

Species, Breed: ScaleWorm, Common

Type: Not applicable.

Class: Insect (Monster).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 2 + 1-D30

Number encountered: 1

Experience points: 400 x level.

Characteristics:

Awareness: 19

Charisma: Not applicable.

Constitution: 100

Coordination: 20

Dexterity: 35

Intelligence: 4

Mental-strength: 100

Strength: 300

Wisdom: 4

Movement:

Flying: Can't

Grounded: 30

Swimming: Can't. This creature can crawl along the bottom at a rate of 15 spaces (75') per turn.

Sand tunneling: 10

Luck: None.

Oxygen-points: 300

Blood-points: 300

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

% Roll: Type of attack:

01-70: Bite

71-00: Crush

Attack descriptions:

Bite: 1

Damage: 1-D100 x3 in 1-D4 areas of the body.

Range: 15 spaces (75')

Attack type: Sharp.

or:

Crush: 1

Damage: 1-D100 x3 in 1-D8 areas of the body.

Range: 15 spaces (75')

Attack type: Blunt.

See: "Special Offenses".

Defense: 20 / 50 if 32nd level.

Offense: 35 / 65 if 32nd level.

Damage-Points: Roll 1-D100 +129 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 04+ to have 1-D100 x15

Bronze: 05+ to have 1-D100 x13

Silver: 06+ to have 1-D100 x11

Electrum: 07+ to have 1-D100 x9

White-gold: 08+ to have 1-D100 x7

Yellow-gold: 09+ to have 1-D100 x5

Black-gold: 10+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 09+ to have 3-D4 +3

Legendary: 10+ to have 2-D4 +3

Notes:

All treasure found will be within the massive stomach of the ScaleWorm, scattered amidst the many pools of stomach acids with can inflict damage if made contact with. Damage is 3-D10 per turn for 1-D4 turns in all areas of the body touched.

The Common ScaleWorm will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

10% chance of having 2-D10 Enchanted Items

10% chance of having 1-D6 Enchanted Armors

10% chance of having 1-D6 Enchanted Weapons

80% chance of having 1-D100 +35 random Gems.

40% chance of having 1-D20 +5 random Special Gems.

05% chance of having 1-D4 Oracles

05% chance of having 1-D4 Relics

Description:

Annihilation Strike?:No.

Description: This creature appears as a heavily shelled worm, gigantic in size.

Eye color: Sandy-brown.

Eye shape: Large-sized and round.

Height: 20'-0" This is how thick this creature is. At the end of its tail, thickness will decrease to 5'-0" and rounded.

Length: 300'-0"

Shell color: Sandy-brown.

Shell texture: Hard, like very thick bone.

Posture: Snake-like.

Weight: 24,000 lbs.

Dislikes: Unknown.

Disposition: The exo-skeletal hide of this creature is highly valued. It is used to make plate armoring. A fully developed ScaleWorm can yield approximately 60 sets of armor and/or shields from the hide of this beast.

All clans of the Ultarian nations hunt and kill this creature, stripping it of its hide to make this armor.

See: "Ultarian (White-Sands Clan) for the details and value of this armoring.

Fears: None.

Habitat: Desert (Savanna -- deep desert encounter only).

Immunities: Acid, Beguile, Charm, Consciousness, Earth, Fear, Needle attacks, Paralysis, Petrification, Poison (all forms), Shock, Stun.

Life-span: 20 ages (20,000 years).

Likes: Minerals and ores. This is this creatures main diet.

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

Note: None.

Special Abilities: Vibration Sense: This creature can sense the vibrations of a creature upon the desert's surface up to 19 spaces (95') distant if a successful avoidance-roll vs. "Awareness" is rolled.

Special Defenses: Damage-Reduction: 12 vs. physical attacks.

Resistances: This creature has the following resistances:

Blunt-edged: 55%

Cold: 40%

Disease: 90%

Electricity: 40%

Fire: 40%

Gases: 50%

Magic: 70%

Mental-attack: 70%

Needle: 56%

Sharp weapon attacks: 55%

Sickness: 90%

Spiritual-attack: 70%

Special Offenses: Thunder-Strike: If this creature's "Crush" strike causes 90%+ damage, whether it strikes or misses its intended target, it will trigger an earthquake which will last for 5-D6 +5 turns.

All within 60 spaces (300') out in all directions must make a successful avoidance-roll vs. "Coordination" for the duration of the earthquake or lose all physical offensive maneuvers against this creature.

Susceptibilities: None.

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