

# Species, Breed: Elemental, Sand

Type: Natural Animated Creature (no animationist controls this creature).

Class: Fiend.

Align: Not applicable.

Gender: Not applicable.

Level: 20 + 1-D12

Number encountered: 1

Experience points: 100 x level.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

## Movement:

Flying: 10 This creature cannot fly over 12 spaces (60') into the air.

Grounded: 10

Swimming: 10

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Sand-Strikes: 2

Damage: 3-D20 +4 in 1-D4 areas of target's body. All within the area of effect will be susceptible to this attack.

Range: 6 spaces (30') out in all directions.

Attack Type: Debris. See: "Sand Maelstrom" in the "Special Offenses".

Defense: 40 / 70 if Level 32+

Offense: 40 / 70 if Level 32+

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

Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 1-D100 x7

Bronze: 60+ to have 1-D100 x6

Silver: 60+ to have 1-D100 x5

Electrum: 60+ to have 1-D100 x4

White-gold: 60+ to have 1-D100 x3

Yellow-gold: 60+ to have 1-D100 x2

Black-gold: 60+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 60+ to have 1-D6

Legendary: 70+ to have 1-D4

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears as a whirling mass of sand (similar to a very small tornado of sand and dirt). Within the violently swirling mass of sand is the very slight features of a creature, though the shape of it is vague and nigh impossible to distinguish. One can see the very faint resemblance of what appears to be sand-like eyes within the upper center of the Sand Elemental.

**Eye color:** This creatures eyes match the color of the desert it resides within.

**Eye shape:** The eyes of this creature change constantly, so there is no set pattern to describe its eyes by.

**Height:** 10'-0"

**Length:** 10'-0"

**Elemental color:** As the color of the desert it resides within.

**Elemental texture:** As the sand that lays within the desert.

**Posture:** Tornado-like.

**Weight:** 100 lbs.

**Dislikes:** This creature will instinctively shy away from rock, or any type of debris related to rock, being smashed. If this occurs, there will be a 50% chance it will not return.

**Disposition:** This is not a sentient creature, yet is attracted to movement and body heat. This creature does not actually attack, but is instinctively attracted to body heat and movement, for it will instinctively attempt to move in upon it. No one knows why this creature does this, but it is a deadly meeting.

**Fears:** None.

**Habitat:** Deserts. This creature is uncommonly found in other regions.

**Immunities:** All non-damaging abilities and spells have no effect upon this creature unless it deals directly with the elements (i.e., elemental magician spells).

**Life-span:** Undying.

**Likes:** Unknown.

**Needs:** None.

**Note:** None.

**Special Abilities: Sand Affinity:** The damage caused by crystal-based abilities and spells will heal this creature for the damage it would have caused normally.

**Special Defenses: Evasion:** There will be 2 in 6 chances that any physical attack, unless it is all encompassing (such as an "Area of Effect" attack) will pass through, leaving the creature unharmed. When struck, roll 1-D6: 1-2 = Evasion.

**Special Offenses: Sand Maelstrom:** Any creature caught within the area of effect of Sand-Strike will be temporarily drained of 1-D4 -2 Awareness per turn, unless it has eye protection. An additional 4-D6 oxygen-points will be drained per turn while within the area of effect of the Sand Maelstrom.

**Susceptibilities:** Earthen-based abilities and spells will cause x2 damage on this creature.

Wind-based abilities and spells will hinder this creature, lowering its defense and offense by 3-D6 for the duration of the effect.

**Weapon susceptibility:** Rank-1 (or better) magical weapon to harm.