

# Species, Breed: Cyclops, Common

Type: Not applicable.

Class: Monster (Mammal)

Align: Evil.

Gender: 01-50: Female, 51-00: Male

Level: 2 + 1-D30

Number encountered: 1-D6

Experience points: 100 x level.

## Characteristics

Awareness: 25

Charisma: 5

Constitution: 50

Coordination: 20

Dexterity: 35

Intelligence: 5

Mental-strength: 40

Strength: 60

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 16

Swimming: Can't

Luck: None

Oxygen-points: 120

Blood-points: 150

## Attack descriptions

Giant Wood Club: 1

Damage: 1-D12 x8

Range: 2 spaces (10')

Attack type: Blunt.

**Defense:** 20 / 50 if 32<sup>nd</sup> + level.

**Offense:** 35 / 65 if 32<sup>nd</sup> + level.

**Damage-Points:** Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x7

Bronze: 20+ to have 1-D100 x6

Silver: 30+ to have 1-D100 x5

Electrum: 40+ to have 1-D100 x4

White-gold: 50+ to have 1-D100 x3

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

Black-gold: 70+ to have 1-D100

Treasure item(s):

Common: 25+ to have 1-D6

UnCommon: 40+ to have 1-D4

Rare: 55+ to have 1

Legendary: 70+ to have 1

Note:

Check for each Cyclops to have treasure.

# Description:

Annihilation Strike?: No.

Description: This creature appears as a very large, thick-boned, humanoid with one large center eye.

Eye color: Black.

Eye shape: Large and oval.

Hair color: Brown-Black.

Hair texture: Course and straight.

Height: 12'-0"

Skin color: Gray.

Skin texture: Rough and leathery.

Posture: Biped (like an animal with two feet).

Weight: 1,200 lbs.



**Dislikes:** Cyclops have a uncanny hatred for humans that will drive them on to a death brawl in which they will not back down, even if out numbered ten-to-one or on the verge of death.

**Disposition:** This creature has an uneven temper and seems troubled, as if battling some constant inner turmoil. This disposition leads them into much fighting.

It seems our study has shown that these brutes love to torture creatures. They are foul and have caused much damage to farming communities. For this they are hated and feared.

**Fears:** None.

**Habitat:** Mountains. This creature is rarely found in other regions.

**Immunities:** Fear. Pain.

**Life-span:** 1 age (1,000 years).

**Likes:** Elves. This creature loves to hunt goblins and ogres. It is one of their favorite sports (to see how many of these creature's heads they can collect).

For some reason, this creature takes a liking to Micrones.

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** None.

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

Special Defenses: Damage-Reduction: 3 vs. all forms of damage taken to the physical body.

**Special Offenses:** None.

**Susceptibilities:** Area of effect, wind-blown, debris will bother this creature's great eye greatly, causing partial blindness (-20 on all offensive/defensive rolls) for 1-D4 turns.

This creature cannot swim.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.