

Species, Breed: Serpentine, Stone

Type: Not applicable.

Class: Fiend (reptile).

Align: Basic instinct creature (though extremely aggressive).

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 50 x level.

Characteristics:

Awareness: 18

Charisma: Not applicable.

Constitution: 27

Coordination: 25

Dexterity: 60

Intelligence: 2

Mental-strength: 20

Strength: 13

Wisdom: 3

Movement:

Flying: Can't

Grounded: 14

Swimming: 4

Luck: None.

Oxygen-points: 60

Blood-points: 81

Attack descriptions:

Bite: 1

Damage: 1-D4 +1

Range: 1 space (5')

Attack Type: Needle See: "Special Abilities".

Defense: 25

Offense: 60

Damage-Points: Roll 2-D10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 4-D20

Silver: 76+ to have 3-D20

Electrum: 81+ to have 2-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 2-D8

Black-gold: 96+ to have 1-D12

Treasure item(s):

Common: 65+ to have 1-D4

UnCommon: 65+ to have 1-D4

Rare: 91+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature appears to be a large snake sculpted from solid black stone, though it is flesh. Another curious feature of this creature is that it has snow-white horns along each side of its head (like a miniature dragon's horns). These horns are not weapons.

Eye color: Black

Eye shape: Small and sharply slanted.

Height: 4" This creature can raise up to a height of 4'

Length: 8'-0"

Skin color: Black.

Skin texture: Stone.

Posture: Snake.

Weight: 60 lbs.

Dislikes: Lightning and thunderstorms will have a 80% chance of scaring this creature into full retreat.

Disposition: This creature fancies the seclusion of dark and out of the way places. It is not prone to attacking another creature unless it feels threatened.

Fears: Electricity.

Habitat: Caves and Dungeons.

Immunities: Attacks that change body structure (such as a Medusa or Basilisk) do not effect this creature in the least.

Life-span: 3,000 years (three ages).

Likes: Rats and mice are the Stone Serpentine's favorite food.

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

Note: The cured and tanned hide of this creature can fetch around 60 black-gold (if the skin is in prime condition).

12 adult skins can create 1 full sets of scale-hide quality leather armor (humanoid armor).

If master tanned, this leather will retain a 10% resistance against charms and bewilderment (spells).

For every level it is master tanned, above 1, it will retain an added 2% to its current resistance, yet never more than 20%.

The skin of this creature is shed once every 3 years. Some master Trainers have been known to keep these creatures in captivity to collect their skins. This is a deadly hobby, for this creature is incredibly dangerous. The shed skin of this creature will only retain 5% of the previously mentioned resistance.

For every level a naturally shed skin it is master tanned, above 1, it will retain an added 1% to its current resistance.

Special Abilities: Night-vision: As the Psychic spell.

Special Defenses: Resistances: Charm and bewilderment type spells and abilities: 20%

Special Offenses: The teeth of this Fiend are many rows of needle-like barbs that pass through the special defenses of armoring worn unless a successful check to turn a Needle attack is rolled.

If bitten in the flesh, a victim must successfully make an avoidance-roll vs. "Paralysis", or the bitten body part will turn to blackened stone upon the beginning of the Serpentine's next offensive turn. If the head, neck, chest, or back is bitten, death will occur in 1-D10 turns. If this happens the bitten will slip into a coma in 1-D4 turns.

Susceptibilities: Electricity causes x2 damage on this creature.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.