

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.