Species, Breed: Fairy, Gem`Stone

Type: Not applicable.

Class: Enchanted (mammal)

Align: Good

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

Level: 1-D30 + 1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics
Awareness: 40
Charisma: Not applicable. (small dragon-like creatures).
Constitution: 30
Coordination: 60
Dexterity: 70
Intelligence: 29
Mental-strength: 45
Strength: 24
Wisdom: 34

Movement:
Flying: 30
Grounded: 15
Swimming: 15

Luck: 120
Oxygen-points: 135
Blood-points: 90

<u>Attack descriptions</u>
As weapon wielded.

<u>Defense</u>: 90
<u>Offense</u>: 100

<u>Damage-Points</u>: 2-D20 x level.

<u>Treasure: %Roll needed to have money and treasure</u>:

Copper: 10+ to have 1-D10
Bronze: 15+ to have 1-D10
Silver: 20+ to have 1-D10
Electrum: 25+ to have 1-D10
White-gold: 30+ to have 1-D10
Yellow-gold: 35+ to have 1-D10
Black-gold: 40+ to have 1-D10

Treasure item(s):

> Common: None.
> UnCommon: None.
> Rare: 30+ to have 2-D4 +1
> Legendary: 35+ to have 1-D4 +1

Description:

Annihilation Strike?: Yes.

Description: Height: 5' 0", Weight: 115 lbs., Wing span: 5'-0", Wing contour: Similar to that of a Dragonfly, Skin color: Emerald-green, Skin texture: Smooth soft, Eye color: Emerald-green, Eye shape: As an elf, Posture: Biped (very graceful). See: "Disposition".

   Their true skin is almond-brown, and their eyes are the deepest and most intense emerald-green seen.

Dislikes: Cyclops, Goblins, Ogres and Trolls.

Disposition: The GemStone Fairy is a hopeless curious. They are especially curious about those who are not of their own species.

Fears: Unknown

Habitat: Seven Havens.

Immunities: Charm, Disease, Sickness, Water

Life-span: Immortal.

Likes: Druids

Needs: Unknown

Note: The GemStone Fairy does not shed forth the luminescence of emerald-green. The green glow about the GemStone Fairy is an ability called Emerald Light, used as a formidable defense against predators and nature's elements (see: "Special abilities").

Special Abilities: Emerald Light: It will take 1 turn (5 seconds) for the GemStone Fairy to invoke his or her Emerald Light, which can be invoked 1/24 hours with the following effects:

Detection and identification of enchanted and magical items (range: touch).
Detection of gems (range: 40 spaces (200').

Modification-points: Each GemStone Fairy will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Special Defenses: **Damage-reduction:** 42 vs. magical and physical attacks.

Element Shield: 62 points. Each turn this shield will ward the damaging effects of air, earth, fire and water). This means the first 62 points of damage caused by the elements will be negated each turn).

Green Skin: The "Special Abilities" for starr-steel plate armor will be used as follows:

<u>Attack types: %Roll needed to turn</u>:

Acid: 83+
Blunt: 71+
Cold: 51+
Electricity: 51+
Fire: 66+
Needle: 46+
Sharp: 76+

Natural Elements: Common hail, rain, snow, etc., does not touch the physical person of this creature as it does a Human.

Special Offenses: Emerald-Fire: # of attacks: 1 per turn / Damage: 1-D6 x the level of the GemStone Fairy. Range / Area of affect: 6 spaces (30') out all the way around the GemStone Fairy.

Susceptibilities: Unknown

Weapon susceptibility: Rank-18 (or better) enchanted weapon to harm.