

Species, Breed: Animated

Type: Lizardman, Stone

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 15 + 1-D12

Number encountered: 1-D4

Experience points: 40 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 35

Dexterity: 35

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 50

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 9

Swimming: Can't. Can walk underwater at a rate of 7 spaces (35') 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 x3 +6

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2 +6

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x2 +6

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 40

Offense: 40

Damage-Points: Roll 2-D12 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 25+ to have 5-D20

Bronze: 35+ to have 4-D20

Silver: 45+ to have 3-D20

Electrum: 55+ to have 2-D20

White-gold: 65+ to have 1-D20

Yellow-gold: 75+ to have 1-D12

Black-gold: 85+ to have 1-D10

Treasure item(s):

Common: None

UnCommon: 30+ to have 1-D4 +1

Rare: 50+ to have 1-D4

Legendary: None.

Description:

Annihilation Strike?: Yes.

Description: The Stone Lizardman is created from a solid mass of rock, the choosing of its creator. Its appearance is that of a sculpted Lizardman (i.e., hideous, sleek, predator-like, etc).

Eye color: Gray.

Eye shape: Medium sized and sharply slanted.

Height: 6'-0"

Length: 14'-0" including the tail.

Skin color: Gray (but this depends upon the color of stone used in its creation).

Skin texture: Stone.

Posture: Biped.

Weight: 300 lbs.

Dislikes: Not applicable.

Disposition: These animations will remain motionless and in place at all times until the directive its creator has given it has been triggered (i.e., treasure has been taken, a certain area has trespassed, it has been physically touched, etc.). It can be multiple commands (commands which are not given will not be executed by this animation).

There will be a 75% chance of this animation having no master.

Animationists use these lizardmen as sentinels, as guardians of items, places and persons.

Fears: None.

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: None.

Needs: None.

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

If the caster of an Animated Stone Lizardman dies, the Lizardman will become "Stilled", thus attacking any creature that comes within 8spaces (40') of it.

Special Abilities: 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: Damage-reduction: 3

Retribution: If this creature is struck by a non-magical weapon, causing 50%+ damage, it will have a 20% chance of breaking.

Special Offenses: Tail-Strike: If a Tail-Strike causes more than half of the maximum damage it can do, an avoidance-roll vs. "Stun" must be successful or the victim will incur the following penalties for 1-D4 turns:

40% movement reduction (rounded down)

-3-D12 on both defense and offense for the duration of the stun.

Susceptibilities: None.

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.