has as a reward (not his Fire`Storm Blade). He will not attack unless attacked. Once freed, he will have 365 days of freedom, before the curse he is bound by returns him to the coffin where he was found. Only if the coffin is destroyed, and the curse upon the Fire`Storm Knight is somehow removed, will he be forever free.

Offense: +7

Region: Volcanic Wilderland Tomb of Unrest.

Special:

The following are the special abilities of the Fire`Storm Knight, the Firestorm Blade and the Fire`Storm Plate Armor:

Fire`Storm Plate Armor:

This rune-etched plate armor is crafted from an alloy unlike any mankind has seen since the Dawn of War. Roll, beginning on Chart A, to build this set of armor:

Chart A

%Roll: Class of Fire`Storm Plate:

01-38: 1

39-58: 2

59-74: 3

75-86: 4

87-94: 5

95-98: 6

99-00: 7

Roll on Chart B for the Armor-points of this unique set of armor:

Chart B

%Roll: Armor-points of Fire`Storm Plate:

01-38: 100

39-58: 150

59-74: 200

75-86: 250

87-94: 300

95-98: 350

99-00: 400

Roll on Chart C for the enchantment spellbound into Fire`Storm Plate:

Chart C

%Roll: Enchantment spellbound into this set of Fire`Storm Plate:

- 01-20: Dragon's Bane: 10% chance to subdue and bind a dragon per maximum damage strike against it. This can only be accomplished if you are wielding the Fire`Storm Blade while wearing this armor. The targeted dragon may avoid being subdued by rolling a 19+ (using a D20). **Reagent cost to use this enchantment:** 1 Ruby (66 gold value) per attempt. **Note:** When a maximum strike occurs, the ruby will be consumed whether or not the dragon is successfully subdued and bound to you. Once bound to you, the dragon will never **willingly** betray you.
- 21-40: Fireforge: 10% chance, per maximum strike on a foe to cause your weapon, as well any ally you wish, to burst into flame, adding 1-D12 fire damage per 5 levels advanced per successful strikes. **Duration:** 1-D6 melee turns. **Reagent cost to use this enchantment:** 1 ruby of any value will be consumed per weapon that bursts into flame (if you only have 2 rubies, only two weapons (of your choice) will be wreathed in flame. **Note:** Each set of claws on each hand of a dragon, cat, etc., is considered as one weapon.
- 41-60: Fireshield: When you activate the Fireshield enchantment, each time a foe successfully strikes you in combat, it will take 1-D12 fire damage per 20 levels you have advanced. **Reagent cost to use this enchantment:** One ruby (of any value) will be consumed. **Duration:** 1-D12 melee turns (if 3 maximum value rubies are used, the duration will be lengthen to 1-D12 +2 travel turns (days). This enchantment must be activated by the wearer on his or her turn, prior to being struck. **Note:** The Fireshield enchantment can be turned off by the wearer at any time.
- 61-80: Fire`Storm: Each time you cause a maximum strike with the Fire`Storm Blade, a Fire`Storm will cascade down upon all enemies engaged directly against you, causing 1-D12 fire damage per 7 levels advanced. A 17+ (on a D20) will evade the Fire`Storm. **Reagent cost to use this enchantment:** Each time Fire`Storm procs, 3 rubies of any value will be consumed.
- 81-00: Pyrotechnics: 1-D6 fireballs will issue forth from the Fire`Storm Plate armor to strike foes. Each fireball must be rolled for as a normal attack (with a bonus of +7 on the roll to strike). **Fireball damage:** 1-D12 per 5 levels advanced. **Reagent cost to use this enchantment:** 1 ruby of any value will be consumed per fireball (if you only have 2 rubies, only two fireballs will issue forth from the armor (even if you roll more than two).

Fire`Storm Blade:

The Fire`Storm Blade is a long sword, spellbound by the powerful enchantment to cause high damage.

Each time you cause maximum damage with this blade, there will be a 2 in 6 chance (roll a D6) to proc, causing additional damage.

Roll on Chart A for the Rank of the Fire`Storm Blade, then on Chart B for the added damage caused when it procs:

Chart A:

%Roll: Rank of the Fire`Storm Blade:

01-05: 3

06-25: 4

26-60: 5

61-80: 6

96-00: 7

Now roll on Chart B for the added damage caused when this blade procs:

Chart B:

%Roll: Added damage caused:

01-67: x2 damage.

68-75: x3 damage.

76-82: x4 damage.

83-88: x5 damage.

89-93: x6 damage.

94-97: x7 damage.

98-00: x8 damage.

Due to the curse placed upon the Fire`Storm Knight, the Fire`Storm Blade will not always be found amidst the treasure items he may have.

Chanced for the Fire`Storm Blade to drop: 10%

Note:

In the hands of any other but the Fire`Storm Knight, this blade will only cause 1-D10 x2 damage (+ the Rank and Fire`Storm enchantment (as rolled up on Chart B)).

Fire`Storm Shield:

The Fire`Storm Shield is a Tower Shield that is spellbound to be incredibly durable.

To build this shield, roll on Chart A, Chart B, then Chart C:

Chart A:

%Roll: Grade of the Fire`Storm Shield:

01-05: 1

06-25: 2

26-60: 3

61-80: 4

96-00: 5

Chart B:

%Roll: Armor-points of the Fire`Storm Shield:

01-67: 100

68-75: 150

76-82: 200

83-88: 250

89-93: 300

94-97: 350

98-00: 400

Due to the curse placed upon the Fire`Storm Knight, the Fire`Storm Shield will not always be found amidst the treasure items he may have.

Chanced for the Fire`Storm Shield to drop: 10%

Immunities:

The following abilities, enchantments and spells will have no influence over the Fire`Storm Knight:

Spell-types the Fire`Storm Knight is immune to:

Communication-based

Disease and Sickness-based

Fire-based

Spell-Resistance:

The following abilities, enchantments and spells will have only 50% influence over the Fire`Storm Knight:

Spell-types the Fire`Storm Knight is resistant to:

Lightning-based

Notes:

1. All damages taken by lightning-based abilities, enchantments and spells will be at 50% (rounded up).
2. +7 to resist the effects of spells.