

Species, Breed: Animated

Type: Golem, Ivory

Class: Animated.

Align: None. This creature does the bidding of the caster who created it.

Gender: None, though this creature can be created in the form of man or woman.

Level: 30 + 1-D20

Number encountered: 1

Experience points: 125x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 220

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 10

Swimming: Cannot swim, but can walk along the bottom of a body of water at a rate of 10 spaces per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Punches: 2

Damage: 1-D100 +40

Range: 1 space (5')

Attack Type: Blunt.

Defense: 40 / 70 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 5-D20 +40 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: The Ivory Golem can be in the form of anything

Eye color: White.

Eye shape: Large and oval.

Height: 30'-0"

Skin color: White.

Skin texture: Solid ice.

Posture: Biped

Weight: 4,000 lbs.

Dislikes: Whatever the master of this creature tells this animation to dislike, that will it dislike.

Disposition: This creature is constructed of solid ivory at the hands of an Animationist. This creature will do only the bidding its master has commanded . . . nothing else.

Fears: None.

Habitat: All.

Immunities: Acid, Breath, Charm, Consciousness, Death, Disease, Faith, Fear, Illusion, Magic (if an avoidance-roll vs. "Magic" is needed), Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun.

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

Likes: None.

Needs: None.

Note: The Ivory Golem is crafted from ivory. Ivory must be gotten from the tusks of certain creatures and x3 master crafted successfully.

Special Abilities: None.

Special Defenses: Damage-reduction: 8

Special Offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.