

Species, Breed: Serpent, Mukkir Worm

Type: Not applicable.

Class: Monster (mammal)

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 6 + 1-D30

Number encountered: 1 There will be a 10% chance of 2 being encountered. They will be mates.

Experience points: 120 x level.

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 50

Intelligence: 4

Mental-strength: 40

Strength: 100

Wisdom: 3

Movement:

Flying: Can't

Grounded: Can't

Swimming: 60 This creature can sprint at 80 spaces per turn for 2 turns (10 seconds).

Luck: None.

Oxygen-points: 120 (when out of water, this creature will lose oxygen-points as if it were an air breathing creature drowning in water).

Blood-points: 120

Attack descriptions:

Bite: 1

Damage: 1-D12 x6 +4

Range: 4 spaces (20')

Attack type: Sharp See: "Special abilities"

and:

Whisker-Lash: 6

Damage: 1-D12 x5

Range: 6 spaces (30')

Attack type: Sharp See: "Special abilities"

Defense: 40 / 70 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 4-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: 30+ to have 2-D6

UnCommon: 40+ to have 1-D6

Rare: 50+ to have 2-D4

Legendary: 60+ to have 1-D4 +1

Note:

The Mukkir Worm swallows creatures whole, thus and treasure rolled up will be found within its stomach.

Description:

Annihilation Strike?: Yes.

Description: This creature is similar in appearance to the moray eel, yet has long whiskers; whip-like tentacles that grow from its upper mouth area (similar to the positioning of whiskers on a catfish).

Eye color: Red-orange.

Eye shape: Large and bulbous.

Height: 3'-0" This is how thick this creature is. One a hard surface it can rise up to a height of 30'-0".

Length: 60'-0"

Skin color: Brown-blue with lime-green specks that glow in the dark.

Skin texture: Leathery.

Posture: Snake-like.

Weight: 3,000 lbs.

Dislikes: Fire and electricity. Storms lower its awareness by ½. Waterwits. Waterwits love to tease these creatures unmercifully.

Disposition: This creature is extremely territorial, thus it is propelled to attack anything that enters into its territory. This creature also has an insatiable appetite due to its size; it must constantly feed (See: “Likes”).

If any other creatures hunts in the Mukkir Worm’s territory, it will viciously attack, defending its hunting grounds to the death (it WILL relentlessly attack without ceasing).

Fears: Electricity, fire and storms. There will be a 50% chance it will shy away from thunder, or anything that creates the strong vibrations of thunder, or the like, for such happenings will lower its awareness to 5, rendering it more or less blinded to the sensations of movement about it for 1-D4 turns. Once this penalty’s duration has elapsed, it will again return to the area it fled from.

Habitat: Ocean (Tropical).

Immunities: Water-based abilities and spells have NO effect upon this creature. Ice-based spells cause only ½ normal damage (rounded up).

Life-span: 300 years.

Likes: Mer is a popular food source for this creature. The Mukkir Worm has earned a strong enmity for hunting the Mer.

Needs: Basic needs of life.

Note: The cured and tanned hide of this creature can fetch around 15,000 white-gold (if the skin is in prime condition). An adult skin can create approximately 3 full sets of Borgus-hide quality leather armor (humanoid armor). This leather also has the special abilities as does krannik-steel plate armor (whatever special ability is greater, that special ability is used).

If this creature is encountered, it will attack. However, if a Mer is thrown to the Mukkir Worm, there will be a 75% chance of it “befriending” those who have fed its most favorite meal. This is a strange and terrible union between man and beast, and can cease at any time (depending upon the creature’s hunger). Most likely (99% chance) it will not attack those who feed it Mer (dead or alive) . . . but one never knows. After all, this is a creature of basic instincts, and if it becomes famished, and cannot find sustenance, alliances could possibly be broken.

Special Abilities: Armor Penetration: When this creature attacks, strikes that cause 50%, or more, damage, will negate the protective special defenses of armors and shields (or the like). Example: If you are wearing plate armoring, and are struck by this creature for more than 50% damage, the damage-reduction of your armor will NOT be considered.

Special Defenses: As the special abilities of Borgus Leather and Krannik-steel Plate Armor. See: “Armory” for details on these armoring.

Special Offenses: Aqua-Blitz: Once per 10 turns (50 seconds), the Mukkir Worm can fill a special chamber within its body with sea water and spew it forth with incredible force. This incredible ability has been known to capsize larger vessels and even force smaller vessels completely out of the water. The creature must roll to strike a vessel with this ability, but will gain a +30 on the offensive % dice-roll to strike.

See the following chart for details on this attack:

%Roll: Attacks results on a smaller vessel:

- 01-10: Ship has a 75% chance of being instantly damaged beyond repair. If this happens, it will sink in 2-D20 turns. The ship is lost. If this does not happen, the ship will sustain 3-D20 +16 damage.
- 11-20: Ship is forced completely out of the water and has a 40% chance of sinking in 2-D20 turns unless the crew can reverse this result in some way. The ship will still sustain 3-D20 +16 damage.
- 21-30: Ship is forced to its side and has a 35% chance of capsizing. If capsized, ship will sink in 2-D20 turns. If this does not happen, the ship will sustain 3-D20 +16 damage.
- 31-70: Ship hull is damaged for 3-D20 +16
- 71-00: Ship is violently struck by the force of water, not damaging the ship, but compromising the safety of all unsecured crew topside. All unsecured persons will be thrown up to 1-D4 spaces in a random direction unless each can make a successful avoidance-roll vs. “Coordination” and “Dexterity”.

Susceptibilities: Electricity will cause x3 damage. Fire will cause x2 damage (unless it is submersed).

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