

Species, Breed: Megatherium

Type: Prehistoric.

Class: Animal (mammal).

Align: Basic instinct creature

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D4

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 30

Dexterity: 40

Intelligence: 3

Mental-strength: 40

Strength: 120

Wisdom: 3

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: None.

Oxygen-points: 120

Blood-points: 180

Attack descriptions

Paw-strikes: 2

Damage: 1-D12 x10

Range: 2 spaces (10')

Type of attack: Blunt and Sharp attack in one strike.

Defense: 60

Offense: 70

Damage-Points: Roll 5-D12 +20 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: This creature grows up to 20' in length and about 10' tall. It's fur is a brown, light-brown, mix.

Don't be fooled by it's gentle appearance, for if threatened, it can deliver a volley of clawed attacks that can be instantly lethal.

When confronted, the Megatherium will not run, but will wait for its attacker to make a move, or get close enough to attack.

Dislikes: Predators.

Disposition: The Megatherium is a solitary creature, roaming and foraging for food constantly. It is quick to anger when threatened, yet it does not offensively attack. It will stand its ground and wait for its attacker to come within range to attack.

Fears: Fire

Habitat: Prehistoric

Immunities: None.

Life-span: 80 years.

Likes: Vegetation.

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

Note: Megatherium lives in the Pleistocene - Holocene (175 MYA to 0.01 MYA).

The hide is highly valued by leather workers, who will pay a handsome 25 black-gold for an entire hide, for it is as strong as troll-hide leather and turns weapons like earthen-steel plate armor.

Special Abilities: Megatherium will not fall on an attack-roll of 01-02 due to it's thick tail that steadies it.

Special Defenses: This creature has a natural leathery, and plated, hide. Treat its hide at Troll-hide Leather and Earthen-steel plate armor.

Special Offenses: Crush: If the strength of Megatherium is equal to, or greater than, its foe, each paw-strike that is +30 over the % defense-roll will break 1-D4 bones unless Avoidance-roll vs. "Paralysis" is successful per strike (check for the special abilities of armoring to prevent excessive damages like this).

Not only does the paw-strike of the Megatherium deliver a terrible impact, its paw is also ended in lengthy, vicious, claws, used for digging and foraging. See: "Attack descriptions" in the earlier part of this information for details.

Susceptibilities: Near sighted. This creature can only see up to 10 spaces (50') distance (objects will become blurred at 5 spaces (25')). It can hear quite well, but its eyesight is very limited.

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