

Species, Breed: Turtle, Great Sea

Type: Not applicable.

Class: Reptile (Monster)

Align: Basic instinct creature.

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

Level: 10 + 1-D30

Number encountered: 1 There will be a 5% chance that a migration of Great Sea Turtles has been encountered. If so, there will be 1-D100 +25 x2 encountered.

Experience points: 100 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 40

Coordination: 25

Dexterity: 25

Intelligence: 1

Mental-strength: 50

Strength: 300

Wisdom: 1

Movement:

Flying: Can't

Grounded: 12

Swimming: 24

Luck: None.

Oxygen-points: 1,500

Blood-points: 120

Attack descriptions

Bite: 1

Damage: 1-D100 x2 +56

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 25 / This creature gains no bonus for defense after reaching 32nd level or higher.

Offense: 25 / 55 if 32nd + level

Damage-Points: Roll 1-D100 + 56 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: None.

Note:

See: "Note"

Description:

Annihilation Strike?: No.

Description: This creature appears as a normal looking sea turtle, but it is massive in size.

Eye color: The pupil is a dark-yellow. About the pupil is black.

Eye shape: Large and slanted.

Height: 6'-0"

Length: 16'-0"

Shell color: Dark green.

Shell texture: Hard.

Posture: Turtle.

Weight: 7,000 lbs.

Dislikes: Predators. This creature will flee a predator, but if danger is too great it will hide within its shell. If it's shell does not protect it from being injured, the Great Sea Turtle will defend itself with powerful bites.

Disposition: Creatures can swim with these gentle giants; even ride on them. The nature of this massive turtle is usually very docile and calm.

Fears: Unknown.

Habitat: Ocean (Temperate).

Immunities: None.

Life-span: 10 ages (10,000 years)

Likes: Seaweed and fish.

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

Note: The fashioned shell of this creature can fetch around 3,000 white-gold (if the shell is in prime condition).

An adult shell can create 4 sets of shell-plate armor (humanoid armor) and will be considered as Earthen-steel quality plate armor, and will have the same resistances as Troll-hide Leather vs. Acid, Electricity and Fire.

If 1st master crafted, shell armor will be considered as Admontanium-steel quality plate armor, and will have the same resistances as Dragon-hide Leather vs. Acid, Electricity and Fire.

If a 1st master crafted shell armor is 2nd master crafted, it will be considered as Krannik-steel quality plate armor, and will have the same resistances as Borgus-hide Leather vs. Acid, Electricity and Fire.

Special Abilities: Enduring Breath: The Giant Sea Turtle can hold it's breath for extended lengths of time.

See: "Oxygen-points".

Night-vision: As the Psychic spell.

Special Defenses: Damage-Reduction: 50

Resistances: This creature has the following resistances:

Breath: 50% vs. breath-stealing / draining abilities and spells.

Paralysis: 50%

Stun: 70%

Special Offenses: None.

Susceptibilities: None.

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