

Species, Breed: Quanari

Type: Not applicable.

Class: Monster.

Align: Good.

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

Level: 31 + 1-D30

Number encountered: 1 (there will be a 1% chance of two being present).

Experience points: 500 x level.

Characteristics:

Awareness: 80

Charisma: Not applicable.

Constitution: 100

Coordination: 30

Dexterity: 30

Intelligence: 13

Mental-strength: 70

Strength: 700

Wisdom: 23

Movement:

Flying: Can't

Grounded: 20

Swimming: 60

Luck: 1,000

Oxygen-points: 210 This creature breathes air as well as water.

Blood-points: 300

Attack descriptions:

Wing-Talons: 2

Damage: 1-D100 x 4

Range: 5 spaces (25')

Attack type: Sharp.

Note: The two talons are positioned one at the tip of each great water-wing.

Defense: 60

Offense: 60

Damage-Points: Roll 1-D100 + 136 x level.

Treasure: %Roll needed to have money and treasure:

See: "Note".

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a massive octopus-like creature with great sea-wings.

Eye color: Same as its current skin color.

Eye shape: Large and oval.

Height: 27'-0" within water, 18'-0" If on land.

Length: 54'-0"

Skin color: This changes to the coloration of the background it is upon (as does the octopus).

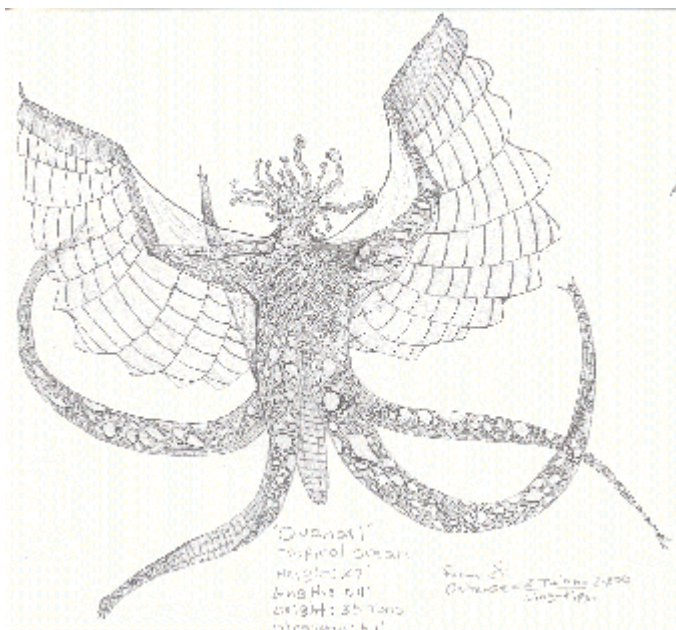
Skin texture: Like wet leather

Posture: Similar to an Octopus.

Weight: 35,000 lbs.

Wing contour: Semi-clear membrane.

Wingspan: 54'-0"



Dislikes: Hostility.

Disposition: Peaceful creature of the deep, the Quanari feed off the sediment at the ocean's deepest floors. Once per year cycle the Quanari seek to give their pearls away to sentient beings, either in the ocean's watery depths, or above . . . (Discretion of the G.M.). See: "Note".

Fears: Confrontations, although they are adept at combat.

Habitat: Ocean (Tropical).

Immunities: None.

Life-span: 25 ages (25,000 years).

Likes: Making allies. This creature is curious to expand its knowledge of all the world.

Needs: Unknown.

Note: The Quanari sift through the sand and rock, eating all. As the clam, these gentle giants finish creating 1-D4 massive pearls within their bodies. These pearls surface upon the their tentacles near their body just under a thin membrane. At full term these pearls are released, and as they are, they are taken by the Quanari and saved (to gift other creatures with).

The size of each pearl = 1-D100 x 3 scale (1 scale = 1 centimeter in diameter). Roll up the value of each pearl, using the pearl chart in the Treasure Book (the highest of 5 rolls for each).

Special Abilities: Empath: This creature can sense the feelings of others around it within 80 spaces (400').

Touch Telepathy: As the Psychic's spell, "Touch Telepathy".

Special Defenses: Natural Anti-Location: See: "Amulet, Anti-Location" in the Treasure Book.

Special Offenses: None.

Susceptibilities: Electricity will cause x2 damage on this creature.

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