Species, Breed: Animated

Type: Cretin, Marble

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 1-D25 + 1-D12

Number encountered: 1

Experience points: 110x level.

Characteristics

Awareness: 80
Charisma: Not applicable.
Constitution: 80
Coordination: 58
Dexterity: 58
Intelligence: Not applicable.
Mental-strength: Not applicable.
Strength: 150
Wisdom: Not applicable.

Movement:

Flying: Can't
Grounded: 14
Swimming: Can't. Can walk underwater at a rate of 10 spaces (50') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Stone Fists: 2
Damage: 1-D100 +22 Tremor: See: "Special offenses".
Range: 3 spaces (15')
Attack Type: Blunt

Defense: 58 / 88 if 32nd + level.

Offense: 58 / 88 if 32nd + level.

Damage-Points: Roll 6-D20 +6 x level.

<u>Treasure: %Roll needed to have money and treasure</u>:
Copper: 10+ to have 1-D100
Bronze: 15+ to have 4-D20
Silver: 20+ to have 3-D20
Electrum: 25+ to have 2-D20
White-gold: 30+ to have 1-D20
Yellow-gold: 35+ to have 1-D12
Black-gold: 40+ to have 1-D10
Treasure item(s):
        Common: None
        UnCommon: None.
        Rare: 30+ to have 1-D4 x2
        Legendary: 40+ to have 1-D4 +1

Note:
This creature will have a 50% chance of being found with 1-D100 x30 lbs. of rock close at hand. If it does have rock, roll on "Rocks, Random determination of:" in the R section of the Basic Rules Book for what type of rock it has. It will have 1-D4 different types.
  See: "Special abilities".

Description:

Annihilation Strike?: No.

Description: The Animated Marble Cretin is a creature made of solely of the elements of its environment; Marble. As long as it has such connecting elements, it can travel to and fro in and upon the earth as it pleases.

Eye color: Gray, white, dark-gray and pink mixed color.

Eye shape: Large and oval.

Height: 20'-0"

Skin color: Gray, white, dark-gray and pink mixed color.

Skin texture: Solid marble.

Posture: Biped

Weight: 9,000 lbs.

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

Disposition: This creature is constructed by an Animationist. What commands the Animationist has given this creature, it will carry out. There will be a 75% chance of this animation having no master.

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 and minerals. This creature in 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: 3 vs. physical attacks.

Special Offenses: Stun-Strike: The unique nature of the Marble Cretin's stun effect is both baffling and horrifying. If the Marble Cretin's offensive roll to strike is +60 over its defender's roll to evade, the defender must successfully pit Strength against the Marble Cretin's, or be stunned for the next turn, incurring the following penalties:

1. Lose next offensive turn (no physical, mental, or spiritual abilities and/or spells will be possible).
2. Defense will be at a -60 for the next 1-D4 turns.

   Tremor-Strike: The Stone Cretin will hold both fists together and strike the ground, causing severe tremors to occur. Any creature within 5 spaces (25') will fall unless a successful avoidance-roll vs. "Coordination" is rolled. If a fall occurs, go to the C section of the Basic Rules Book and roll on "Combat, Chance of falling during".

Susceptibilities: None.
Weapon susceptibility: Rank-9 (or better) magical weapon to harm.