

Species, Breed: Animated

Type: Dragon, Stone, Granitarr (Lesser)

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 32 + 1-D20

Number encountered: 1

Experience points: 160 x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 130

Coordination: 65

Dexterity: 65

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 250

Wisdom: Not applicable.

Movement:

Flying: 36

Grounded: 18

Swimming: Can't. Can walk underwater at a rate of 18 spaces (90') per turn. This creature's movement is not hindered underwater.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D100 x3 +46

Range: 3 spaces (15')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D100 x2 +46

Range: 2 spaces (10')

Attack Type: Sharp.

or:

Tail-Strike: 1

Damage: 1-D100 x5 +46

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 95

Offense: 95

Damage-Points: Roll 4-D100 +40 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 08+ to have 2-D100 x200

Bronze: 13+ to have 2-D100 x200

Silver: 18+ to have 2-D100 x200

Electrum: 23+ to have 2-D100 x200

White-gold: 27+ to have 2-D100 x100

Yellow-gold: 33+ to have 2-D100 x50

Black-gold: 38+ to have 2-D100 x25

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 02+ to have 3-D6 +4

Note:

This creature will have a 50% chance of being found with 1-D100 x400 lbs. of raw steel close at hand. If it does have steel, roll on "Steel Alloys" in the S section of the Basic Rules Book for what type of steel it has.

See: "Special abilities".

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

70% chance of having 1-D6 Artifacts

90% chance of having 1-D20 x5 random Gems. There will be a 35% chance of each being a Special Gem.

60% chance of having 1-D6 Oracles

65% chance of having 1-D6 Relics

Description:

Annihilation Strike?: No.

Description: This dragon looks like a normal dragon, yet it is made of solid granite stone.

Eye color: Light and dark-gray, with black speckles.

Eye shape: Large and slanted.

Height: 11'-6"

Length: 34'-6"

Skin color: Light and dark-gray, with black speckles.

Skin texture: Granite stone.

Posture: Quadruped.

Weight: 16,000 lbs.

Wing contour: As a dragon's.

Wingspan: 103'-6"

Dislikes: Not applicable. Mindless creatures do not like or dislike anything.

Disposition: This creature is constructed of solid granite stone at the hands of nature itself. It is prone to attacking anything it notices, but only if what it detects possesses artifacts, gems, oracles, or relics on (unless attacked). It's interesting that these creatures do not attack creatures that pose no threat to those who do not carry such special items.

Fears: Not applicable.

Habitat: Multiple (especially found in 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. This creature is attracted to such things and will sometimes be found with such.

Needs: None.

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

Special Abilities: Mineral detection: This creature is drawn to ores within 8spaces (40') on an successful avoidance-roll vs. "Awareness".

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: 8

Special Offenses: Thunder-Strike: The Granitarr Stone Dragon will lash its tail down upon the earth, causing the sound of a thunder clap. Any within 14 spaces (80') will suffer 1-D20 x7 damage in all areas of the body unless a successful avoidance-roll vs. "Paralysis" (at ½ chance) is successful.

Susceptibilities: None.

Weapon susceptibility: Rank-11 (or better) magical weapon to harm.