

Species, Breed: Animated

Type: Titan, Ice

Class: Fiend. This animation is a "Nature Spawn" (meaning they form naturally from the power of nature's elements).

Align: Evil.

Gender: Not applicable.

Level: 30 + 1-D12

Number encountered: 1

Experience points: 130x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 70

Coordination: 50

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 28

Swimming: 9

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Great Ice Reaver: 3

Damage: 1-D100 x2 +36 + Clash of Ice: See: "Special offenses".

Range: 4 spaces (20')

Attack Type: Sharp.

Defense: 50 / 80 if 32nd + level.

Offense: 50 / 80 if 32nd + level.

Damage-Points: Roll 1-D100 x2 +25 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: 10+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None.

Rare: 40+ to have 1-D6 +1

Legendary: 60+ to have 1-D4 +1

Note:

The Ice Titan will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

40% chance of having 3-D4 random Special Gems.

20% chance of having 1-D4 Oracles

15% chance of having 1-D4 Relics

It will also have a sword, known as "Ice Reaver". This sword has no special properties in the hands of any creature but the Animated Ice Titan. The sword does not melt, and is considered an enchanted weapon (rank-0). The blade is cold to the touch, appearing as solid ice. It is considered as a mandoble sword in any other hand.

Description:

Annihilation Strike?: No.

Description: The Animated Ice Titan appears as a rugged man crafted from solid ice, huge in size.

Eye color: White.

Eye shape: Large and oval.

Height: 30'-0"

Skin color: White.

Skin texture: Solid ice.

Posture: Biped

Weight: 4,000 lbs.

Dislikes: Not applicable.

Disposition: This creature is constructed of solid ice at the hands of nature itself. It is prone to attacking anything it notices, but only if what it detects has a weapon or armor on (unless attacked). It's interesting that these creatures do not attack creatures that pose no threat.

Fears: Not applicable.

Habitat: Arctic Mountains (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: Treasure. This creature is attracted to treasure and greedily hoards it. It never uses the items it has, but keeps them all the same.

Needs: None.

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

Special Abilities: None.

Special Defenses: Damage-reduction: 2

Special Offenses: **Clash of Ice:** Each time this creature strikes, whether it is evaded or not, roll 1-D6. If a 6 is rolled, the Great Ice Reaver this creature wields will erupt, releasing shards of razor-sharp ice in an "Area of Effect" burst. Anyone in the "Area of Effect" (with the exception of any directly behind the Titan) will automatically suffer sharp damage of 1-D12 x3 damage in 1-D4 areas of the body (check for special abilities of armor to turn sharp attack for each fragment that strikes).

Susceptibilities: None.

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