

Species, Breed: Shaktur

Type: Not applicable.

Class: Fiend (reptile).

Align: Not applicable. Basic instinct creature.

Gender: All are males. The queen of the hive is the female.

Level: 1-D30 + 1

Number encountered: 1-D30 x 1,000.

%Roll Encounter result:

01-05 Shaktur is encountered at the hive.

06-00 Shaktur is encountered roaming.

Note: The resulted number encountered will be in the Shaktur hive itself (and will never fall below 5,000). If not within the hive, the number encountered will be 10% of the resulted roll. Roll on the following chart to know if the Shaktur will be encountered at the nest, or if they will be encountered roaming:

Experience points: 10 x level.

Characteristics

Awareness: Drone: 36, Queen: 28

Charisma: Not applicable. (small dragon-like creatures).

Constitution: Drone: 30, Queen: 40

Coordination: Drone: 30, Queen: 20

Dexterity: Drone: 30, Queen: 20

Intelligence: Drone: 5, Queen: 7

Mental-strength: Drone: 26, Queen: 33

Strength: Drone: 5, Queen: 10

Wisdom: Drone: 5, Queen: 7

Movement:

Flying: 30

Grounded: 2

Swimming: Can't (these creatures fear water).

Luck: None

Oxygen-points: Drone: 78 Queen: 99

Blood-points: Drone: 90, Queen: 120

Attack descriptions

2 Claws: 1-D6 / 0 (immediate space only) / Sharp attack

or:

1 Bite 2-D6 / 0 (immediate space only) / Sharp attack

or:

1 Swarm dive attack: 3-D6 / 0 (immediate space only) / Blunt attack

Defense: Drone: 30, Queen: 20

Offense: Drone: 30, Queen: 20

Damage-Points: Drone: Roll 1-D10 per level, Queen: Roll 1-D20 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100

Bronze: 15+ to have 1-D100

Silver: 20+ to have 4-D20

Electrum: 30+ to have 3-D20

White-gold: 40+ to have 1-D20

Yellow-gold: 50+ to have 1-D12

Black-gold: 60+ to have 1-D10

Treasure item(s):

Common: 35+ to have 1-D8

Uncommon: 45+ to have 1-D6

Rare: 86+ to have 1

Legendary: 91+ to have 1

Check for treasure as a whole. If items are found in the hive, they will be objects constructed (in part, or wholly) from metallic and/or precious metals (copper, steel, silver, gold, etc).

Description:

Annihilation Strike?: No

Description: Height: 4", Length: 9", Weight: 1-2 LBS., Wing span: 1'-6", Wing contour: Dragon-like, Skin color: Indigo (dark blue), Skin texture: Scaley, Semi-rough (as a lizard), Eye color: Auburn (red-like), Eye shape: Small, Slanted, Sharp, Posture: Quadruped (upright on four legs (as the dragon).

Dislikes: Smoke, fire.

Disposition:

Fears: Smoke, fire..

Habitat: Mountains.

Immunities: None.

Life-span: 35 years.

Likes: Ore.

Needs:

Note: This creature is an animal and it is driven purely by instinct. These creatures live in a hive that will house between 5000-30000. The hive itself is made from many ore types, ranging from copper and electrum, to black-gold and Krakken-steel. The hive workers (the ones that never venture more than 500 yards from the hive) have an ability to mold the ore by first softening it with their saliva. These creature are very territorial and will not venture more than 50 leagues from their hive. The Shaktur are always in search of ore, and if they sense it, they are driven to acquire it. The hive queen is between 2-3 feet in length and is mentally linked to all her underlings. If she feels the hive is threatened, all her brood will attack, as if with one mind, in a mass swarm, attempting to overpower their enemy quickly. And like the ant, they have no fear of death, total loyalty to their queen, and do her bidding without hesitation or reservation.

Special Abilities: Can sense ore and metals on the ground's surface (a successful avoidance-roll vs. Awareness, "Easy" will indicate located minerals). A successful avoidance-roll vs. Awareness, "Normal" will indicate located minerals underground (up to 5'). A successful avoidance-roll vs. Awareness, "Difficult" will indicate located minerals underground (up to 10'). A successful avoidance-roll vs. Awareness, "Impractical" will indicate located minerals underground (up to 15').

Special defenses: Swarming.

Special offenses: Swarming.

Susceptibilities: None.

Weapon susceptibility: None.