

Species, Breed: Animated

Type: Cretin, Earth

Class: Animated

Align: None.

Gender: Not applicable.

Level: 19 + 1-D12

Number encountered: 1

Experience points: 90 x level.

### Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 70

Coordination: 58

Dexterity: 58

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 120

Wisdom: Not applicable.

### Movement:

Flying: Can't

Grounded: 10

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

Earthen Fists: 2

Damage: 1-D100 +20 Earthen-Root: See: "Special offenses".

Range: 3 spaces (15')

Attack Type: Blunt

Defense: 58 / 88 if 32nd + level.

Offense: 58 / 88 if 32nd + level.

Damage-Points: Roll 4-D20 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 15+ to have 4-D20 x10

Silver: 20+ to have 3-D20 x10

Electrum: 25+ to have 2-D20 x10

White-gold: 30+ to have 1-D20 x4

Yellow-gold: 35+ to have 1-D12 x3

Black-gold: 40+ to have 1-D10 x2

Treasure item(s):

Common: None

UnCommon: None.

Rare: 35+ to have 1-D4 x2

Legendary: 45+ to have 1-D4 +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 20% 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 Earth Cretin is a creature 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: Large and oval.

Height: 20'-0"

Skin color: Earthen color.

Skin texture: Earthen.

Posture: Biped

Weight: 6,000 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 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 Defenses: Earthen-Root:** If the Earth Cretin'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-D4 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.