

NAME Clay, the Coalescent RACE Amorphous SIZE 4 HEIGHT 20'0" WEIGHT 4,000lbs HL 5 EL 0

CON	<u>12</u>	AGI	<u>8</u>	INT	<u>8</u>	STR	<u>8</u>	WILL	<u>2</u>	CHA	<u>6</u>
Hit Points	<u>360</u> / <u>360</u>	Initiative	<u>16</u>	C. Mastery	<u>16</u>	Armor	<u>16</u>	SP Armor	<u>4</u>	Song Effect	<u>12</u>
Vitality	<u>720</u> / <u>720</u>	Speed	<u>16</u>	H. Mastery	<u>16</u>	MAD	<u>16</u>	M. Mastery	<u>4</u>	M. Speed	<u>12</u>
		RAD	<u>16</u>	SP Mastery	<u>16</u>					M. Damage	<u>12</u>

ATTACK # 1

Description: Amorphous Weapon
Type: S.N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6
DMG: Crit DMG: | SP-DMG: 46 Crit SP-DMG: 62
Other: Dissolve 4

ATTACK # 2

Description: Acid Dart
Type: S.N. Ranged Weapon Range: 8 Accuracy: 3/4/5/6
DMG: Crit DMG: | SP-DMG: 46 Crit SP-DMG: 62
Other: Dissolve 4

ABILITIES

Name: Acid Breath Description: Target creature within 10 spaces tests CON 13 DPD: Dissolve & 5 SP-DMG
Name: Acid Nova Description: All target creatures within 2 spaces test CON 13 DPD: Dissolve & 5 SP-DMG
Name: Elemental Eyes Description: Target creature within 10 spaces tests WILL 13 DPD: Dissolve & Any Status Effect
Name: Force Push Description: Target creature within 10 spaces tests STR 13 DPD: Knockback & 5 DMG
Name: Ray of Acid Description: Target creature within 20 spaces tests AGI 12 DPD: Dissolve & 5 SP-DMG

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Wounds Vulnerabilities:
Traits: Boss, Caster, Chroma, Elemental Attack (Dissolve) x 2, Resilience, Rally, Size Change (2x2)

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Clay, the Coalescent was created by a group of novice yet confident scientists that had a knack for trying random experiments. One such experiment was to capture a bunch of different slime creatures and force them into a giant blender, in an effort to combine them. Their experiment was a success, but they didn't have the funding to keep it in containment, so they released it into the wild... The scientists were later jailed.

Clay, the Coalescent is a quick, large, and intelligent creature. Its amorphous anatomy and acidic consistency allow it to be immune to both Dissolve and Wounds. Its multi-elemental makeup helps it resist all other status effects to a degree.

APPEARANCE

Clay, the Coalescent is a giant slime creature made out of many different types of slimes, of all elements. Once combined, 50% of its body turned into clay (*an unexpected result*), while the other half of it turned into a prismatic colored slime. Most of the clay rests at the creature's base, while the upper half consists of the multi-colored slime. The prismatic slime part of the creature's body is quite beautiful and drives other smaller creatures (*like pawns*) into a zealous frenzy. You'll most likely see it praised and surrounded by imps, elemental sprites, and/or feral goblins.

As for weapons, Clay, the Coalescent uses amorphous weapons, like a slime hammer or slime sword for melee attacks. It's also able to shoot acidic darts as ranged attacks. Its ability, Elemental Eyes, transfers a telekinetic blast of elemental energy if a creature stares into its alluring eyes for too long.

COMBAT BEHAVIOR

Clay, the Coalescent, is a wise enemy when it comes to combat. It will mostly use abilities and will use whatever status effects it deems most advantageous at the time. However, it prefers to use Dissolve the most, and when stressed, its single-target abilities can start targeting multiple targets.

Notable Traits

Caster: The ranges for your abilities are doubled.

Chroma: Whenever you deal a status effect, you may immediately change that status effect into a different one. (*Example: You deal Dissolve 4, but decide to change that to Frost 4 instead.*)

Resilience: When you're dealt any amount of status effect or wound stacks, you only receive half of them (*rounded down*.)

Rally: Allied pawns may gain +5 Speed and have an Initiative score equal to your Minion Speed stat.