

# Species, Breed: Crab, Deepwater

Type: Not applicable.

Class: Crustacean (Monster).

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 60 x level.

## Characteristics

Awareness: 28

Charisma: Not applicable.

Constitution: 40

Coordination: 25

Dexterity: 30

Intelligence: 1

Mental-strength: 30

Strength: 100

Wisdom: 1

## Movement:

Flying: Can't

Grounded: 10

Swimming: Can't. Can walk underwater at a rate of 10 spaces (50') per turn.

Luck: None.

Oxygen-points: 90 When out of water, this creature will lose oxygen-points as if it were an air breathing creature drowning in water.

Blood-points: 90

## Attack descriptions

Pincers: 2

Damage: 1-D12 x 10

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 25

Offense: 30

Damage-Points: Roll 3-D10 +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: None.

UnCommon: None.

Rare: None.

Legendary: None.

Note:

All treasure found will be within the stomach of this creature (as it usually swallows its prey either whole, or in very large bites.

Also, See: "Note" in the "Description" of this creature.

# Description:

Annihilation Strike?: No.

Description: This creature appears to be a normal looking crab, yet huge in size.

Eye color: Black.

Eye shape: Medium-sized and bulbous.

Height: 4'-0"

Length: 6'-0"

Width: 10'-0"

Shell color: White-brown.

Skin texture: Shell.

Posture: Crustacean.

Weight: 1,600 lbs.

**Dislikes:** Giant squid and Giant octopus.

**Disposition:** All its life, this creature roams about the floor of the ocean, feeding on the delicacies it finds. It is ever suspicious and watchful for danger, keeping an eye out for predators and threats. Unlike the normal crab, this creature will not run from a predator, but will stand its ground and fight.

**Fears:** Unknown.

**Habitat:** Ocean (Temperate).

**Immunities:** None.

**Life-span:** 300 years.

**Likes:** Fish.

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

**Note:** The fashioned shell of this creature can fetch around 1-D4 +1 x 1,000 white-gold (if the shell is in prime condition). An adult shell can create 5 large shell-plate shields, or 2 full sets of Deepwater Shell Plate Armors. These armors can be master crafted for more desirable results as follows:

ARMOR CRAFTING: Prerequisite trade-skill to craft this item: Blacksmith, Carpentry and Leather Worker.

If crafted, one can create Deepwater Shell Armor, which will be considered as Krakkin-Steel quality Deepwater Shell Plate Armor, and will have the same resistances as Heavy Leather vs. Acid, Electricity and Fire.

If a crafted Deepwater Shell Armor is 1st master crafted, it will be considered as Earthen-Steel quality Deepwater Shell Plate Armor, and will have the same resistances as Troll-Hide Leather vs. Acid, Electricity and Fire.

If a 1st crafted Deepwater Shell Armor is 2nd master crafted, it will be considered as Admontanium-Steel quality Deepwater Shell Plate Armor, and will have the same resistances as Dragon-Hide Leather vs. Acid, Electricity and Fire.

### Special:

If master crafted, this armor will retain ½ of its "Resistances" as follows:

Acid: 15%

Cold: 30%

Fire: 10%

Fall: 30%

Stun: 30%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

SHIELD CRAFTING: Prerequisite trade-skill to craft this item: Blacksmith, Carpentry and Leather Worker.

If crafted, one can create a Deepwater Shell Shield, which will be considered as a Krakkin-Steel quality Deepwater Shell Shield, and will have the same resistances as Heavy Leather vs. Acid, Electricity and Fire.

If a crafted Deepwater Shell Shield is 1st master crafted, it will be considered as a Earthen-Steel quality Deepwater Shell Shield (no magic-resistance), and will have the same resistances as Scale-Hide Leather vs. Acid, Electricity and Fire.

If a 1st master crafted Deepwater Shell Shield is 2nd master crafted, it will be considered as a Admontanium-Steel quality Deepwater Shell Shield, and will have the same resistances as Troll-Hide Leather vs. Acid, Electricity and Fire.

If a 2nd master crafted Deepwater Shell Shield is 3rd master crafted, it will be considered as a Krannik-Steel quality Deepwater Shell Shield, and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

### Special:

If master crafted, this shield will retain ½ of its "Resistances" as follows:

Acid: 15%

Cold: 30%

Fire: 10%

Stun: 30%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

**Special Abilities:** None.

**Special Defenses: Damage-Reduction:** 20 against all forms of physically damaging attacks (even air, earth, fire and water).

**Resistances:** This creature has the following resistances:

Acid: 30%

Cold: 60%

Fire: 20%

Fall: 60%

Stun: 60%

**Special Offenses:** None.

**Susceptibilities:** Electricity will cause x2 damage to this creature if it is wet.

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