

## Creature Feature #25



### Mustard Mugger

(150 Points)

Type: Slime

Sub Type: -

Size: Large

Move: 8" Land

Vigor Bonus: +35 (+60 vs Melee/ Ranged Weapon Attacks)

B 40, A 10, E -, M -, S 20, C -, L 1

PRSB + 5

MRSB + 2

DefB (+35); MCB (+45 Pseudopod Slam) / RCB (+10 base) / IM+10

**Special Abilities / Attacks:** 3" reach (pseudopod) and see talents

**Skills:** Observe +15 (+55)

**Gear:** none

**Treasure Rating:** Haphazard

**Lore Rating:** +5 Common

**Talents:** *Improved Slime Traits* (Immune to mental attacks, Immune to difficult terrain, Immune to Dazed and Down & Out Injury results, Immune to fatigue, Immune to poison, Immune to crushing damage, Greater Resistant to Weapon and Falling damage: [double vigor bonus vs ALL melee and ranged attacks, Double Vigor vs Falling Damage], Improved Slime Vigor Base 5

Vigor Per Size); **Motion Sense 12"** (Allows Observe Test and targets do not count in soft cover within range); **(Sp) Improved Sensitivity 40** (Grants Talent bonus equal to rating to All Observe test made with Motion sense); **Blind Flaw** (all targets count as having full soft cover outside of Motion Sense), **Mindless Flaw**, **Charmless Flaw**; **Mental Skill Limit Flaw:** [Allowed only Observe Skill and usable only in limit of Motion sense]; **Immune to Fire** (Immune to All Fire Attacks and Effects); **(Sp) Tawny Toughness** (+10 Talent bonus to ALL Defense Rolls and Vigor Tests); **Extend Reach 1&2 (pseudopod only)** (Adds 1" reach per level); **Multi Attack 3 (Pseudopod)** (Creature May as a (S\*) attack three times or three separate targets); **(Sp) Crushing Pseudopod Slam Attack** (All Pseudopod Melee Attacks Count as CRUSHING Attacks); **Sweep Attack** (Creature may as a (f) tray and hit all opponents within reach, Brawn vs targets Agility, failure results in opponents knocked back a distance = to Creature's Brawn divided by 10 and prone until opponents initiative); **Vulnerability to Acid (FLAW)** (creature is VULNERABLE TO ACID Attacks and Effects, allowed only a Straight 1d20 roll to resist injury); **Blitz Charge; Bowling Charge; Death Blow; Toppling Blow; (Sp) Burst of Brawn 10** (Creature gains a Talent bonus equal to rating to his Brawn Core Ability, this effect lasts equal to PRSB in rounds and may be used a number of times per day equal to PRSB)

**Templates:** none

**Max Core Ability Caps: B 50, A 20, E -, M -, S 25, C -, L 20 / VB base + 5 per size** *(These are the maximum values that you may increase the creature using Build Points)*

**Description:** Mustard Muggers resemble a constantly flexing and undulating taffy-like mass of muscular fibers covered in a thick yellow mucus.

**Environment:** Any Underground or ruin

**Personality / Behavior:** Mustard Muggers literally fight to live. They gain nourishment from the kinetic energy of beating things. This fact along with the thick yellow mucus that is the waste byproduct of the creature processing the energy into nourishment is where they get their name. Muggers are terrible foes, firstly because they never sleep or rest in anyway, their hunger for more and more energy keeps them beating everything they can find. The only ways to escape the wrath of these nasty slimes is either to hide (not very likely), out run or kill the creature outright. Muggers are mindless automatons of destruction smashing down doors and walls to get at a moving creature. These strange creatures are a fairly common threat faced by adventurers who find themselves delving in to vast dungeons or long forgotten vaults. It is good advice that if you come across a slimy patch of mustard-colored goo, head the other way as fast as possible.

**Tactics:** Sense movement and beat it till it stops moving, then move on.

**Treasure:** Mustard Muggers have no use or need of treasure. They leave everything not moving behind in their wake.

## **Mugger Mucus**

Then thick yellow mucus produced by a Mustard Muger is very flame retardant and is highly prized by alchemist and adventurers alike. If rendered properly it can be turned into a salve that makes whatever it is applied to IMMUNE to Fire Energy Attacks and Effects. An Average Muger can yield 10 doses if harvested properly. Coating someone or something with the salve requires 1 dose per size category of the creature or object coated. The salve grants Immunity to Fire for 24 hours, though it stains what ever it coats a Mustard Yellow for one week.

Harvesting the raw materials requires a **Survival 10** skill test.

Rendering the mucus into the salve requires 20 minutes per dose, an alchemical kit and an **Alchemy Lore 10** Skill test. A test must be made for each dose being created, failure results in ruined material.

Each Dose of **Mugger Salve** is worth **50 EP** on the open market.