

Species, Breed: Insect, Centipede, Poisonous, Giant

Type: Not applicable.

Class: Insect.

Align: Basic instinct creature.

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

Level: 1-D8

Number encountered: 1-D6

Experience points: 15 x level.

Characteristics

Awareness: 18

Charisma: Not applicable.

Constitution: 26

Coordination: 25

Dexterity: 25

Intelligence: 1

Mental-strength: 18

Strength: 30

Wisdom: 1

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't

Luck: 0

Oxygen-points: 54

Blood-points: 78

Attack descriptions

Mandibles: 1

Damage: 1-D10 x2 +2

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 25

Offense: 25

Damage-Points: Roll 1-D12 +3 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature is a massive sized centipede.

Eye color: Red-orange.

Eye shape: Large and round.

Height: 1'-0" laying flat upon the ground. This creature can rise up to 5'-0" off the ground.

Length: 10'-0"

Shell color: Red-orange.

Posture: Snake-like.

Weight: 200 lbs.

Dislikes: Fire, Light.

Disposition: The Giant Poisonous Centipede is apathetic to its own kind. It will voraciously attack other creatures, as it has an insatiable appetite. It finds its prey using its keen sense of smell.

Fears: Fire.

Habitat: Forests (Common and Dense), Grasslands, Mountains (Forested).

Immunities: Acid.

Life-span: 75 years.

Likes: Chicken meat.

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

Note: None.

Special Abilities: None.

Special Defenses: Special abilities to turn: Acid: 01+, Blunt: 66+, Cold: Can't, Electricity: Can't, Fire: Can't, Needle: 46+, Sharp: 76+

Special Offenses: Poison: If bitten in the flesh a creature will be poisoned. There will be a penalty -25 to strike another creature for 4-D4 days. Movement will also be cut down by 30% (rounded down). The poison will take effect on the third turn after being bitten.

Susceptibilities: Bright light blinds this creature, forcing a -10 to both offense and defense for 1-D6+1 turns.

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