

# Species, Breed: Sachinnin'Kallous

Type: Not applicable.

Class: Fiend

Align: Evil

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1

Experience points: 200 x level

## Characteristics:

Awareness: 20

Charisma: Not applicable.

Constitution: 100

Coordination: 30

Dexterity: 30

Intelligence: 1

Mental-strength: 100

Strength: 300

Wisdom: 1

## Movement:

Flying: Can't

Grounded: 24

Swimming: Can't swim, but can move underwater 12

Luck: 100

Oxygen-points: N/A (this creature needs no oxygen to exist).

Blood-points: N/A (this creature needs no blood to exist).

## Attack descriptions:

1 Bite: 6-D100 in 1-3 areas of the body (roll 1 D-6 (1-2 = 1, 3-4 = 2, 5-6 = 3) / 4 space (20') / Sharp attack  
or:

1 Stomp 1 per 2 turns: 12-D100 in 1-4 areas of the body (roll 1 D-4) / 6 space (30') / Blunt (root-strike)

Defense: 30

Offense: 30

Damage-Points: Roll 4-D20 +1-D10 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x 10

Bronze: 05+ to have 1-D100 x 20

Silver: 08+ to have 1-D100 x 30

Electrum: 11+ to have 1-D100 x 40

White-gold: 14+ to have 1-D100 x 30

Yellow-gold: 17+ to have 1-D100 x 20

Black-gold: 20+ to have 1-D100 x 10

Treasure item(s):

Common: None.

Uncommon: 05+ to have 3-D20

Rare: 05+ to have 3

Legendary: 21+ to have 2

Note: The following are extra checks rolled for in addition to the normal treasure rolled up

There will be a 50% chance of a Sachinnin'Kallous possessing: 1-D6: 1-5 = 1, 6 = 2 Artifacts

There will be a 45% chance of a Sachinnin'Kallous possessing: 1-D6: 1-5 = 1, 6 = 2 Oracles.

There will be a 9% chance of a Sachinnin'Kallous possessing: Roll 1-D6: 1-5 = 1, 6 = 2 Relics.

## Description:

Annihilation Strike?: Yes.

Description: Height: 35' 0", Weight: 15,000 lbs., Skin color: Sickly grey, Skin texture: Rough and leathery, Eye color: Black, Eye shape: Large sharply slanted, Posture: Biped.

Dislikes: Everything

Disposition:

Fears: Nothing

Habitat: Volcanic (Labyrinth)

Immunities: Death abilities and spells of all types, Disease, Faith, Fall, Fear, Magic, Mental-attack, Pain, Poison, Shock, Sickness, Stun.

Life-span: Unknown

Likes: To kill and hoard treasure

Needs: Unknown.

Note: All those who have encountered this spiteful, fearsome, creature tell the tale of ultimate evil. The Sachinnin'Kallous is a most hate-filled and loathsome beast. This great abomination will go out of its way to even slay a Greater Fire-Breathing Dragon, so Calloused and hard-hearted it is.

Special Abilities: **Fear-Presense:** When the Sachinnin'Kallous is encountered all creatures must successfully make an avoidance-roll vs. "Fear" or fall to the earth helpless, so terrible is its presence.

**Rooted:** Enables Sachinnin'Kallous to climb vertical surfaces at 1/2 its normal movement (12 spaces per turn).

Special defenses: 93% Blunt-weapon-Resistance.

Special offenses: See: Special Abilities.

Susceptibilities: None.

Weapon susceptibility: Rank-20 (magical) weapon to harm.