

Species, Breed: Scorpion, Poisonous, Giant

Type: Not applicable.

Class: Monster (Arachnid)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 20 x level.

Characteristics

Awareness: 4 See: "Disposition".

Charisma: Not applicable.

Constitution: 30

Coordination: 40

Dexterity: 50

Intelligence: 2

Mental-strength: 27

Strength: 30

Wisdom: 2

Movement:

Flying: Can't

Grounded: 14

Swimming: Can't

Luck: 0

Oxygen-points: 81

Blood-points: 90

Attack descriptions

Pinchers: 2

Damage: 1-D12 x4 +2

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Sting: 1

Damage: 1-D12 x3 +2 Poison + See: "Special Offences"

Range: 3 spaces (15')

Attack Type: Needle.

Defense: 40

Offense: 50

Damage-Points: Roll 3-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This is a common looking scorpion, though it is roughly the size of a horse.

Eye color: Yellow.

Eye shape: Medium-sized and Round.

Height: 2'-0"

Length: 10'-0"

Shell color: Sand-yellow.

Skin texture: Shell texture. Hard, like that of a giant clam or oyster.

Posture: Scorpion (8 legged).

Weight: 400 lbs.

Dislikes: Cold climates and fire.

Disposition: This creature is nocturnal, encountered within a cave, a shaded area, or at night. It is nearly blind, sensing its prey by movement. Even the heartbeat of a creature can be felt acutely by this creature.

Fears: Fire.

Habitat: Desert.

Immunities: None.

Life-span: 50 years.

Likes: Giant insects and animals.

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

Note: If master crafted successfully, an armorer can create plated armor pieces from the shell of this creature. The stats will be equal to Troll-hide Leather.

Scorpion Dagger: The stinger of the Giant Scorpion can be cut and fashioned into a dagger that is equivalent to a common dagger at x2 damage. The stinger must be fashioned by one who has the skills of both black smithing and carpentry at 90%+ in order to create the Scorpion Dagger in such a fashion. If one can be found to accomplish this natural forging, he or she must make an avoidance-roll vs. "Dexterity" in order to be successful. If the avoidance-roll is failed, the stinger will be ruined and will be good for nothing.

Time to create a Scorpion Dagger: 72 hours.

Venom Dagger: Once a Scorpion Dagger has been crafted, it can be further evolved into a Venom Dagger. The same person (or a person with equivalent or higher skills) can continue crafting the Scorpion Dagger into a Venom Dagger by forging it further.

The crafted must successfully make another avoidance-roll vs. "Dexterity" and "Intelligence" in order to be successful. If either avoidance-roll is failed, the Scorpion Dagger will be ruined and will be good for nothing.

Venom Dagger will hold 6 doses of any type of poison within its hilt. The poison will be released with a maximum strike in which 70%+ damage occurs.

Time to forge a Scorpion Dagger into a Venom Dagger: 144 hours.

Special Abilities: The tip of each pincher can release poison into its prey as well as its tail. Once it injects its venom, it will remain at a safe distance and wait for it to take effect. After venom takes effect, it will attack and devour it.

Special Defenses: Resistances: Blunt weapons will have a 30% chance of doing no damage per strike.
Damage-Reduction 4

Special Offenses: Scorpion Venom: The Giant Scorpion will inject venom into its victim if the damage of its attack causes the following: Claw: 25+ Stinger: 19+

Scorpion Poison:

Effects: Movement reduction, defense/offense reduction.

Avoidance-roll: Yes: vs. "Poison".

Successful: Movement: ½ (rounded down), -30 defense and offense.

Unsuccessful: Physical paralysis.

Complications: None.

Duration: 1-D8 turns.

Effect time: 3 turns (15 seconds)

Poison quantity: 3-D6 uses.

Poison value: 40 white-gold per use.

Susceptibilities: Cold-based attacks will cause a slowing to take hold of this creature for the duration of the cold effect. The specific effects are as follows:

½ movement (every other turn it can attack, move, etc.).

-25 to both defense and offense.

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