

Species, Breed: Serpent, TerranX

Type: Not applicable.

Class: Reptile (Monster)

Align: Basic instinct creature.

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

Level: 5 + 1-D30

Number encountered: 1

Experience points: 320 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 100

Coordination: 35 / 18 out of the water.

Dexterity: 35

Intelligence: 4

Mental-strength: 85

Strength: 720

Wisdom: 3

Movement:

Flying: Can't

Grounded: 24

Swimming: 72

Luck: 150

Oxygen-points: 255

Blood-points: 300

Attack descriptions:

Bite: 1

Damage: 1-D12 x14 in 1-D4 areas of the body

Range: 6 spaces (30')

Attack type: Sharp

and:

Tail-strike: 1 / 2 turns (beginning on the second turn)

Damage: 1-D12 x12 in 1-D4 areas of the body

Range: 4 spaces (20')

Attack type: Blunt

Defense: 35 / 65 if 32nd + level (while in the water) ... 18 / 48 if 32nd + level (out of the water)

Offense: 35 / 65 if 32nd + level

Damage-Points: 1-D100 + 120 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x19

Bronze: 10+ to have 1-D100 x17

Silver: 10+ to have 1-D100 x15

Electrum: 10+ to have 1-D100 x13

White-gold: 10+ to have 1-D100 x11

Yellow-gold: 10+ to have 1-D100 x9

Black-gold: 10+ to have 1-D100 x7

Treasure item(s):

Common: 10+ to have 4-D10 +2

UnCommon: 20+ to have 3-D10 +2

Rare: 30+ to have 2-D10 +2

Legendary: 40+ to have 1-D10 +2

Notes:

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

10% chance of having 1-D4 Artifacts

15% chance of having 1-D4 Enchanted Armors

15% chance of having 1-D4 Enchanted Weapons

10% chance of having 1-D4 Oracles

25% chance of having 3-D20 random Gems.

10% chance of having 1-D20 random Special Gems.

10% chance of having 1-D4 Relics

The TerranX Serpent swallows creatures whole, thus and treasure rolled up will be found within its stomach.

Treasure that is swallowed will stay within the stomach of the TerranX Serpent for its entire life.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a thin, scaled, serpent, massive in size.

Eye color: Yellow.

Eye shape: Large and sharply slanted.

Height: 9'-0" This is how thick this creature is. On a hard surface it can rise up to a height of 100'-0". This creature is not round. Looking at it from the face, straight in the eyes, it is noticeably oval shaped.

Length: 200'-0"

Skin color: Blue-green.

Skin texture: Scaled (like a dragon)

Posture: Snake-like.

Weight: 60,000 lbs.

Dislikes: Unknown.

Disposition: The TerranX Serpent is the terror in the back of the mind of everyone who sails the open sea. It will take out a ship, devouring its passengers without a second thought and without warning. It is supposed that ships were built stronger and larger due to this creature's presence in the Tropical Oceans.

Fears: Fire. This creature will shy away from any flame that can actually harm it.

Habitat: Ocean (Tropical).

Immunities: Water-based abilities and spells have no effect upon this creature. Charms have no hold.

Life-span: 25 ages (25,000 years).

Likes: Hunting. This creature has the insatiable appetite for the hunt.

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

Note: The cured and tanned hide of this creature can fetch around 1-D12 x 14,000 white-gold (if the skin is in prime condition). An adult skin can create approximately 18 sets of TerranX Serpent Scale Armors (average human-sized). These armors can be master crafted for more desirable results as follows:

ARMOR CRAFTING: Prerequisite trade-skill to craft this item: Blacksmith and Leather Worker.

If crafted, one can create TerranX Serpent Scale Armor, which will be considered as Krakkin-Steel quality TerranX Serpent Scale Armor, and will have the same resistances as Scale-Hide Leather vs. Acid, Electricity and Fire.

If a crafted TerranX Serpent Scale Armor is 1st master crafted, it will be considered as Earthen-Steel quality TerranX Serpent Scale Armor, and will have the same resistances as Troll-Hide Leather vs. Acid, Electricity and Fire.

If a 1st crafted TerranX Serpent Scale Armor is 2nd master crafted, it will be considered as Admontanium-Steel quality TerranX Serpent Scale Armor, and will have the same resistances as Dragon-Hide Leather vs. Acid, Electricity and Fire.

If a 2nd crafted TerranX Serpent Scale Armor is 3rd master crafted, it will be considered as Krannik-Steel quality TerranX Serpent Scale Armor, and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

If a 3rd crafted TerranX Serpent Scale Armor is 4th master crafted, it will be considered as Starr-Steel quality TerranX Serpent Scale Armor (no magic-resistance), and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

If a 4th crafted TerranX Serpent Scale Armor is 5th master crafted, it will be considered as Mystical-Steel quality TerranX Serpent Scale Armor (no magic-resistance), and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

If a 5th crafted TerranX Serpent Scale Armor is 6th master crafted, it will be considered as Koar-Steel quality TerranX Serpent Scale Armor, and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

Special:

If master crafted, this armor will retain ½ of its "Resistances" as follows:

Abilities: 15%

Enchantment: 15%

Magic: 35%

Manipulation (mental): 35%

Manipulation (spiritual): 35%

Mental-attack: 35%

Mind Alteration: 35%

Petrification: 35%

Spiritual-attack: 35%

Stun: 35%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

Special Abilities: None.

Special Defenses: Resistances: This creature has the following resistances:

Abilities: 30%

Enchantment: 30%

Magic: 70%

Manipulation (mental): 70%

Manipulation (spiritual): 70%

Mental-attack: 70%

Mind Alteration: 70%

Petrification: 70%

Spiritual-attack: 70%

Stun: 70%

Special Offenses: None.

Susceptibilities: Electricity causes x2 damage on this creature when it is wet. Check "Resistances" first.

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