

Species, Breed: Animated

Type: Creeping Acid

Class: Animated.

Align: None.

Gender: None.

Level: 1-D30 +2

Number encountered: 1

Experience points: 125 x level + 1 experience point per damage-point this creature has.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 100

Coordination: 10

Dexterity: 40

Intelligence: Level #3 See: "Nature Explanation of:"

Mental-strength: None.

Strength: 80

Wisdom: None.

Movement:

Flying: Can't

Grounded: 5

Swimming: Can't. Can move underwater, upon a surface, at the same rate it can move "Grounded".

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Acid Strike: 2

Damage: 1-D20 x3

Range: 6 spaces (30')

Attack Type: Liquid.

Defense: 10 / 40 if 32nd level.

Offense: 40 / 70 if 32nd level.

Damage-Points: Roll 4-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: None.

Note:

The Animated Creeping Acid will have a chance of possessing the following types of treasure:

40% chance of having 1-D4 Enchanted Armors

40% chance of having 1-D4 Enchanted Weapons

25% chance of having 1-D4 Oracles

90% chance of having 1-D20 x3 random Special Gems.

20% chance of having 1-D4 Relics

All treasure items are located within the mass of this creature, at times surfacing, becoming visible for a moment . . . then being drawn back into the creatures mass.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a mass of thick, white, gel, which creeps across surfaces like jelly.

Height: 3'-0"

Length: 9'-0" The shape is that of a mass pile of very thick white mud.

Surface color: White.

Surface texture: Like very thick mud.

Posture: Blob.

Weight: 1,800 lbs.

Dislikes: Water. See: "Susceptibilities"

Disposition: This creeping mass of animated acid roams independently on its own accord wherever it wishes, collecting debris and items into its mass where they are consumed over time. It is suspected, this is the way this creature feeds.

If it devours a living creature, the creature's items will be stripped from its body and the creature itself will be spewed out of the mass and discarded (unless the creature has injured this creature; if it has, it will keep it inside until it is dead . . . then spewed out.

Fears: Water. This creature will shy away from any form of water. Water damages this creature. See: "Susceptibilities".

Habitat: Acid Dimension.

Immunities: Annihilation-strike, Breath, Consciousness, Death, Disease, Faith, Fall, Fear, Magic (only physically damaging attacks, whether they be magical or non-magical, can affect this creature unless it deals directly with the element of acid (i.e., elemental magical acid spells), Mental-attack, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun and Sudden-death.

See: "Special Defenses".

Life-span: Undying. This is a creature which has no life span.

Likes: Treasure.

Needs: None.

Note: The damage an acid-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused, unless it deals specifically with breaking down this form of element.

Special Abilities: Liquify: If damaged by water, this creature will find the nearest opening, and pour through it, attempting to escape.

Special Defenses: Negation: The following will be the effects of certain styles of weapons:

BLUNT: Damage-reduction: 40

NEEDLE: Damage-reduction: 30

SHARP: Damage-reduction: 20

Note: If struck with an enchanted weapon, this creature may be susceptible to the enchantment of the attack. Make sure you remember to check for this.

Special Offenses: Acid Fountain: Every time this creature is wounded there will be a 50% chance that the top most zenith of this creature will crack open and spew a mass of acid in a volcanic-like shower.

Use the offense of this creature, +20, to strike each target within the "Area of Effect" with 1-D4 acid globs.

Each acid glob will burn for 6-D10 damage on the first turn, 4-D10 damage on the second turn, and then a final 2-D10 damage on the third turn after being stuck (unless the acid can be nullified). If one attempts to wipe the acid off on something, only ½ the normal damage (rounded down) will be inflicted.

Example:

A warrior wounds this creature, causing its "Acid Fountain" ability to invoke. The G.M. then rolls 1-D4 to see how many acid globs she is possibly going to be hit with. The result is a 3. This creature's offense is 40, so a +20 will be added to the 40 (the +20 is because it is considered a thrown weapon). The offense will then be +60 added to a 1-D100 roll. The G.M. then rolls his % dice and scores a 67. He adds $60 + 67 = 127$. The G.M. then rolls twice more, adding +60 to each % roll (because there were 3 acid globs that could possibly strike her). The warrior then rolls a defensive roll against each acid glob (1-D100 + her coordination). If she scores higher than each offensive roll by the G.M., she will evade each acid glob. If not, she will then take acid damage.

Susceptibilities: Water will inflict 6-D10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a+60 to strike.

Weapon susceptibility: Rank-5 (or better) magical weapon to harm.