

Species, Breed: Animated

Type: Lizard, Crystal

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 21 + 1-D10

Number encountered: 1

Experience points: 30 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 60

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 10

Swimming: Can't. Can walk underwater at a rate of 9 spaces (45') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D12 x5 +8

Range: 1 space (5')

Attack Type: Sharp.

Defense: 40

Offense: 40

Damage-Points: Roll 3-D12 +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: None

UnCommon: None.

Rare: 30+ to have 1-D4 +1

Legendary: 60+ to have 1-D4 +1

Description:

Annihilation Strike?: No.

Description: The Crystal Lizard appears as a lizard crafted from solid crystal, huge in size.

Eye color: As the color of multi-colored crystal.

Eye shape: Large and slanted.

Height: 5'-0"

Length: 25'-0"

Skin color: As the color of multi-colored crystal.

Skin texture: As faceted crystal.

Posture: Quadruped.

Weight: 3,000 lbs.

Dislikes: Not applicable.

Disposition: This creature is constructed of solid crystal at the hands of nature itself. It is prone to attacking anything it notices, but only if it detects gems upon it. See: "Special abilities".

Fears: Not applicable.

Habitat: Crystal Desert.

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: Gems.

Needs: None.

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

Special Abilities: Gem Detection: This creature can detect gem up to 6 spaces (30') distant on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 6

Mirrored Reflection: Any light which reflects from off this creature will have the same effect upon all those within 3 spaces (15') of this creature. Any penalties or adjustments that a light source would normally cause, like the Blinding Light Bracelet, will also have a chance of effecting those within the 3 spaces (15'), and must be avoided as if being attacked by such.

Special Offenses: Crystal-Shards: There will be a 25% chance per turn that this creature will spit razor-sharp shards of crystal at its target. This is considered as a hurled weapon (+30 to offensive roll).

Damage: 1-D12 x6 in 2-D6 areas of the target's body (roll all damage separately for all areas).

Susceptibilities: None.

Weapon susceptibility: Rank-12 (or better) magical weapon to harm.