

Species, Breed: Animated

Type: Myst

Class: Animated (Gaseous)

Align: None. This is a natural animation, created at the hands of nature itself.

Gender: Not applicable.

Level: Not applicable.

Number encountered: 1

Experience points: 5,000 experience points to pass through the natural testing of an Animated Myst.

Characteristics

Awareness: Not applicable.

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: 50 This is only used when evading physical attack of a gaseous nature.

Dexterity: Not applicable.

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: Not applicable.

Wisdom: Not applicable.

Movement:

Flying: 30

Grounded: 30

Swimming: Can't enter into liquid, for this creature is of a gaseous nature.

Luck:

Oxygen-points:

Blood-points:

Attack descriptions

See: "Special Abilities"

Defense: 50

Offense: Not applicable.

Damage-Points: 3,000

Treasure: %Roll needed to have money and treasure:

None. See: "Special Abilities"

Description:

Annihilation Strike?: No.

Description: This creature appears as a very thick, white, mist.

Myst color: White, like a very dense strands of fog.

Height: 1,000'-0"

Length: 1,000'-0"

Width: 1,000'-0"

Dislikes: Rain. This creature will flee if caught in a rain storm.

Disposition: This creature is not bent on destruction, but to see what a creature is made of. When a Myst encounters another creature, it will engulf it and study it in its own unique way, testing its strengths . . . rewarding it for its victory . . . taking from it for its failure.

This creature is created at the hands and powers of nature itself.

Fears: Rain.

Habitat: Acid Dimension.

Immunities: All but water and abilities, spells and weapons that deal specifically with the element of gas

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Studying creatures. Instinctively this creature will attempt to study other creatures, pushing them to limits.

See: "Special Abilities".

Needs: Unknown.

Note: None.

Special Abilities: Try: When a subject is engulfed within the body of the Myst, it will be tried; tested to see what it can do . . . how strong it is . . . its weaknesses. If more than one subject is engulfed into the Myst, each will perceive that it is alone. Each will separately be put through one single test. Roll on the following chart to see what will be enforced upon each subject.

%Roll: Test:

01-33: Subject must make a successful avoidance-roll vs. "Enchantment" (if luck is used, it is permanently lost).

Failure: One random treasure item is taken.

Success: 1 Legendary treasure check given.

34-67: Subject must duel one random creature from this region. If knocked unconscious, the test will end. The creature will not be healed. If death occurs, the test will end and the person or creature will be left with all items taken.

Failure: 1-D4 random treasure items will be taken from the subject.

Success: All the treasure of the encounter. If the creature encountered has no treasure, the one tested will gain one full level, keeping all current experience points earned.

68-00: Subject must fight an exact replica of self. There will be a 50/50 chance that the player of the character will be playing the part of a Doppelganger; the exact replica of him or herself. In this manner, if the Doppelganger wins, the player will not know who actually won (and the player will never be told). The player will be told this information -- but nothing else.

Failure: Doppelganger Creation. Subject will be destroyed, but will live the life of the replica, not knowing that the Myst will be within the subject watching and learning from its experiences for the remainder of its existence. All experiences, knowledge, etc. from the subject's past will have a 99% chance of being known by the Doppelganger. The Doppelganger will be the exact level of the subject as well.

Success: 1,000 experience x the level of the subject. Note that win or fail, this experience will be given to the player no matter what, for if the Doppelganger wins, it will also gain the same experience.

Special Defenses: Syphon Power: Dimension Travel, Plane Travel and Transport abilities and spells will have a 50% chance of failure while within this creature.

Special Offenses: None.

Susceptibilities: Water causes x3 damage on this creature.

Weapon susceptibility: Only water and abilities, spells and weapons that are designed to manipulate gaseous substance will effect this creature.