

Species, Breed: Suilg

Type: Not applicable.

Class: Organic.

Align: Basic instinct creature

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 20

Dexterity: 35

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: Moving on dry ground: 4, Moving on wet ground: 8

Swimming: 12

Luck: None

Oxygen-points: None.

Blood-points: None.

Attack descriptions

Slime Grasp: 2

Damage: None. See: "Special Abilities".

Range: 1 space (5')

Attack type: Blunt.

Defense: 20

Offense: 35

Damage-Points: Roll 3-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x10

Bronze: 20+ to have 1-D12 x9

Silver: 30+ to have 1-D12 x8

Electrum: 40+ to have 1-D12 x7

White-gold: 50+ to have 1-D12 x6

Yellow-gold: 60+ to have 1-D12 x5

Black-gold: 70+ to have 1-D12 x4

Treasure item(s):

Common: 20+ to have 1-D12

UnCommon: 40+ to have 1-D10

Rare: 80+ to have 1-D4

Legendary: 90+ to have 1-D4

Note:

These will not be large items, as they discard them. All items are kept within the body of the Suilg.

Description:

Annihilation Strike?: No

Description: Height: 3'-0", Weight: 110 lbs. Skin color: Green. Skin texture: Muck, Posture: Slithering, gelatinous.

Dislikes: Fire, Spell casters.

Disposition: The Suilg will, when they strike a potential victim, transfer a virus that will enter into the pores of the skin and invade the blood-stream. Once in the blood stream the virus will devour the victims immune system, lower resistances to sickness and disease.

The most horrifying thing about the take over of a person or creature is that once death has occurred, a Suilg will emerge from the fallen body of the deceased. It will then begin feeding upon the remains of its host, absorb all items into itself, and then seek water, or a damp place to reside.

Fears: Fire and spell casters.

Habitat: Swamps.

Immunities: Disease and Sickness.

Life-span: 700 years.

Likes: Swampy areas.

Needs: None.

Note: None.

Special Abilities: Virus touch: The touch of the Suilg will infect another. If armor or clothing is touched there will be a 50% chance of infection occurring. Once the Suilg virus has infected a victim it will enter the blood stream and the virus will begin to devour the victim's immune system.

If will take 3-D10 +3 days for the virus to complete its work.

If this occurs, all sickness and disease avoidance-rolls will be at $\frac{1}{2}$ (rounded down).

Special Defenses: Only physically damaging spells can harm Suilg.

Fire will only cause one-half the normal damage.

Special Offenses: Virus transfer. See: "Special Abilities".

Susceptibilities: Electricity will cause x2 damage.

Weapon susceptibility: Conventional weapons to not harm the Suilg. Only fire and physically damaging spells can harm them. Organic spells will have full power, as normal, upon this creature.