

# Species, Breed: Animated

Type: Dragonman, Mercury

Class: Animated.

Align: None.

Gender: None.

Level: 1-D30 +1 +25

Number encountered: 1

Experience points: 200 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 100

Coordination: 60

Dexterity: 60

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200

Wisdom: Not applicable.

## Movement:

Flying: 40

Grounded: 20

Swimming: 12

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bites: 3

Damage: 1-D100 x2 +36

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Claws: 5

Damage: 1-D100 +36

Range: 2 spaces (10')

Attack Type: Sharp.

**Defense:** 60 / 90 if 32nd + level

**Offense:** 60 / 90 if 32nd + level

Damage-Points: Roll 5-D20 +36 x level.

## Treasure: %Roll needed to have money and treasure:

**Copper:** 10+ to have 1-D100 x22

**Bronze:** 10+ to have 1-D100 x20

**Silver:** 10+ to have 1-D100 x18

**Electrum:** 10+ to have 1-D100 x16

**White-gold:** 10+ to have 1-D100 x14

**Yellow-gold:** 10+ to have 1-D100 x12

**Black-gold:** 10+ to have 1-D100 x10

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** None.

**Legendary:** 10+ to have 1-D8 +5

**Note:**

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

40% chance of having 1-D6 Oracles

90% chance of having 5-D20 random Gems.

60% chance of having 5-D4 random Special Gems.

80% chance of having 1-D100 x 100 lbs. of steel.

See: "Steel Alloys" in the S section of the Basic Rules Book for the type of steel this creature will be in possession of. Add +20 to the roll when rolling for the steel alloy (best of 3 rolls).

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears to be a humanoid lizard with dragon wings. The one thing about this creature is the composition of its body, which appears to be shiny, mirror-like, metal.

**Eye color:** Silver.

**Eye shape:** Large and sharply slanted.

**Height:** 10'-0"

**Length:** 20'-0"

**Skin color:** Silver (this silver reflects like a mirror).

**Skin texture:** Smooth, like liquid metal.

**Posture:** Avian-Quadruped (four-legged creature that flies).

**Weight:** 4,000 lbs.

**Wing contour:** Dragon-like, yet made of pliable, reflective, metal.

**Wingspan:** 30'-0"

**Dislikes:** Unknown.

**Disposition:** This creature is created by the powers of nature. It is not constantly on the hunt, but rather, due to its nature, merely exists. I instinctively collects precious metals and gems, hoarding them in its lair.

This creature will only attack if attacked or its lair invaded.

**Fears:** None.

**Habitat:** Acid Dimension.

**Immunities:** Charm, Consciousness, Death, Disease, Faith, Fear, Magic, Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun.

**Life-span:** Undying (this creature's existence never fades), but it can be slain.

**Likes:** Precious metals and gems.

**Needs:** None.

**Note:** None.

**Special Abilities:** None.

**Special Defenses:** **Damage-reduction:** 25 against all form of physical damage. This creature's body has the same "Special defenses" as Koar-steel plate armor.

**Special Offenses:** None.

**Susceptibilities:** Abilities and spells that deal with the element of metal will cause x2 damage.

**Weapon susceptibility:** Rank-3 (or better) enchanted weapon to harm.