

Species, Breed: Elemental, Air (Living)

Type: Not applicable.

Class: Enchanted (mammal)

Align: Good.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +20

Number encountered: 1

Experience points: 130 x level.

Characteristics:

Awareness: 80

Charisma: 30

Constitution: 70

Coordination: 50

Dexterity: 50

Intelligence: 24

Mental-strength: 60

Strength: 40

Wisdom: 30

Movement:

Flying: 60

Grounded: 20

Swimming: 20

Luck: 230

Oxygen-points: 2,100 See: "Susceptibilities"

Blood-points: Does not need blood to live.

Attack descriptions:

Whirlwind: 1

Damage: Debris: If the Air Elemental wishes to gather up debris and hurl them at a foe, the damage will be 1-D6 x elemental's level +4 in 1-D4 areas of the body.

No Debris: The Air Elemental can create an instant and violent Whirlwind within Area of Effect: 10 spaces (50') out in all directions upon its enemies.

All present within the "Area of Effect" must pit their strength against the Air Elemental's (single roll check), or be knocked back violently 1-D12 spaces, causing tumbling damage of 1-D4 x the elemental's level in 1-D4 areas of the body (even if within mid-air ½ damage will be inflicted, so violent intense is this attack). If a target strikes something (i.e., a wall, rocks, etc.), x2 damage will be inflicted.

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 3-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x9

Bronze: 15+ to have 1-D100 x8

Silver: 20+ to have 1-D100 x7

Electrum: 25+ to have 1-D100 x6

White-gold: 30+ to have 1-D100 x5

Yellow-gold: 35+ to have 1-D100 x4

Black-gold: 40+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6 +3

Legendary: 30+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a humanoid, created from wind. In fact the element of wind that comprises the physical structure of this creature is so dense, one can touch it as if normally touching another.

Height: 6-0'

Weight: Weightless.

Skin color: Clear, nearly translucent.

Skin texture: As a normal person, yet it is as if touching air that is resistant to yield at the touch of another.

Hair color: Clear-white.

Hair texture: Of the softest stands of silk.

Eye color: Gray-white.

Eye shape: As an elf's.

Posture: Biped (an animal with two feet).

Dislikes: Unknown.

Disposition: This is a highly curious and playful creature, always in search of mysteries and phenomenons. It is highly sociable and greets each creature it encounters with a cautious respect. It has been known for a living elemental to socialize with mortals, even trade, do business, even adventure with them on rare occasions.

This amazing creature can cause its winds to shift and howl, so that it actually communicates with others. When it does not feel threatened, its winds are not present, thus no damage and harm is inflicted upon those who venture near. These creatures appear as a normal sized person, though their skin is transparent in nature and so can be seen through. They have few bodily organs as they do not need food or liquids for survival.

The Air Elemental is a loving, kind, race. The birth of an Air Elemental will be during a great nature storm. The male will stand at the female's side and guard her as she will be utterly helpless against enemies (should any be near). The young will mature within 8 hours to full adulthood, the mother closely nurturing and cooing the youngster. Once fully matured, the storm will decline and the now fully developed Air Elemental will be free to roam and explore as he or she pleases.

Fears: Unknown.

Habitat: This creature is found in many regions, dimensions and planes of Utaemia.

Immunities: Breath (breath abilities based on the element of air only), Consciousness, Fall, Pain, Paralysis, Petrification, Poison, Shock, Sickness and Stun.

Life-span: Immortal.

Likes: Innocence.

Needs: Unknown.

Note: None.

Special Abilities: 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 that deal with air. 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).

Special Defenses: None.

Special Offenses: See: "Attack Descriptions" on page #1

Susceptibilities: If this creature's oxygen-points reach zero, it will disperse, being destroyed.

Weapon susceptibility: Rank-10 (or better) enchanted weapon to harm.