

Species, Breed: Elephant, Woolly Mammoth

Type: Prehistoric.

Class: Animal (mammal)

Align: Basic instinct creature

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

Level: 31 + 1-D10

Number encountered: 3-D6

Experience points: 150 x level.

Characteristics

Awareness: 26

Charisma: Not applicable.

Constitution: 100

Coordination: 20

Dexterity: 40 with the trunk / 5 with feet / 30 with the tusks.

Intelligence: 3

Mental-strength: 35

Strength: 200

Wisdom: 2

Movement:

Flying: Can't

Grounded: 1st turn = 9, after the 1st turn = 18

Swimming: 6 spaces (30')

Luck: None.

Oxygen-points: 105

Blood-points: 300

Attack descriptions

Tusk-strikes: 2

Damage: 1-D12 x12

Range: 2 spaces (10')

Attack type: Blunt.

or:

Trample: 4

Damage: 1-D12 x30

Range: 1 space (5')

Attack type: Blunt.

or:

Trunk-strikes: 2

Damage: 1-D12 x10

Range: 2 spaces (10')

Attack type: Blunt.

Defense: 50

Offense: 70 with the trunk / 35 with feet / 60 with the tusks

Damage-Points: Roll 10-D12 +36 x level.

Treasure: %Roll needed to have money and treasure:

None. See: "Notes" in the "Description" concerning the hair and tusks of this creature.

Description:

Annihilation Strike?:No.

Description: The Woolly Mammoth roams in herds and can stand as tall as 10' at the shoulders. It's tusks, on both male and female alike, can reach up to 14' in length. They use their tusks for impressing each other, scavenging for food and for fighting. The hair on the Wooly Mammoth can grow to a remarkable 3' in length.

Dislikes: Mankind.

Disposition: These are gentle creatures in their own way and have a society of their own, taking care of the young ceaselessly. They migrate within the colder areas and are quick to be startled. If startled, they will run, unless they feel their young are in danger.

Fears: Fire, lightning storms scare these creatures.

Habitat: Prehistoric.

Immunities: None.

Life-span: 100 years.

Likes: Solitude and many varieties of vegetation.

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

Note: The Woolly Mammoth lives in the Pleistocene - Holocene (175 MYA to 0.01 MYA)

The hair from the mammoth is an excellent source of material for making warm weather clothing. A seamstress will pay up to 10 white-gold per load of hair that comes from one of these great creatures (which is about 10 Lbs.). The average Mammoth has about 100 Lbs. of hair on its body.

The tusks are used to craft many things, both trinkets and weapons alike, and can fetch 10 black-gold per tusk on the market.

Special Abilities: None.

Special Defenses: Blunt weapons, and cold-based attacks, will only cause 25% of the normal damage (rounded down).

Special Offenses: None.

Susceptibilities: None.

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