

Species, Breed: **Shampstinger**

Type: Not applicable.

Class: Organic

Align: Basic needs of life

Gender: Not applicable.

Level: 1-D10 +21

Number encountered: 1

Experience points: 200 x level

Characteristics:

Awareness: 65 (not hearing, sense of smell, or visual -- senses vibrations through land and water keenly. Also senses body heat)

Charisma: 0

Constitution: 100

Coordination: 5

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200 for the body / 30 for each of its 50 tentacles.

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 6

Swimming: 3

Luck: None.

Oxygen-points: Not applicable. Does not need oxygen to exist.

Blood-points: None.

Attack descriptions:

Barbed Tentacle-Strikes: 50

Damage: 1-D12 x5

Range: 10 spaces (50') This is considered as a thrown weapon.

Attack type: Needle See: "Special Offenses".

Defense: 5

Offense: 40

Damage-Points: Roll 1-D100 + 36 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 2-D100

Bronze: 02+ to have 1-D100

Silver: 02+ to have 4-D20

Electrum: 02+ to have 3-D20

White-gold: 02+ to have 1-D20

Yellow-gold: 02+ to have 1-D12

Black-gold: 02+ to have 1-D10

Treasure item(s):

Common: None

UnCommon: None

Rare: 02+ to have 3-D10 +3

Legendary: 02+ to have 3-D6 +3

Note:

Any Treasure found will be found within the Champstinger.

Description:

Annihilation Strike?: Yes

Description: Height: 20'-0", Weight: 12,000 Lbs., Skin color: Green (like mixed wet moss and vines), Skin texture: As vines, moss and plants mixed into dome shape, Hair None, Hair texture: None, Eye color: None, Eye shape: None, Posture: Not applicable.

Dislikes: Unknown.

Disposition: Not applicable. Mindless.

Fears: Not applicable. Mindless.

Habitat: Swamp (wilderness)

Immunities: Magic-resistance: 70%; Mind alteration spells and abilities (charms, psychic mind attacks, etc.) have no effect.

Life-span: Unknown.

Likes: Unknown. This most terrifying creature eats anything.

Needs: All that is known is that this creature needs the sustenance and moist security of the region in which it lives.

Notes: The poison gland at the base of each tentacle is worth 5 Black-gold each (if removed successfully without destroying it). If a tentacle is severed, it will grow back in 30 days.

Special Abilities: This creature will sink down level with the surface of the swamp floor beneath watery areas (it is not found, nor will it traverse, dry land area, for it is cumbersome and needs semi-deep water to move about. If it becomes stranded upon an area that has less than 3' of water, it will lose 1-D20 damage-points to its body each and every turn. Similar to the whale, this creature needs a bed of water to support its great bulk.

Special defenses: Blunt weapon attacks do only 1/4 the normal damage (rounded up)

Special offenses: Swamp-poison: Upon causing 12 points of damage (the maximum damage that the Shampstinger can inflict) its target will be injected with Swamp-poison, thus an Avoidance-roll vs. "Poison" must be successful.

If the avoidance-roll is:

Successful: Partial paralysis, reduced attack (-40), defense (-40) and movement (reduced to 1 space (5') per turn), in 1-D4 turns.

Unsuccessful: Complete paralysis, unable to attack, defend, or move, in 1-D4 turns.

1. Duration of poison: 1 hour (720 turns).
2. While its victim is immobilized it will be taken by tentacles and fed down through its mouth. Once inside the Shampstinger a victim will be digested by the acids of its gullet (acids will cause 1-D20 to all area of the body).
3. If poisoned more than once, this poison will have no further effects.

Susceptibilities: None.

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