

Species, Breed: Salamander, Fire

Type: Not applicable.

Class: Monster (Reptile).

Align: Evil

Gender: 01-50: Female, 51-00: Male.

Level: 1-D31 +1

Number encountered: 1-D4

Experience points: 30 x level.

Characteristics:

Awareness: 21

Charisma: Not applicable.

Constitution: 20

Coordination: 30

Dexterity: 24

Intelligence: 5

Mental-strength: 30

Strength: 21

Wisdom: 5

Movement:

Flying: Can't

Grounded: 10

Swimming: Can't

Luck: None.

Oxygen-points: 90

Blood-points: 60

Attack descriptions:

1 Bite: 3-D20 / 1 space (5') / Sharp attack. See: "Special offenses".

and:

2 Claw: 3-D10/ 1 space (5') / Sharp attack

Defense: 30

Offense: 24

Damage-Points: Roll 3-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 81+ to have 1-D10

Bronze: 81+ to have 1-D10

Silver: 81+ to have 1-D8

Electrum: 81+ to have 1-D8

White-gold: 96+ to have 1-D6

Yellow-gold: 96+ to have 1-D4

Black-gold: 99+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1-D4

Uncommon: 91+ to have 1-D4

Rare: 00+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Height: 4' 0", Length: 12' 0", Weight: 160 Lbs., Skin color: Red, Skin texture: Course and hard, Eye color: Yellow, Eye shape: Medium, sharply slanted, Posture: Quadruped.

Dislikes: Water.

Disposition:

Fears: water.

Habitat: Desert.

Immunities: Disease, Fear, Sickness..

Life-span: 60 years.

Likes: Hunting

Needs:

Note: Fire Salamanders are voracious hunters in every sense of the word. If they feel the vibrations of another creature, they will slowly move upwards to the surface to investigate it. If it thinks it can be taken down, it will give off a high pitched shriek before thrusting upwards to attack. This shriek is to let the others, should there be any others, know to engage and attack.

Special Abilities: **Sand-Swim:** The Salamander can swim under the surface of the sand at a rate of 2 spaces (10') per turn. **Sand-Sense:** The Salamander can sense movement upon the surface within 10 spaces (50') of its position.

Special defenses: 60% Blunt Damage-Resistance. 40% Fire Damage-Resistance. 40% Lightning Damage-Resistance.

Special offenses: **Burning Saliva:** The saliva from the bite of the Fire Salamander will cause an additional 3-60 points of damage (roll 3 D20). The saliva is hot, like embers of a fire, and will penetrate metal and leather (make sure you check for the Special Defenses of armor/armors worn for adjusting fire damages).

Susceptibilities: Cold attacks slow the Fire Salamander down by 50% and cause x3 damage.

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