

Species, Breed: Balamur

Type: Undead.

Class: Undead.

Align: Diabolic Evil. This creature is also chaotic. See: "Align, Explanation of" in the A Section of the Basic Rules Book.

Gender: Not applicable.

Level: 30 + 1-D30 +10

Number encountered: 1

Experience points: 1,000 x level.

Characteristics

Awareness: 100

Charisma: Not applicable.

Constitution: 100

Coordination: 70

Dexterity: 90

Intelligence: 50

Mental-strength: 140

Strength: 300

Wisdom: 30

Movement:

Flying: 72

Grounded: 24

Swimming: 8 Though this creature can swim, it is loath to do so, for water extinguishes its natural flame ability for 1-D4 turns after exiting water.

Luck: 600

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Balamur's Scimitar: 4

Damage: 1-D100 x3 + 6-D10 flame damage

Range: 2 spaces (10')

Attack Type: Sharp

Defense: 100 / 130 if 62nd+ level.

Offense: 120 / 150 if 62nd+ level.

Damage-Points: Roll 1-D100 +54 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x1,000

Bronze: 02+ to have 1-D100 x900

Silver: 02+ to have 1-D100 x800

Electrum: 02+ to have 1-D100 x700

White-gold: 03+ to have 1-D100 x600

Yellow-gold: 04+ to have 1-D100 x500

Black-gold: 05+ to have 1-D100 x400

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 02+ to have 10-D4 +10

Note:

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

90% chance of having 6-D4 Artifacts

90% chance of having 3-D4 Enchanted Armors

90% chance of having 3-D4 Enchanted Weapons

90% chance of having 2-D4 Oracles

90% chance of having 1-D100 x2 random Gems.

90% chance of having 5-D20 random Special Gems.

90% chance of having 2-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a humanoid wreathed in flame.

Eye color: Fire.

Eye shape: Large and slanted.

Height: 18'-0"

Length: 36'-0" ½ the length of this creature is its dragon-like tail.

Skin color: Red-orange (as flame)

Skin texture: Leathery and extremely durable.

Posture: Avian / Quadruped. This creature can walk upright, or run on all four legs for speed.

Weight: 4,000 lbs.

Wing contour: Like fire-dragon wings (with no scales).

Wingspan: 54'-0"

Dislikes: Good and Holy creatures.

Disposition: This creature is both cunning and insane. It dwells within the Fire Dimension, but can travel about other dimensions and planes at will, using its special abilities to dimension and plane travel. It seeks minions to serve it at all times. It will attempt to destroy any who question, or oppose its dominion. This creature has no mercy, but is wise enough to reward those who serve it faithfully.

Fears: None.

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

Immunities: Breath weapons that deal with flame and electricity, Charm, Consciousness, Disease, Fear, Fire, Pain, Petrification, Poison (all forms), Shock, Sickness, Stun.

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

Likes: UnHoly creatures.

Needs: Unknown.

Note: None.

Special Abilities: Dimension and Plane Travel: This creature can Dimension and Plane Travel at will.

The rulings for this travel are exactly as the magician spells.

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 or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

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

Infra-Red-Vision: As the Psychic spell.

Night-vision: As the Psychic spell.

Special Defenses: Damage-Reduction: 25

Resistances: This creature has the following resistances:

Ability: 30%

Acid: 30%

Blessed Effect: 30%

Cursed Effect: 30%

Death: 30%

Divine Favor: 30%

Enchantment: 30%

Faith: 30%

Gases: 30%

Magic: 30%

Manipulation (mental): 30%

Manipulation (physical): 30%

Manipulation (spiritual): 30%

Mental-attack: 30%

Mind Alteration: 30%

Paralysis: 30%

Flame-Retribution: Any who strike this creature will be burned for 3-D10 fire damage in 1-D4 areas of the body.

Special Offenses: Fear Presence: When this creature is encountered, all must pit their mental-strength vs. the mental-strength of this creature (single roll) or be inflicted with the Fear of Mortality for 2-D10 turns, which will inflict the following:

Ability Failure: 50%

Defense: -40

Divine Favor Failure: 50%

Movement: ½ (rounded down)

Offense: -40

Spell Failure: 50%

Trade-Skill Failure: 50%

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-D4 turns. When its flame is quenched, "Flame-Retribution" will fail (See: "Special Defenses").

Weapon susceptibility: Rank-12 (or better) enchanted weapon to harm.