

Species, Breed: Animated

Type: Cretin, Stone

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 25 + 1-D12

Number encountered: 1

Experience points: 100x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 80

Coordination: 58

Dexterity: 58

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 140

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 5-D20 +5 x level.

Treasure: %Roll needed to have money and treasure:

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 raw steel close at hand. If it does have steel, roll on "Steel Alloys" in the S section of the Basic Rules Book for what type of steel it has.

See: "Special abilities".

Description:

Annihilation Strike?: No.

Description: The Animated Stone Cretin is a creature made of solely of the elements of its environment; Stone.

As long as it has such connecting elements, it can travel to and fro in and upon the earth as it pleases.

Eye color: White.

Eye shape: Large and oval.

Height: 20'-0"

Skin color: Solid ice-white.

Skin texture: Solid ice.

Posture: Biped

Weight: 8,000 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. This creature is 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: See: "Immunities"

Special Offenses: 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 at the beginning of each turn 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.