

# Species, Breed: Animated

Type: Creeping Mud

Class: Animated.

Align: None.

Gender: None.

Level: 30 + 3-D6

Number encountered: 1

Experience points: 70 x level + 1 experience point per damage-point this creature has.

## Characteristics

Awareness: 90

Charisma: Not applicable.

Constitution: 100

Coordination: 10

Dexterity: 50

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

Mental-strength: None.

Strength: 100

Wisdom: None.

## Movement:

Flying: Can't

Grounded: 4

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

Stone Strike: 2

Damage: 1-D20 x4 +16

Range: 3 spaces (15')

Attack Type: Blunt.

Defense: 40

Offense: 80

Damage-Points: Roll 1-D100 +50 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x5

Bronze: 10+ to have 1-D100 x5

Silver: 10+ to have 1-D100 x5

Electrum: 10+ to have 1-D100 x5

White-gold: 10+ to have 1-D100 x5

Yellow-gold: 10+ to have 1-D100 x5

Black-gold: 10+ to have 1-D100 x5

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6 +1

Legendary: 20+ to have 1-D6 +1

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 clay, which creeps across surfaces like jelly.

Height: 3'-0"

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

Surface color: Brown-black.

Surface texture: Very thick mud.

Posture: Blob.

Weight: 2,000 lbs.

**Dislikes:** Heat. See: "Susceptibilities"

**Disposition:** This creeping mass of animated clay roams independently on its own accord wherever it wishes, collecting debris and items into its mass where they are broken down 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:** Heat. This creature will shy way from any form of intense heat. Heat that damages will harden (dehydrate) this creature. See: "Susceptibilities".

**Habitat:** Cliff (Labyrinth). It is found in other places which are permanently moist, but most always within the confines of a labyrinth.

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

See: "Special Defenses".

See: "Needs".

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

**Likes:** Treasure.

**Needs:** Moisture. See: "Susceptibilities". Magic that causes moisture to withdraw from an element can indeed effect this creature, and appropriate avoidance-rolls must be checked for as normal.

**Note:** The damage an earth-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 wounded by heat, 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: Sludge:** There will be a 10% chance per turn this creature will spew a very thick mud mass all about it, any creature covered in this mass will be slowed by 50% for 1-D4 turns. Area of Effect: 2 spaces (10') out in all directions.

**Susceptibilities:** For every 50 points of heat damage taken, its defense / offense will lower by 1 point. When this creature reaches a penalty of 10 on defense / offense, the special offense of "Sludge" cannot be used.

**Weapon susceptibility:** Rank-3 (or better) magical weapon to harm.