

Species, Breed: Searing Corpse

Type: Undead.

Class: Undead.

Align: UnHoly.

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

Level: 30 + 1-D20

Number encountered: 3-D4

Experience points: 180 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 60

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Searing Grasp: 2

Damage: 1-D12 x9 unHoly flame damage.

Range: 1 space (5')

Attack Type: Touch.

The touch of this creature is not considered as a weapon that damages. Its touch will, however, burn anything it touches with an unHoly fire.

Defense: 40 / 70 if 32nd+ level.

Offense: 40 / 70 if 32nd+ level.

Damage-Points: Roll 2-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D20 x10

Bronze: 25+ to have 1-D20 x9

Silver: 30+ to have 1-D20 x8

Electrum: 35+ to have 1-D20 x7

White-gold: 40+ to have 1-D20 x6

Yellow-gold: 45+ to have 1-D20 x5

Black-gold: 50+ to have 1-D20 x4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 70+ to have 1-D4 +1

Legendary: 80+ to have 1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: No.

Description: This undead appears to be a flaming corpse.

Eye color: Black.

Eye shape: Medium-sized and oval (as a human).

Height: 6'-0"

Skin color: Black and charred.

Skin texture: As the charred remains of a body half consumed by flame.

Posture: Biped.

Weight: 190 lbs.

Dislikes: Unknown.

Disposition: This undead has no feelings or thought. It instinctively will attack any living creature that it becomes aware of.

Fears: None.

Habitat: Fire Dimension.

Immunities: Charm, Consciousness, Disease, Fear, Fire, Gases, Mental-attack, Mind alterations, Pain, Poison (excluding toxin (See: "Special Defenses" for toxin poison resistance), Shock and Sickness.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: None.

Needs: Unknown.

Note: None.

Special Abilities: Night-vision: As the Psychic spell.

Special Defenses: Resistances: This creature has the following resistances:

Acid: 50%
Death: 10%
Enchantment: 10%
Faith: 20%
Illusion: 30%
Magic: 30%
Manipulation (physical): 20%
Petrification: 10%
Poison (toxin): 20%
Stun: 50%

UnHoly Flame-Retribution: An attacker will be burned for 1-D12 x9 fire damage in 1 random area of the body by successfully striking it. An initiative roll must be won each time a foe strikes a Searing Corpse, or be burned just as if the Searing Corpse had struck it.

Special Offenses: Fear Presence: When this creature is encountered, all must make a successful avoidance-roll vs. "Fear" or be subject to the following adjustments for the duration of the encounter:

Ability Failure: 10%
Defense: -15
Divine Favor Failure: 10%
Movement: -4
Offense: -15
Spell Failure: 10%
Trade-Skill Failure: 20%

Susceptibilities: Cold: Cold abilities and spells will cause x2 damage against this creature. If struck by cold that causes more than ½ damage, the following adjustments will effect this creature for 1-D6 turns: Defense: -25, Movement: ½ (rounded up), Offense: -25

Weapon susceptibility: Rank-3 (or better) enchanted weapon to harm.