

Species, Breed: Squid, Moldering

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 31 + 1-D30

Number encountered: 1

Experience points: 300 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 90

Coordination: 20

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 300

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: 24

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Dark Tentacles: 8

Damage: 1-D100

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 50

Offense: 80

Damage-Points: Roll 1-D100 +54 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 1-D100 x40

Bronze: 65+ to have 1-D100 x35

Silver: 70+ to have 1-D100 x30

Electrum: 75+ to have 1-D100 x25

White-gold: 80+ to have 1-D100 x20

Yellow-gold: 85+ to have 1-D100 x15

Black-gold: 90+ to have 1-D100 x10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 1-D12

Legendary: 40+ to have 1-D6

Note:

The Moldering Squid will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 1-D6 Enchanted Armors

25% chance of having 3-D10 Enchanted Items

25% chance of having 1-D6 Enchanted Weapons

Description:

Annihilation Strike?: None.

Description: This creature appears to be a massive squid, rotted . . . as if dead and decaying.

Eye color: Rotted Green.

Eye shape: Large and round.

Length: 80'-0"

Skin color: Sickly gray-green.

Skin texture: Like the texture of a normal squid, yet rotted.

Posture: Squid.

Weight: 12,000 lbs.

Dislikes: Bright light. See: "Susceptibilities"

Disposition: This witless undead will destroy anything that moves. It is mindless, not knowing what it does, nor perceives its actions.

This undead collects and hoards treasure items which house magic and enchantments, for it is attracted to such things, instinctively taking some degree of comfort in the energy it feels from them.

Fears: None.

Habitat: Water Dimension.

Immunities: Charm (charms that deal with the undead can effect this creature), Consciousness, Disease, Fear, Gases, Illusion, Magic (only spells that deal directly with the undead, or spells that deal with the elements of lightning, can effect this creature), Mental-attack, Mind alterations, Pain, Poison (all types), Remorse, Shock, Sickness, Spiritual-attack and Stun.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Treasure.

Needs: None.

Note: None.

Special Abilities: Aura: Instinctively, this creature is drawn to the aura of items that house magical properties and enchantments that are within 45 spaces (125') if an avoidance-roll vs. "Awareness" is successful.

Night-vision: As the Psychic spell.

Special Defenses: Blunt weapon damage-reduction: 25

Resistances: This creature has the following resistances:

Charm: 10% See: "Immunities" before checking for this.

Enchantment: 10%

Magic: 10% See: "Immunities" before checking for this.

Water: 90%

Special Offenses: None.

Susceptibilities: Bright light will cause the following adjustments: -10 defense / -10 offense.

Electricity in all forms will cause x3 damage to this undead.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.