

# Species, Breed: Animated

Type: Imp, Ice

Class: Animated

Align: None.

Gender: Not applicable.

Level: 19 + 1-D12

Number encountered: 1-D4

Experience points: 50 x level.

## Characteristics

Awareness: 40

Charisma: Not applicable. Looks like a Vahkrin Imp, though it is not (it is only patterned to look like such).

Constitution: 50

Coordination: 30

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

## Movement:

Flying: 16

Grounded: 8

Swimming: 4 Very good swimmers.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bite: 1

Damage: 1-D20 x3 +4 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x2 +4 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

or:

Arctic Flash: 1 See: "Special offenses"

Defense: 30

Offense: 50

Damage-Points: Roll 1-D20 +8 x level

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D20

Bronze: 50+ to have 1-D20

Silver: 50+ to have 1-D20

Electrum: 60+ to have 1-D20

White-gold: 70+ to have 1-D20

Yellow-gold: 80+ to have 1-D20

Black-gold: 90+ to have 1-D20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 70+ to have 1-D4

Legendary: 80+ to have 1

# Description:

**Annihilation Strike?:** No.

**Description:** This creature looks much like a common Vahkrin Imp, yet it is not. It is constructed of solid ice; see through.

**Eye color:** Ice

**Eye shape:** sharply slanted.

**Body color:** Clear ice.

**Height:** 3'-0"

**Skin color:** Clear ice.

**Skin texture:** Smooth ice.

**Posture:** Biped.

**Weight:** 140 lbs.

**Wing contour:** As bat wings, yet constructed of solid, yet pliable, ice.

**Wingspan:** 9'-0"

**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:** Arctics.

**Immunities:** Cold. All non-damaging spells have no effect upon 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:** Not applicable. Mindless creatures do not like or dislike anything.

**Needs:** Arctic conditions to exist. If taken out of its environment, it will melt at a rate of 1-D20 +10 damage-points per 24 hours until destroyed. See: "Note"

**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: Black Ice:** Animated Ice Imp will invoke this ability with a quick two-hand motion, reach down and touch the surface (the floor). Instantly, a ½" layer of ice will form upon the touched surface and spread out from the point the Imp touched at a rate of 1 space (5') per turn. At the end of the 6th turn, the black ice will reach 6 spaces (30') out in all directions and will last for the duration of 6 turns (30 seconds).

Any creature not properly attired for traversing ice will suffer the following:

1. Avoidance-roll vs. "Coordination" must be successful each turn, unless holding perfectly still. Angles that one is standing upon will complicate matters, but this will be left the discretion of the Game Master.
2. An attack-roll of 01-09 will always indicate a fall and loss of weapon (just as a normal 01-02 and 03-04 attack-roll was rolled. See: "Combat, Chance of falling during" and "Combat, Chance of a miss-strike during:" must both be rolled for.

**Special Defenses:** Damage-reduction: 2

**Special Offenses: Arctic Flash:** This creature will start out all battles with an Arctic Flash; an intense chill that flows out from the body of this creature in a wake. "Area of Effect": 6 spaces (30') out from the creature in all directions. Damage: 2 points x this creatures level in all areas of the targets body. Any creature caught within the "Area of Effect" must successfully roll an avoidance-roll vs. "Paralysis" or be slowed to ½ movements and attacks for 1-D6 turns. This creature can invoke this ability 1 / 24 hours.

**Frost Touch:** When struck by the bite and/or claws of this creature, an additional 2-D20 cold damage will be inflicted upon the target as well as the physical damage.

**Susceptibilities:** Fire will cause x2 damage on this creature.

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