

THE CRYSTALITES



FREQUENCY: Very Rare

NO.APPEARING: 10-20

ARMOR CLASS: 1

MOVE: 12"/18"

HIT DICE: 3+3

% IN LAIR: 50%

TREASURE TYPE: Q (x10)

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 1-10

SPECIAL ATTACKS: Crystal projection rod

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Very

ALIGNMENT: Lawful evil

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 125 + 4/hp



The Crystalites are a malignant race of mobile humanoid shaped living crystals who travel time in search of plunder and those they can dominate with their strange crystal sciences. Crystalites always time travel in a huge faceted crystalline globe, which they will use as a base of operations when they find an era and place ripe for their malignant ministrations. This globe ship will always have an impetrable force-field only the Crystalites can manipulate. A globe ship will have 2-12 "mini-craft" -- one seater flying vessels that travel through the air at 30".

Each Crystalite will be equipped with an odd shaped rod that fires two types of crystal projectile. The first type of projectile explodes on contact, doing 2-16 points of damage to anything struck. The second type of crystal projectile only does 1-6 points of damage but then causes a large and cumbersome crystal culture to instantaneously grow on the target, the location randomly determined on a d10:

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- 1-2 left arm
- 3-4 left leg
- 5-6 right leg
- 7-8 right arm
- 9 head
- 10 whole body completely covered with crystal culture

Such crystalline growths can be destroyed by 25 hit points of damage (1 in 6 chance victim takes half damage) or by sundry magical means.

Crystalites who take more than half their total hit points of damage in one attack must save vs. dragon breath or completely shatter.

