

Species, Breed: Spore, Mistyn

Type: Not applicable.

Class: Organic fungi.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 50 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 5

Coordination: 0

Dexterity: 0

Intelligence: 1

Mental-strength: Not applicable.

Strength: 5

Wisdom: 1

Movement:

Flying: Can't

Grounded: 1

Swimming: Can't

Luck: None

Oxygen-points: None.

Blood-points: None.

Attack descriptions

Spore Mist: 1

Damage: See: "Special Offenses".

Range: 2 spaces (10')

Attack type: Spore attack (airborne defense).

Defense: Cannot defend against an attack. A roll of 10+ will indicate a successful strike against this creature.

Offense: See: "Special Offenses".

Damage-Points: Each space the Mistyn Spore covers will have 1-D12 +1 x 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: 20+ to have 1-D8

Rare: 80+ to have 1

Legendary: 95+ to have 1

Description:

Annihilation Strike?: No.

Description: Shape: 15' x 15' globular cluster, Weight: 100 lbs., Color: Mixture of dark-gray and black,
Texture: Moss-like in texture, with a tiny head-like bulb at the end of each thick hair-like stem, Posture: Fungi.

Dislikes: Light and heat

Disposition: The Mistyn Spore is a fungi growth that feeds upon living creatures (usually rodents and smaller animals. It can be found hanging from a cavern wall, spread across an earthen floor, etc., waiting for its prey. The Mistyn Spore can manipulate its mass to fill exactly 10 spaces of any shape and size (yet must remain connected).

Fears: Light and heat

Habitat: Caves.

Immunities: Blunt weapon attacks, Charms, Cold and Mind attacks have no effect upon this creature.

Life-span: 400 years.

Likes: Caves. This organic creature will always be found in the shaded coolness of an underground, away from the heat of the sun and sunlight.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: None.

Special Defenses: Sharp edged weapons do only $\frac{1}{2}$ of the normal damage inflicted (rounded down).

Special Offenses: Spore-Mist: When touched, the Mistyn Spore must make a successful avoidance-roll vs. "Awareness". If this avoidance-roll is successful, it will discharge a powdery mist that will engulf a 2 space (10') area around it.

This grayish powder will settle in 3-D10 turns. Any creature or person caught within the Spore-mist must make a successful avoidance-roll vs. "Breath", or the following will occur every turn while within the "Area of Effect":

1. 1-D12 x2 oxygen-point loss.

2. Constitution will lower 1 point permanently unless a successful avoidance-roll vs. "Constitution" is rolled.

Note: When a creature leaves the Spore-Mist "Area of Effect" continual oxygen-point loss will continue to occur for 1-D6 turns.

Susceptibilities: Electricity and Fire cause x2 damage upon this creature. If attacked with electricity or fire the Mistyn Spore will release a Spore-mist every turn for 2-D10 turns as it slowly retreats.

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