

Species, Breed: Despicable

Type: Not applicable.

Class: Fiend (Mammal).

Align: Evil.

Gender: Not applicable.

Level: 2 + 1-D30

Number encountered: 1

Experience points: 170 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 80

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 45

Strength: 80

Wisdom: 4

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: None.

Oxygen-points: 135

Blood-points: 240

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-30: Despicable Tephra: See: "Special Offenses"

31-00: Bite

Attack descriptions

Bites: 3

Damage: 1-D12 x9

Range: 1 space (5')

Attack type: Blunt.

Defense: 30 / 60 if 32nd + level.

Offense: 30 / 60 if 32nd + level.

Damage-Points: Roll 4-D20 +12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 15+ to have 1-D100 x7

Silver: 20+ to have 1-D100 x6

Electrum: 25+ to have 1-D100 x5

White-gold: 30+ to have 1-D100 x4

Yellow-gold: 35+ to have 1-D100 x3

Black-gold: 40+ to have 1-D100 x2

Treasure item(s):

Common: 10+ to have 1-D20

UnCommon: 20+ to have 1-D12

Rare: 30+ to have 1-D6

Legendary: 40+ to have 1-D4

Within the lair of the Despicable will be 1-D10 random skeletal remains x the Despicable's level.

The Despicable will always bring all bones and non-perishable remains (like treasure) into its lair, instinctively storing it out of site. By doing this, potential victims will have a much less chance of being warned about the presence of this creature.

Description:

Annihilation Strike?: No.

Description: This creature is rather similar to the appearance of a frog, yet it has no legs for leaping, as does the frog. It's mouth is very wide, and when opened, one can see five glands within the mouth beneath its massive tongue.

Eye color: Milk-white.

Eye shape: Large-sized and oval.

Height: 6'-0"

Length: 10'-0"

Skin color: Milk-white.

Skin texture: Like wet tanned leather.

Posture: Avian (like a bird, or relating to the family of birds), Biped (like an animal with two feet), Pinniped (like a marine carnivore that has flippers), Quadruped (like an animal with four feet), Sirenian (like a sea cow),

Weight: 2,000 lbs.

Dislikes: Unknown.

Disposition: This vile creature inhabits wet regions, hunting at its own will and pleasure, fearless of all predators, for there is no known creature willing to hunt the Despicable.

At times, this creature will find and excavate graves to feed upon the corpses of the deceased.

The Despicable is a stationary creature, which means it has a territory and a lair. The territory will usually be about 3 square leagues.

Fears: Nothing.

Habitat: Marshlands and Swamp regions. This creature is very rarely encountered in other regions.

Immunities: Acid, Disease, Fear, Sickness and Rot effects of all types. The Despicable is fully immune to the effects of Disintegration.

Life-span: 500 years.

Likes: Swamp rot and scum. This is the Despicable's main diet, although it will eat anything living if it comes too close. It especially loves the rotted and bloated carcasses of the dead. This creature has a particular "sweet tooth" for giant flies.

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

Note: None.

Special Abilities: Burrow: This creature can burrow into mud and very soft soil at a rate of 3' per 1 turn (5 seconds). Before the Despicable dives and burrows down, it will take three massive breaths (which will take one single turn) and then begin worming its way into soft, muddy, earth. It will usually do this to escape a creature too strong for it to take, or to remain cool and shielded from the sun, or to lie in wait for prey.

When a creature passes within 3 spaces (15') where the Despicable is hidden, a successful avoidance-roll vs. "Awareness" will mean this creature has detected potential prey. It will suddenly burst forth from its hiding place and attack. If this happens, all creatures must win an initiative roll against this creature or be subject to "Surprise attacks".

Special Defenses: Feel-Sight and Night-Vision: As the Psychic Spells.

Despicable Stench: As a creature nears the location of the Despicable, the stench will become more intense. When a creature comes within 50 spaces (250') of the Despicable, nausea will set in unless a successful avoidance-roll vs. "Awareness" is FAILED. This nausea will cause the following:

- 2 Awareness
- 2 Constitution
- 2 Strength

10% chance to vomit per hour.

Each time one vomits, additional penalties will stack with current penalties as follows:

- 2 Constitution
- 2 Strength

See: "Susceptibilities".

Special Offenses: Despicable Tephra: The Despicable will spit at its enemies. There are five glances withing its mouth which will spew out certain liquids. If this creature spits, roll on the following chart to see the outcome of Despicable Tephra:

%Roll: Despicable Tephra:

01-10: Acid-spit

11-20: Despicable Stench

21-40: Disease

41-80: Sickness

81-00: Vapor

Despicable Tephra Explanations:

Acid-spit: Acid-spit will cause 1-D10 points of damage to all areas of the body for 1-D20 x 3 turns.

Despicable Stench: If this saliva touches anything (living or non-living), in any way, to any degree, that thing will stink for the full "Duration of Stench". Any person which gets the stench on him or her must avoid vs. "Disease" every day until the stench wears off, or become the victim of a level #2 disease. This vile stench smells far more worse than rotting flesh. It is truly awful to smell. Just smelling it will cause a level #2 sickness to come upon any person or creature, unless a successful avoidance-roll vs. "poison" is successful. In any event the creature or person which smells this stench will contract a level #1 sickness for 2-D6 +2 days, yet no less than 4. **Duration of Stench:** 1-D20 +4 x2 years.

Disease: If this saliva touches anything (living or non-living), in any way, to any degree, that thing will stink for the full "Duration of Disease". Any person which gets the stench on him or her must avoid vs. "Disease" every day until the stench wears off, or become the victim of a level #1 disease. This stench smells heavily of rotting flesh. **Duration of Disease:** 1-D100 +24 x2 days.

Sickness: If this saliva touches anything (living or non-living), in any way, to any degree, that thing will stink for the full "Duration of Sickness". Any person which gets the stench on him or her must avoid vs. "Sickness" every day until the stench wears off, or become the victim of a level #1 sickness. This stench smells heavily like that of a skunk's spray, yet a little worse. **Duration of Sickness:** 1-D100 +24 x2 days

Vapor: This spit-weapon is a liquid vapor. Its fumes will cause a person's eyes to burn and water heavily, guaranteeing blindness in 1-D8 days unless an Avoidance-roll vs. "Awareness" is successful, or blindness will instantly occur. **Duration of blindness:** 1-D100 +24 x2 days

Susceptibilities: There will be a skunk-like stench, mingled with that of the mild scent of rotting flesh when one comes within the area this creature inhabits.
Fire and Electricity will cause x2 damage on this creature.

Weapon susceptibility: Rank-4 (or better) magical weapon to harm.