

Species, Breed: Animated

Type: Cretin, Earthman

Class: Animated

Align: None.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 45 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 60

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 8

Swimming: Can't. Can walk underwater at a rate of 8 spaces (40')

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Earthen Fists: 2

Damage: 3-D20 +8 Earthen-Root: See: "Special offenses".

Range: 1 space (5')

Attack Type: Blunt

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D100 x10

Bronze: 30+ to have 4-D20 x10

Silver: 40+ to have 3-D20 x10

Electrum: 50+ to have 2-D20 x10

White-gold: 60+ to have 1-D20 x4

Yellow-gold: 70+ to have 1-D12 x3

Black-gold: 80+ to have 1-D10 x2

Treasure item(s):

Common: None

UnCommon: 35+ to have 1-D4

Rare: 70+ to have 1-2

Legendary: 99+ to have 1

Note:

This creature will have a 50% chance of being found with 1-D20 x3 gems within it. If it does have gems mixed into its earthen body, there will be a 10% chance for each gem to be a "Special Gem".

Any special gems it has, that deal with earthen abilities, will increase this creature's abilities.

See: "Special abilities".

Description:

Annihilation Strike?: No

Description: The Animated Earthman is a humanoid made of solely of the elements of its environment; Earth. As long as it has such connecting elements, it can travel to and fro in and upon the earth as it pleases.

Eye color: Earthen color.

Eye shape: Medium and oval.

Height: 10'-0"

Skin color: Earthen color.

Skin texture: Earthen.

Posture: Biped

Weight: 3,000 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 dungeons and 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: Gems. This creature is attracted to such things and will sometimes be found with such.

Needs: None.

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

Special Abilities: Gem Detection: This creature is drawn to gems 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: Earthen-Root: If the Earthman's offensive roll to strike is +60 over its defender's roll to evade, the defender must successfully pit Strength against the Earth Cretin's, or be rooted to the earth, only able to move 1 space (5') per turn for 1-2 turns. While Earthen-Root is in effect there will be a -60 to defend.

Susceptibilities: None.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.