

Species, Breed: Scorpion, Sentry

Type: Not applicable.

Class: Monster (Arachnid)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 22 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 40

Intelligence: 2

Mental-strength: 40

Strength: 60

Wisdom: 2

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't

Luck: 30

Oxygen-points: 120

Blood-points: 90

Attack descriptions

Pinchers: 2

Damage: 1-D12 x4 +8

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Sting: 1

Damage: 1-D12 x3 +8 (non-poisonous)

Range: 3 spaces (15')

Attack Type: Needle.

Defense: 50

Offense: 40

Damage-Points: Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

50+ for 1-D4 random victims present.

If this creature has treasure, it will be feeding upon recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down a Shadima Lizardman: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

Description:

Annihilation Strike?: No.

Description: This is a heavily plated scorpion, though it is roughly the size of a horse.

Eye color: Orange.

Eye shape: Medium-sized and Round.

Height: 3'-0"

Length: 11'-0"

Shell color: Auburn.

Skin texture: Shell texture. Hard, like plated armor.

Posture: Scorpion (8 legged).

Weight: 700 lbs.

Dislikes: Unknown.

Disposition: This breed of scorpion has much different behavioral traits, differing from the normal type of scorpion behavior. This creature can be found shaded area during the day as well as at night, for it lies in wait for prey to come close before taking it down. Unlike the normal and giant breeds of scorpion, the Sentry Scorpion can see and hear very well.

Fears: None.

Habitat: Highland Desert.

Immunities: Fear.

Life-span: 200 years.

Likes: Giant insects and animals.

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

Note: If master crafted successfully, an armorer can create plated armor pieces from the shell of this creature. The stats will be equal to Earthen-steel Plate.

Special Abilities: None.

Special Defenses: Resistances: All weapons will have a 50% chance of doing no damage per strike.
Damage-Reduction 8

Special Offenses: None.

Susceptibilities: None.

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