

Species, Breed: Elemental, Crystalline

Type: Natural Animated Creature (no animationist controls this creature).

Class: Fiend.

Align: Not applicable.

Gender: Not applicable.

Level: 24 + 1-D12

Number encountered: 1

Experience points: 110 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 60

Wisdom: Not applicable.

Movement:

Flying: 10 This creature cannot fly over 12 spaces (60') into the air.

Grounded: 10

Swimming: 10

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Crystal Shards-Strikes: 2

Damage: 1-D100 +8 in 1-D4 areas of target's body. All within the area of effect will be susceptible to this attack.

Range: 6 spaces (30') out in all directions.

Attack Type: Sharp. See: "Razors Edge" in the "Special Offenses".

Defense: 40 / 70 if Level 32+

Offense: 40 / 70 if Level 32+

Damage-Points: Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D100 x7

Bronze: 40+ to have 1-D100 x6

Silver: 40+ to have 1-D100 x5

Electrum: 40+ to have 1-D100 x4

White-gold: 40+ to have 1-D100 x3

Yellow-gold: 40+ to have 1-D100 x2

Black-gold: 40+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D6

Legendary: 50+ to have 1-D4

Note:

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

10% chance that a Level 1st to 31st Crystalline Elemental will have 1 Ironese Crystal within it.

20% chance that a 32nd + level Crystalline Elemental will have 1-D4 Ironese Crystal within it.

See: "Special Gems" in the Gems Section of the Treasure Book.

Description:

Annihilation Strike?: No.

Description: This creature appears as a whirling mass of crystal shards (similar to a very small tornado of glass). Within the violently swirling mass of crystal shards is the very slight features of a creature, though the shape of it is vague and nigh impossible to distinguish. One can see the very faint resemblance of what appears to be crystal eyes within the upper center of the Crystalline Elemental.

Eye color: Crystal shards. Very hard to keep a focus on.

Eye shape: The eyes of this creature change constantly, so there is no set pattern to describe its eyes by.

Height: 10'-0"

Length: 10'-0"

Elemental color: As clear shards of swirling shards of broken crystal.

Elemental texture: As the shards of crystal that lay within the Crystal Desert.

Posture: Tornado-like.

Weight: 300 lbs.

Dislikes: This creature will instinctively shy away from crystal, glass, gems, or any type of debris related to crystal, being smashed. If this occurs, there will be a 50% chance it will not return.

Disposition: This is not a sentient creature, yet is attracted to movement and body heat. This creature does not actually attack, but is instinctively attracted to body heat and movement, for it will instinctively attempt to move in upon it. No one knows why this creature does this, but it is a deadly meeting.

Fears: None.

Habitat: Desert (Crystal). This creature is very rarely found in other regions.

Immunities: All non-damaging abilities and spells have no effect upon this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying.

Likes: This creature seems to have the attraction to Ironese Crystal, for within it, this creature will sometimes keep them at its core.

Needs: None.

Note: This creature seems to have the attraction to Ironese Crystal, for within its core, this creature will sometimes keep such a valuable item.

Special Abilities: Crystalline Affinity: The damage caused by crystal-based abilities and spells will heal this creature for the damage it would have caused normally.

Special Defenses: Evasion: There will be 2 in 6 chances that any physical attack, unless it is all encompassing (such as an "Area of Effect" attack) will pass through, leaving the creature unharmed. When struck, roll 1-D6: 1-2 = Evasion.

Special Offenses: Razors Edge: Any creature withing the area of effect of the Crystal Shards-Strike of this creature will begin bleeding for 1-D4 turns, losing 1-D20 blood-points per turn for the duration of the bleeding effect.

Susceptibilities: Blunt weapons will cause x2 damage on this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.

Blunt weapons of a non-magical nature will still effect this creature, causing ½ normal damage (rounded down).