

Species, Breed: Snake, Ice

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1

Experience points: 50 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 2

Mental-strength: 50

Strength: 40

Wisdom: 2

Movement:

Flying: Can't

Grounded: 16

Swimming: 5

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 2

Damage: 1-D100 + 4

Range: 3 spaces (15')

Attack Type: Sharp See: "Special offenses"

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 +5 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 45+ to have 1-D20 x3

Bronze: 50+ to have 1-D20 x3

Silver: 55+ to have 1-D20 x3

Electrum: 60+ to have 1-D20 x3

White-gold: 65+ to have 1-D20 x3

Yellow-gold: 70+ to have 1-D20 x3

Black-gold: 75+ to have 1-D20 x3

Treasure item(s):

Common: 50+ to have 1-D4

UnCommon: 55+ to have 1-D4

Rare: 60+ to have 1-D4

Legendary: 65+ to have 1-D4

Note:

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

15% chance of having 1-D4 Artifacts

10% chance of having 1-D4 Oracles

10% chance of having 1-D4 Relics

Description:

Annihilation Strike?: No.

Description: This creature looks like a very large snake made of clear ice.

Eye color: Clear, like ice.

Eye shape: As a snake's.

Height: 1'-0"

Length: 30'-0"

Skin color: Clear, like ice.

Skin texture: Ice.

Posture: Snake.

Weight: 1,200 lbs.

Dislikes: Fire, though it does not fear fire.

Disposition: This creature looks like an animated creature. It is not. Though this creature solely consists of the composition of ice, it is a fiend, and not an animated creature. Like the Stone Gargoyle, who's physical body is created from stone, or marble, the Ice Snake's physical composition is solely created from the natural element of ice.

This creature will voraciously attack anything that it detects.

Fears: Nothing. This creature harbors no fear for anything.

Habitat: Arctics.

Immunities: All forms of cold have no effect on this creature. In fact, any cold damage this creature sustains will heal it for the amount of damage it should have caused.

Life-span: Undying. This creature never ages.

Likes: Not applicable.

Needs: To dwell in permanently cold climates.

Note: None.

Special Abilities: None.

Special Defenses: None.

Special Offenses: Ice Venom: This is not actually a poison, but if a creature is bitten, it must make a successful avoidance-roll vs. "Paralysis" or will instantly be at half movement and attacks for 1-D4 +1 turns (this penalty of half movement and attacks stacks with each successful bite effect). When this venom is in effect, the target's defense and offense will be cut in half (rounded up).

Susceptibilities: Fire causes x3 damage.

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