

Species, Breed: Animated, Not a breed (see: "Type)

Type: Hagrish Fiend, Steel

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 1-D30 +10

Number encountered: 1

Experience points: 140 x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 140

Coordination: 55

Dexterity: 45

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 120

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 13

Swimming: Can't

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Steel Fist-strike: 2

Damage: 1-D12 x7 +20

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 55 / 85 if 32nd level.

Offense: 45 / 75 if 32nd level.

Damage-Points: Roll 2-D20 x5 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 2-D20 x8

Bronze: 50+ to have 2-D20 x7

Silver: 50+ to have 2-D20 x6

Electrum: 50+ to have 2-D20 x5

White-gold: 50+ to have 2-D20 x4

Yellow-gold: 50+ to have 2-D20 x3

Black-gold: 50+ to have 2-D20 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 3-D4 +3

Legendary: 40+ to have 3-D4 +2

Note:

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

60% chance of having 2-D20 x4 random Gems.

Description:

Annihilation Strike?: No.

Description: The Animated Steel Hagrish Fiend is a creature made up solely of the elements of steel material.

As long as it has a connection to any area, heavy with ores and minerals, it can travel to and fro in and upon the earth as it pleases. It cannot exit the element of ores and minerals, meaning it cannot leave the area from which it is created.

Eye color: None.

Eye shape: None.

Height: 15'-0" This is how far this creature can rise up from the surface of the ground.

Length: Not applicable.

Skin color: Dark-blue (steel color of dark-blue)

Skin texture: As steel.

Posture: Ore material

Weight: 15,000 lbs.

Dislikes: Unknown.

Disposition: This creature is constructed of minerals and ores at the hands of nature itself. It roams its way about the bounds of its habitation, seeking for nothing in particular. It has no real purpose, but is a threat to those who venture too close, or encounter it. It will attack anything that moves.

Fears: None.

Habitat: Volcanic (Labyrinth). This creature mainly inhabits labyrinths.

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: Ores and minerals.

Needs: Ores and minerals. This creature feeds upon these elements.

Note: The damage a steel-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

Special Abilities: Metamorphism: This creature can take the form of anything it comes in contact with, thus taking on added attributes of that form. Example: If it takes on the form of great wings, it can create a great wind by using those wings. If it takes on the form of a great arm with a hammer, it will cause much more damage when it strikes (though it's damage-points in its body would be lessened by doing so. This is a truly diverse animated creature (all of the shapes and molding abilities which this creature can do will be totally up to the Discretion of the G.M.).

Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of surface creatures walking upon the ground within 10 spaces (50') on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 6

Special Offenses: Steel-Blow: A strike in which this creature's offense is +50 over its victims defensive roll will cause a stun if the targeted fails to successfully pit its strength against the creature's (single roll chance). Stun duration: 1-D4 turns. Stun effect: -40 to defense and offence.

Susceptibilities: None.

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