

Species, Breed: Cahadra

Type: Not applicable.

Class: Reptile

Align: Basic instinct creature.

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

Level: 1-D12

Number encountered: 1

Experience points: 10 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 35

Coordination: 8

Dexterity: 8

Intelligence: 1

Mental-strength: 15

Strength: 40

Wisdom: 1

Movement:

Flying: Can't

Grounded: 1

Swimming: 3

Luck: None.

Oxygen-points: 3,500 See: "Special abilities"

Blood-points: 105

Attack descriptions

1 Bite: 1-D20 +4

Range: 1 space (5')

Attack type: Sharp attack

Defense: 8

Offense: 8

Damage-Points: Roll 2-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

None. See: "Note" in "Description"

Description:

Annihilation Strike?: No.

Description: This creature is related to the common turtle, though it is a distant cousin.

Height: 1'-0"

Length: 1'-6"

Weight: 45 lbs.

Hair color: Sandy-yellow.

Hair texture: None.

Eye color: Yellow.

Eye shape: Small and slightly slanted

Posture: Quadruped

Dislikes: Fire. Thunder storms cause a great fear in this creature. During a thunder storm the Cahadra will burrow deep down into the sand (about 3') until the thunder has ended.

Disposition: The Cahadra are mild mannered creatures, easily befriended with a handful of fruit or vegetables. They scour the dunes for roots and plants which they dig up.

See: "Special abilities"

Fears: Fire and thunder.

Habitat: Desert (savanna).

Immunities: None.

Life-span: 150 years.

Likes: Fruits and Vegetables of all types.

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

Note: The shell of this creature is often times used for carrying supplies, eating out of, and for the gambling game called "Carapace" (found in the G section of the Basic Rules Book).

Shell value: 1 electrum x the creatures level.

Special abilities: Oxygen-points: This creature can hold its breath for long periods of time. Oxygen-point loss will be only at 1/4 the normal loss (rounded up).

Root Seek: The Cahadra has the ability to find deeply buried roots (1' deep x the level of the Cahadra). The chance to find buried roots per 1-D6 hours is 50% +3 per level.

Special defenses: Damage-Reduction: 10 (while living). While alive, this creature will also have all the special abilities of leather armor as follows (this is only while it is living):

Level: Armor type:

1-4: Heavy-leather

5-8: Scale-hide leather

9-12: Troll-hide leather

If the shell of this creature is fashioned into armor, or shield, the damage-reduction will be 5. The special abilities of leather armor as follows:

Level: Armor type:

1-6: Light-leather

7-12: Heavy-leather

Special offenses: None.

Susceptibilities: None. .

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