

Species, Breed: **Myst Rider**

Type: Not applicable.

Class: Enchanted.

Align: Evil

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: Small 60 x level, medium 100 x level, large 140 x level.

Characteristics:

Awareness: 30

Charisma: 5

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 10

Mental-strength: 30

Strength: 50

Wisdom: 10

Movement:

Flying: Can't

Grounded: 20

Swimming: 20

Luck: 200

Oxygen-points: 90

Blood-points: 120

Attack descriptions:

R-20 Myst Blade: 2

Damage: 1-D12 x10

Range: 1 space (5')

Attack type: Sharp. See: "Special Abilities".

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 11+ to have 1-D100 x7

Silver: 12+ to have 1-D100 x6

Electrum: 13+ to have 1-D100 x5

White-gold: 14+ to have 1-D100 x4

Yellow-gold: 19+ to have 1-D100 x3

Black-gold: 20+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 1-D4 +3

Legendary: 40+ to have 1-D4 +1

Note:

In addition to all treasure found there will also be 1 R-20 Myst-Blade (treat it as a mandoble sword). See: "Special Abilities" for rulings on this blade.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to resemble a phantom, yet it is fog.

Eye color: Glowing yellow

Height: Man on horse

Posture: Biped myst rider mounted man on horse.

Skin color: see through as fog

Weight: 170 lbs.

Dislikes: Sunlight.

Disposition: The myst rider travel with an unnatural fog though it may seem there are a number of Riders about there is only one present.

Fears: Sunlight. See: "Susceptibilities".

Habitat: Forest (Dark).

Immunities: None.

Life-span: Unknown.

Likes: Unknown.

Needs: Unknown.

Note: None.

Special Abilities: The Myst Sword has the ability to blind it's opponent for 1-D4 turns. If a successful strike is made roll vs. magic. The creature isn't totally blinded but receives a penalty of 60 on all defensive and offensive rolls to dodge, block, parry, and attack.

When a sudden-death or annihilation-strike occurs, the victim of the strike must make a successful avoidance-roll vs. "Paralysis", or be able to defend and attack until the avoidance-roll is successful. Only one single avoidance-roll vs. "Paralysis" can be attempted per turn. Note: If the victim of this paralysis is zoomed, or has the ability of taking more that one turn per 5 seconds (1 turn (5 seconds), an avoidance-roll vs. "Paralysis" can be attempted more than once. Example: If a creature is zoomed, it will gain the advantage of having 2 turns (per turn), instead of the normal one that most creatures have. If this is the case, it can attempt to avoid the paralysis effects of the Myst Blade twice. If a creature is under the influence of a potion which gives an extra 3 turns, it will have an extra 3 chances to avoid the paralysis effect.

Special Defenses: Magic-Resistance: 50%

Special Offenses: Rolling Fog: All will have a -20 on defense and offense rolls unless an avoidance roll vs. "Awareness" is successful.

Susceptibilities: Direct sunlight will cause 1-D12 x5 damage per turn on this creature.

Weapon susceptibility: Rank-0 (enchanted) weapon to harm.