

# Species, Breed: Animated

Type: Witch, Silver

Class: Animated.

Align: 01-50 = Evil, 51-00 = Good

Gender: Female.

Level: 10 + 1-D30 +1

Number encountered: 1

Experience points: 140 x level.

## Characteristics

Awareness: 60

Charisma: 27

Constitution: 50

Coordination: 40

Dexterity: 50

Intelligence: 35

Mental-strength: 80

Strength: 25

Wisdom: 25

## Movement:

Flying: Can't

Grounded: 10

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

Luck: 260

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

2 Silverblades: 3 attacks with each blade.

Damage: 2-D8 x5 +1

Range: 1 space (5')

Attack Type: Sharp. See: "Special Offenses"

Note: These blades are in the form of katanas. See: "Special Offenses"

or:

Spell. See: "Special Abilities".

**Defense:** 40 / 70 if 32nd level or higher.

**Offense:** 50 / 80 if 32nd level or higher.

Damage-Points: Roll 2-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D6 x700

Bronze: 20+ to have 1-D6 x600

Silver: 30+ to have 1-D6 x500

Electrum: 40+ to have 1-D6 x400

White-gold: 50+ to have 1-D6 x300

Yellow-gold: 60+ to have 1-D6 x200

Black-gold: 70+ to have 1-D6 x100

Treasure item(s):

Common: None

UnCommon: None.

Rare: 30+ to have 1-D4 +1

Legendary: 40+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes.

**Description:** The Animated Silver Witch appears as beautiful woman crafted from solid, polished, silver.

**Eye color:** Silver.

**Eye shape:** Medium-sized and oval.

**Height:** 5'-4"

**Skin color:** Silver.

**Skin texture:** Like the cold mineral of silver, yet pliable and flesh-like.

**Posture:** Biped (an animal with two feet).

**Weight:** 260 lbs.

**Dislikes:** Unknown.

**Disposition:** This unique animated creature is constructed of solid silver by the power of the earth itself. The one thing about this animation, which most animations are not gifted with, is that it sentient. Even though this creature does not need air or blood to live, they can eat and drink, the same as any other creature. The Silver Witch can even fall in love, or even despise and hold a determined malice for another.

**Fears:** None.

**Habitat:** Acid Dimension.

**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). See: "Immunities".

**Life-span:** Undying. This is a creation which has no life span.

**Likes:** Unknown.

**Needs:** None.

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

**Special Abilities: Gem Vein Detection:** This creature can detect Gem Vein up to 1 space (5') distant on a successful avoidance-roll vs. "Awareness".

**Modification-points:** The Silver Witch will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

**Special Defenses:** Damage-reduction: 4

**Special Offenses:** The Silverblades this creature wields will cause x5 damage (as a chopping weapon) on every successful strike.

**Susceptibilities:** None.

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