

Species, Breed: Animated

Type: Cretin, Steel

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 30 + 1-D12

Number encountered: 1

Experience points: 140x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 90

Coordination: 65

Dexterity: 65

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 180

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 14

Swimming: Can't. Can walk underwater at a rate of 14 spaces (70') per turn. This creature's movement is not hindered underwater.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Steel Fists: 2

Damage: 1-D100 +32 Smite: See: "Special offenses".

Range: 3 spaces (15')

Attack Type: Blunt

Defense: 65 / 95 if 32nd + level.

Offense: 65 / 95 if 32nd + level.

Damage-Points: Roll 2-D100 +30 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 10+ to have 1-D100 x9

Silver: 10+ to have 1-D100 x8

Electrum: 15+ to have 1-D100 x7

White-gold: 20+ to have 1-D100 x6

Yellow-gold: 25+ to have 1-D100 x5

Black-gold: 30+ to have 1-D100 x4

Treasure item(s):

Common: None

UnCommon: None.

Rare: 20+ to have 1-D4 x3

Legendary: 30+ to have 2-D4 +1

Note:

This creature will have a 70% chance of being found with 1-D100 x100 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 (best of three rolls for the quality of steel found).

See: "Special abilities".

Description:

Annihilation Strike?: No.

Description: The Animated Steel Cretin is a creature made of solely of the elements of its environment; Steel. Unlike the other Cretins, this creature does not need to be in contact with the element it is created by in order to move about. It can move about as it pleases.

Eye color: Dark-gray.

Eye shape: Large and oval.

Height: 20'-0"

Skin color: Dark-gray.

Skin texture: Solid steel.

Posture: Biped

Weight: 18,000 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: Steel detection: This creature is drawn to steel 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 Offenses: Smite: This terrible foe will strike for x2 damage if its offensive roll is +80 over its defender's roll to evade. A creature that is falls victim to Smite must make a successful avoidance-roll vs. "Stun" (½ chance), or have a -30 to both defense and offense for 1-D6 turns.

Susceptibilities: None.

Weapon susceptibility: Rank-18 (or better) magical weapon to harm.