

# Species, Breed: Animated

Type: Lizardman, Crystal

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 20 + 1-D12

Number encountered: 1

Experience points: 50 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 70

Coordination: 45

Dexterity: 45

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 70

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 12

Swimming: Can't. Can walk underwater at a rate of 10 spaces (50') 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 x5 +10

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x4 +10

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x3 +10

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 45 / 75 if 32nd level or higher.

Offense: 45 / 75 if 32nd level or higher.

Damage-Points: Roll 2-D12 +10 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: 50+ to have 1-D6 +1

Rare: 60+ to have 1-D4 +1

Legendary: 70+ to have 1-D4

# Description:

**Annihilation Strike?:** Yes.

**Description:** The Animated Crystal Lizardman appears as a Lizardman, yet crafted of solid crystal.

**Eye color:** As the color of multi-colored crystal.

**Eye shape:** Medium-sized and sharply slanted.

**Height:** 6'-0"

**Length:** 15'-0"

**Skin color:** As the color of multi-colored crystal.

**Skin texture:** As faceted crystal.

**Posture:** Quadruped, though this creature can walk upright, like a man, as easily.

**Weight:** 500 lbs.

**Dislikes:** Not applicable.

**Disposition:** This creature is constructed of solid crystal at the hands of nature itself. It is prone to attacking anything it notices, but only if it detects gems upon it. See: "Special abilities".

**Fears:** Not applicable.

**Habitat:** Crystal Desert.

**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:** Gems.

**Needs:** None.

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

**Special Abilities: Gem Detection:** This creature can detect gem up to 6 spaces (30') distant on a successful avoidance-roll vs. "Awareness".

**Special Defenses:** Damage-reduction: 6

**Mirrored Reflection:** Any light which reflects from off this creature will have the same effect upon all those within 3 spaces (15') of this creature. Any penalties or adjustments that a light source would normally cause, like the Blinding Light Bracelet, will also have a chance of effecting those within the 3 spaces (15'), and must be avoided as if being attacked by such.

**Special Offenses: Crystal-Shards:** There will be a 25% chance per turn that this creature will spit razor-sharp shards of crystal at its target. This is considered as a hurled weapon (+30 to offensive roll).

Damage: 1-D12 x4 in 1-D6 areas of the target's body (roll all damage separately for all areas).

**Susceptibilities:** None.

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