

Species, Breed: Xenon

Type: Not applicable.

Class: Gas.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 150 x level.

Characteristics

Awareness: Not applicable.

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: Not applicable.

Wisdom: Not applicable.

Movement:

Flying: 20

Grounded: 10

Swimming: Can't

Luck: None

Oxygen-points: None.

Blood-points: None.

Attack descriptions

1 Touch: 1-D10 See: "Special offenses" for more information. / 9 spaces (45') / Gas

Defense: 10

Offense: 10

Damage-Points: Roll 1per level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 50

Bronze: 15+ to have 1-D100 x 35

Silver: 20+ to have 1-D100 x 30

Electrum: 25+ to have 1-D100 x 25

White-gold: 30+ to have 1-D100 x 5

Yellow-gold: 40+ to have 1-D100 x 3

Black-gold: 50+ to have 1-D100

Treasure item(s):

Common: 10+ to have 1-D10

Uncommon: 10+ to have 1-D10

Rare: 96+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: No.

Description: Shape: 15' x 15' globular mass, Weight: weightless., Color: Yellow, Texture: None, Posture: Gas.

Dislikes: Unknown

Disposition:

Fears: Unknown

Habitat: Fearmist region.

Immunities: There are few spells that can harm a Xenon.

:

Life-span: Permanent.

Likes: Inner lining of the lungs.

Needs: Basic instinct creature.

Note: Xenon is a gaseous creature. Nothing more is known about this creature, except that it is deadly to those who have no defense against it. It will position itself in places that will bring to it the breath of the living. Like a spider, it will lay doormat for long periods of time in wait for its prey.

Special Abilities: Xenon moves in total silence. Its senses its quarry by the breath that invades its gaseous form.

Special defenses: Only attacks that can effect gaseous matter can influence this creature.

Special offenses: **Oxygen Strike:** When the Xenon successfully strikes its victim damage, in the form of oxygen-point loss will be taken (not flesh or blood damage). **NOTE:** The Xenon can manipulate its mass to fill exactly 10 spaces of any shape and size (yet must remain connected).

Susceptibilities: Wind has great effect on its travel pattern. If wind is blowing, movement will be swayed according to its speed.

Weapon susceptibility: Enchanted Weapon, "Substance Blade" can harm a Xenon.

: