

Species, Breed: Thing

Type: Not applicable.

Class: Monster.

Align: Evil.

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

Level: 1-D30 + 1

Number encountered: 1

Experience points: 50 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 25

Coordination: 15

Dexterity: 30

Intelligence: 30

Mental-strength: 25

Strength: 30

Wisdom: 30

Movement:

Flying: As Creature when in creature's form.

Grounded: 4 spaces per turn. As Creature when in creature's form.

Swimming: As Creature when in creature's form.

Luck: 50

Oxygen-points: 75

Blood-points: 75

Attack descriptions

2 Touches: 2-D20 / 10 space (50') / Blunt attack

Defense: 15

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D20

Bronze: 55+ to have 2-D8

Silver: 60+ to have 1-D12

Electrum: 65+ to have 1-D10

White-gold: 70+ to have 1-D8

Yellow-gold: 75+ to have 1-D6

Black-gold: 80+ to have 1-D4

Treasure item(s):

Common: 86+ to have 1-D4

Uncommon: 91+ to have 1-D4

Rare: 99+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 6' 0", Length: 4' 0" Weight: 300 LBS., Skin color: Pink, yellow, orange and red fleshy color, Skin texture: Smooth slimy, Eye color: Black, Eye shape: Large and oval, Posture: A giant Slug

Dislikes: Fire, electricity, cold and acid.

Disposition:

Fears: Fire, electricity, cold and acid.

Habitat: Swamps and marshlands

Immunities: charm and sleeping effects.

Life-span: 300 years

Likes: Taking other creature's bodies and inhabiting them.

Needs:

Note: The original form of the Thing is a pink, yellow, orange and red fleshy color. It looks like a mass of creeping flesh that has the ability to produce long tentacles that spring out of openings in its flesh and strike its opponent. It cannot see but detects movement and body-heat with precise accuracy.

Special Abilities: None.

Special defenses: Weapons to not harm a Thing. Only Fire, electricity, cold and acid can harm it in any way.

Special offenses: The slightest touch of a Thing will emit a jell virus that will spread through the cells of another creature. It can do this just by touching clothing or armor. The virus takes 5 turns to complete the infestation. If the touched (contaminated) part of clothing, or armor, is taken off immediately and destroyed this will kill the virus.

If this happens and the Thing is slain the virus that has been rubbed off onto its victim will spread through the body of the creature and it will become that creature.

It can force its way out of the creature, which will destroy its body completely, or it can continue to use it as a home for as long as it wishes. It will gain all the knowledge and thought patterns of the inhabited creature also.

A Thing will often infiltrate a creature and wait and listen, gaining information on another's weaknesses. Then it will strike at the weakest point in time and destroy others as well.

While in another creature's form it cannot transmit the virus further without being wounded in some way, or without forcing its way out of the creature it is within.

The inhabited creature will not know it has the virus until the Thing wishes to kill it and take over, acting as that creature. So if a Warrior has the virus the Thing may patiently reside within him until it wishes to take over and control him. If this happens the creature which the Thing is inhabiting will have no power over what is happening.

* The way the Thing is played will be completely up to the G.M. An Elixir Potion will destroy the virus.

Susceptibilities: None.

Weapon susceptibility: Rank-10 (magical) weapon to harm.