

Species, Breed: Scorpion, Serrated

Type: Not applicable.

Class: Monster (Arachnid)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 25 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 50

Dexterity: 60

Intelligence: 3

Mental-strength: 40

Strength: 50

Wisdom: 3

Movement:

Flying: Can't

Grounded: 15

Swimming: Can't

Luck: 0

Oxygen-points: 120

Blood-points: 180

Attack descriptions

Pinchers: 2

Damage: 1-D12 x6 +4

Range: 3 spaces (15')

Attack Type: Sharp.

and:

Poison Serration: 1

Damage: 1-D12 x8 +4 Poison + See: "Special Offences"

Range: 4 spaces (20')

Attack Type: Sharp.

Defense: 50

Offense: 60

Damage-Points: Roll 5-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This is a giant scorpion; its shell protrudes in serrated blades all over its body. At the end of its tail is what appears to be a scimitar-shaped pendulum with a deadly, serrated, blade.

Eye color: Orange.

Eye shape: Medium-sized and slanted.

Height: 3'-0"

Length: 12'-0"

Shell color: Orange-yellow.

Skin texture: Shell texture. Hard and serrated, like that of a giant clam or oyster, yet deadly in and of itself.

Posture: Scorpion (8 legged).

Weight: 600 lbs.

Dislikes: None.

Disposition: This creature hunts during the day and night, unlike its distant cousin, the Giant Scorpion. The similarity in their vision is the same; it senses its prey movement and by the beating of its heart.

Fears: None.

Habitat: Crystal Desert.

Immunities: Fear.

Life-span: 300 years.

Likes: Anything that moves. This creature is fearless; it will attack anything . . . even to its death.

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

Note: If master crafted successfully, an armorer can create plated armor pieces from the shell of this creature. The stats will be equal to Dragon-hide Leather.

Unless an attacker wins an initiative with the wearer each time it attacks, it will suffer 1-D4 +1 points of damage from the armor's natural serrated blades. This damage will be done to any attacker that is in the space directly connecting to the spaces the wearer is occupying.

Special Abilities: None.

Special Defenses: Damage-Reduction: 6

Defensive-Fortress: Unless an attacker wins an initiative against this creature each time it makes physical contact against it, he or she will suffer 3-D4 +4 points of damage from the armor's natural serrated blades. This damage will be done to any attacker that is in the space directly connecting to the spaces this creature is occupying.

Resistances: Blunt and Sharp weapons will have a 40% chance of doing no damage per strike.

Special Offenses: Serrated Venom: Not only the tip of each pincher can release poison into its prey, but its tail always oozes with a sheen (which is its oily poison). The Giant Scorpion will poison its venom if the damage of its attack causes the following: Claw: 37+ Serrated Tail: 49+

Scorpion Poison:

Effects: Double-vision.

Avoidance-roll: Yes: vs. "Poison".

Successful: No effect.

Unsuccessful: Double-vision. Any successful attack of any type will have a 75% chance of missing.

Complications: None.

Duration: 1-D8 hours.

Effect time: 3 turns (15 seconds)

Poison quantity: 3-D6 uses.

Poison value: 300 white-gold per use.

Susceptibilities: Cold-based attacks will cause a slowing to take hold of this creature for the duration of the cold effect. The specific effects are as follows:

½ movement (every other turn it can attack, move, etc.).

-15 to both defense and offense.

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