

# Species, Breed: Shuros

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 60 x level.

## Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 65

Coordination: 30 / 50 if submersed in mud

Dexterity: 30 / 50 if submersed in mud

Intelligence: 5

Mental-strength: 70

Strength: 40

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 12

Swimming: 24 See: "Special abilities"

Luck: 200

Oxygen-points: Not applicable. This creature does not need oxygen to live.

Blood-points: Not applicable. This creature does not need blood to live.

## Attack descriptions

Claws: 2

Damage: 1-D20 +4

Range: 1 space (5')

Attack type: Sharp

and:

Bite: 1

Damage: 2-D20 +4

Range: 1 space (5')

Attack type: Sharp

Defense: 30 / 50 if defending while submersed in mud.

Offense: 30 / 50 if attacking while submersed in mud.

Damage-Points: Roll 3-D12 +6 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 5-D6

Bronze: 45+ to have 4-D6

Silver: 50+ to have 3-D6

Electrum: 55+ to have 2-D6

White-gold: 60+ to have 1-D6

Yellow-gold: 65+ to have 1-D4

Black-gold: 70+ to have 1-D4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D4

Legendary: 50+ to have 1-D4

# Description:

**Annihilation Strike?:** None.

**Description:** This creature appears to be a humanoid made of solid mud.

**Height:** 6' 0"

**Weight:** 175 lbs.

**Skin color:** Mud brown

**Skin texture:** Smooth and rubbery.

**Eye color:** Mud brown

**Eye shape:** Large rounded

**Posture:** Biped

**Dislikes:** Unknown.

**Disposition:** Lethargic and languid. This creature does not kill for the pleasure of it, but is attracted to movement, which most always leads it to a confrontation.

**Fears:** Thunder. This creature will flee if it hears thunder, for instinctively it knows that when there is thunder, lightning must be present as well . . . and this is the one thing they truly fear . . . electricity. See: "Susceptibilities".

**Habitat:** Swamp.

**Immunities:** Acid, Blood-loss, Oxygen-point-loss. Spiritual attacks have no effect on this creature.

**Life-span:** 2 ages (2,000 years)

**Likes:** Treasure, especially objects that emit the power of magic.

**Needs:** A moist environment. If this creature does not stay moist it will slowly lose 1-D6 damage-points per 24 hours until it eventually dries up and becomes a dried earthen material. If this happens, and yet it is not broken, or damaged, the Shuros will slip into a comatose sleep, in which it will only awaken when it is fully saturated with moisture once again.

**Note:** None.

**Special Abilities: Perception:** If this creature makes a successful avoidance-roll vs. "Awareness" it will be aware of any creature that approaches within 40 spaces (200') of it.

**Sprint:** This creature can swim at x2 its normal movement at will.

**Special Defenses: Blunt weapons and Fire:** Causes only 50% damage (rounded down).

**Resistances:** Magic: 20%, Mental-attack: 30%

**Special Offenses: Eyes of Stunning:** The gaze of this creature can stun another creature unless it successfully makes its avoidance-roll vs. "Stun". Duration of stun = 1-D4 turns in which time creatures will suffer the following adjustments:

**Ability / Spell-failure:** 30% chance of ability and spell-failure.

**Defense / Offense:** -30 to all defensive and offensive rolls

**Movement:** 50% movement (rounded up)

**Shriek:** All creatures within 20 spaces (100") must make a successful avoidance-roll vs. "Fear" or lose 1-D4 offensive turns.

**Susceptibilities:** This creature will take x2 damage from electricity.

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