

Species, Breed: Animated

Type: Snakeman, Crystal

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 3-D4

Experience points: 30 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 14

Swimming: Can't. Can slither underwater at a rate of 14 spaces (70') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 2

Damage: 1-D12 x3 +4

Range: 2 spaces (10')

Attack Type: Needle.

and:

Claws: 2

Damage: 1-D12 x3 +4

Range: 1 space (5')

Attack Type: Sharp.

Defense: 50

Offense: 50

Damage-Points: Roll 1-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 5-D20

Bronze: 65+ to have 4-D20

Silver: 70+ to have 3-D20

Electrum: 75+ to have 2-D20

White-gold: 80+ to have 1-D20

Yellow-gold: 85+ to have 1-D12

Black-gold: 90+ to have 1-D10

Treasure item(s):

Common: None

UnCommon: 60+ to have 1-D4

Rare: 80+ to have 1-D4

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: The Animated Crystal Snakeman appears as Snakeman, yet crafted of solid crystal.

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

Eye shape: Medium-sized and sharply slanted.

Height: 4'-0"

Length: 20'-0"

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

Skin texture: As faceted crystal.

Posture: Snake.

Weight: 260 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 special upon it. If attacked it will retaliate. 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: Special 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: Special Gem Detection: This creature can detect special gem up to 6 spaces (30') distant on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 5

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 20% 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 x3 in 1-D4 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.