

Servants of the Flame

by Alan Craddock (from "The Treasure Chest" in White Dwarf #45)

FREQUENCY: Uncommon on the Elemental Plane of Fire, Very rare elsewhere

NO. APPEARING: 4-16 (10-100 on Plane of Fire)

ARMOR CLASS: 5

MOVE: 15"

HIT DICE: 2+2

% IN LAIR: 2-5 gems in lair

TREASURE TYPE: Nil

NO. OF ATTACKS: 3 (claw/claw/bite)

DAMAGE/ATTACK: 1-4/1-4/1-6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Lawful neutral (evil tendencies)

SIZE: S (4' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: Normal: II/50+3/hp

Leader: III/104

Pyro: IV/150+4/hp (238, 242, or 246 XP)



These fiery creatures appear as 4' tall, hairless monkey-like beings with large flame red eyes and clawed hands. If encountered on the Prime Material Plane, licks of flame can be discerned running along the legs and backs of the creatures.

Servants of the flame, or fire-monkeys as they are sometimes known, normally dwell on the Elemental Plane of Fire, where they act as servitors, subservient to beings such as efreeti, fire elementals, and even salamanders.

They are very rarely encountered on the Prime Material Plane where they most often act as servitors/guards to greater fire creatures, though they are occasionally used (much in the same way as mephits) as messengers.

When encountered on the Plane of Fire, they are much more numerous and common, for here they are the equivalent of serfs, and all the menial tasks fall to them.

If pressed, or encountered on guard, the fire-monkeys will first dispatch a messenger to alert their masters and other outposts before rushing to the attack. They attack with their clawed hands and their jaws. Part of the damage they inflict is from their fiery bodies, so if the victim is protected from fire, subtract one spot from each damage roll, (to a minimum of one).

For every 10 of these creatures encountered, there will be a stronger leader-type with 18 hit points (attacking as a 3 hit-dice monster) and Armor Class 4.

For every 50 of these servants encountered, a 'greater servant' or pyro will be present. These have 22-24 hit points, AC3, and attack as a 4 hit dice monster. Pyros are able to cast flame equivalent to a *Burning Hands* spell causing 4 hit points of damage to any creature in a

120° arc extending for 10' in front of the pyro. They may use this power twice per day and it is evoked by will only, it does not have to be concentrated upon as would a spell.

Normal weapons will harm these fiery spirits as will most offensive spells, excepting those of a fire-based nature. Cold based attacks will do double damage.

Servants of the flame appear to have their own language, for it is obvious that they communicate, but whether by physical signals or patterns of flame on their bodies is unknown, for they are completely silent.

It is said that these creatures were formed by Imix, the Evil Lord of Fire, as he was desirous of slaves to carry further his insidious schemes and designs against Olhydra.

Fire monkeys are generally black or dark tan in color with reddish-orange flames running along their back and limbs. Eye color is predominantly red, though a small percentage have yellow eyes. Pyros are lighter in color for the most part, shading through the tans, and their eyes are orange-red.