

Species, Breed: Elemental, Arctic

Type: Not applicable.

Class: Fiend.

Align: Not applicable.

Gender: Not applicable.

Level: 20 + 1-D12

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 40

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

Note: When moving with the wind, this creature will gain a +5 to its normal movement (not in water).

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Jagged Ice-Strikes: 2

Damage: 1-D100 +5 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: Sharp and Cold. See: "Winters Chill" in the "Special Offenses".

Defense: 40 / 70 if Level 32nd + level.

Offense: 40 / 70 if Level 32nd + level.

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

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D100 x7

Bronze: 40+ to have 1-D100 x6

Silver: 40+ to have 1-D100 x5

Electrum: 40+ to have 1-D100 x4

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

Yellow-gold: 40+ to have 1-D100 x2

Black-gold: 40+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D6

Legendary: 50+ to have 1-D4

Note:

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

10% chance that a Level 1st to 31st Arctic Elemental will have 1 random Special Gem within it.

20% chance that a 32nd + level Arctic Elemental will have 1-D4 random Special Gem within it.

See: "Special Gems" in the Gems Section of the Treasure Book.

Description:

Annihilation Strike?:No.

Description: This creature appears as a whirling mass of ice and snow (similar to a very small tornado of ice and snow). Within the violently swirling mass of arctic ice and snow 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 crystal eyes within the upper center of the Arctic Elemental.

Eye color: Crystal ice. Very hard to keep a focus on.

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: White, with swirling shards of ice, both clear and white.

Elemental texture: As the tundra of ice and snow it is created with.

Posture: Tornado-like.

Weight: 200 lbs.

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

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: This creature will instinctively leave the area where it has been damage by heat of any type.

Habitat: Desert (Arctic). This creature is rarely found in permanently cold areas of Utaemia.

Immunities: Cold. 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: This creature seems to have the attraction to special gems, for within it, this creature will sometimes keep them at its core. Note: If this creature has a special gem that compliments its cold attacks and abilities, the gem will naturally enhance such.

Needs: Arctic conditions to exist. If taken out of its environment, it will melt at a rate of 1-D20 +10 damage-points per 24 hours until destroyed. See: "Note"

Note: This creature seems to have the attraction to Special Gems, for within its core, this creature will sometimes keep such a valuable gems.

Special Abilities: Arctic Affinity: The damage caused by cold-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: Winters Chill: Any creature withing the area of effect of the Jagged Ice-Strike of this creature will be slowed to ½ movement (rounded down) for 1-D4 turns.

Susceptibilities: Fire will cause x2 damage on this creature.

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

Weapons of a non-magical nature, which bear a flame (like a torch), or heat (like a red-hot poker), will still effect this creature, causing ½ normal damage (rounded down) with the additional x2 damage for the heat attack (See: "Susceptibilities").