

Encounter type: **Organic, Graybeard**

Encountered: 1 Graybeard gets its name due to the long tangles of moss which hang in abundance from the edges of its hood. See: "Special".

Attacks per turn: 1 "Sporemist". Also, see: "Special".

Attack types / Damage per successful attack: Sporemist: 1-D12 x7 +7. This is a choking mist Graybeard will issue from under its hood when it feels threatened, and when it actively protects the Grinning Graybeard gets its name due to the long tangles of moss which hang in abundance from the edges of its hood. Effects all foes that do not roll a 15+ on a D20. All who evade this natural ability will still take 1-D12 x3 +3 damage. Besides this attack, Graybeard will also launch another type of defense every turn, see: "Special".

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x2 +2

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x8 +4

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D6 +3

All treasure must be extracted from the base stem of Graybeard.

Defense: 2 (Graybeard is rooted into the ground).

Experience: 400

Life-points: 1,200

Note: If "Graybeard" is directly engaged and damaged, the 25% chance for it to become aware will not apply. Graybeard will attack. Each and every turn during battle, roll on "Graybeard's Defense" chart (above) to see what defenses it raise up against its attackers as well as its normal attack.

Offense: +7 when using "Spore Dart". See: "Special".

Region: Volcanic Wilderland Labyrinth of Souls.

Special: Roll on the following chart when Graybeard either becomes aware of the Grinning Mushrooms being excavated, or when attacked directly (remember, Graybeard will issue forth a Sporemist each turn as well):

%Roll: Graybeard's Defense:

01-33: Shriek: A high pitched Shriek will ensue, joined by a chorus of lesser shrieking by the Grinning Mushrooms which remain. Duration: 1-D4 melee turns. Each turn there will be a 50% chance of the noise attracting a random encounter that will appear on the following turn.

34-66: Spore Dart: Graybeard releases 1-D4 Spore Darts at each adventurer, pet and steed (+7 to strike). Each must roll a 15+ for every Spore Dart that successfully strikes. Failure: Become entranced, wander into the cluster of Grinning Mushrooms and collapse in a comatose slumber for 1-D4 melee turns. While comatose, the bed of Grinning Mushrooms you lay upon will feed off you, draining 1-D12 x3 Life-points per turn. After the duration is ended, they will cease to attack.

67-00: Transmutation: The Grinning Mushrooms on the parameter of the cluster uproot and come together, forming a Mushroom Dragon that attacks on the next turn.

