

Species, Breed: Millipede, Black-Crested

Type: Not applicable.

Class: Insect.

Align: Basic instinct creature.

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

Level: 4 + 1-D10

Number encountered: 3-D10

Experience points: 7 x level.

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 18

Coordination: 25

Dexterity: 25

Intelligence: 1

Mental-strength: 10

Strength: 12

Wisdom: 1

Movement:

Flying: Can't

Grounded: 4

Swimming: Can't

Luck: 0

Oxygen-points: 30

Blood-points: 54

Attack descriptions:

Bite: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

and:

Gaseous-Stench: 1

See: "Special Offences"

Defense: 25

Offense: 25

Damage-Points: Roll 1-D12 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a common millipede, yet very large in size.

Eye color: Black.

Eye shape: Small-sized and round.

Height: 1'-0"

Length: 6'-0"

Shell color: Black.

Shell texture: Hard.

Posture: Millipede.

Weight: 80 lbs.

Dislikes: Fire.

Disposition: These creatures are voracious hunters, traveling to and fro in swarms in search of mice, rats, large grubs, etc. They can also be a nuisance to small game farmers; especially chicken farmers, for they love the taste of chicken.

Fears: Electricity. Whenever a lightning storm occurs in any severity, these creatures will panic and flee.

Habitat: Forest (Common).

Immunities: Acid.

Life-span: 6 moons (180 days).

Likes: Chicken meat.

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

Note: Local Lawman's Office will give a bounty of 1 electrum for each head turned in, but only if there are chicken farms in the area which supply poultry to the civilization they govern and protect.

Special Abilities: Burrow: Millipede can burrow into soft earth and leaves, vanishing from sight if they feel threatened. They will burrow down at a rate of 1 space (5') per turn.

Special Defenses: Damage-Reduction: 1 vs. Physical damage.

Resistances: This creature has the following resistances:

Acid: 30%

Blunt: 35%

Needle: 55%

Sharp: 25%

Special Offenses: Gaseous-Stench: Releases a cloud of putrid gas in the immediate area and 1 space (5') out all around the Millipede (15' radius). This stench will last for 1-D4 turns. A creature caught within this stench must immediately make an avoidance-roll vs. "Poison". Whether or not the avoidance-roll is successful, the following will occur:

Failure:	Stunned for 1-D4 turns (-30 Defense and Offense).
Success:	Semi-stunned for 1 turn (-15 to Defense and Offense).

Susceptibilities: Electricity causes panic, fear, and x2 normal damage.

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