

Species, Breed: Serpentine, Gold

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 fashioned from solid yellow-gold, though it is flesh. Another curious feature of this creature is that it has silver horns along each side of its head (like a miniature dragon's horns). These horns are not weapons.

Eye color: Gold.

Eye shape: Small and sharply slanted.

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

Length: 8'-0"

Skin color: Gold.

Skin texture: Stone.

Posture: Snake.

Weight: 60 lbs.

Dislikes: Fire. Fire 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: Fire.

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: Bats and spiders are the Gold 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 250 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 remarkable 10% resistance against enchantments.

This is the reason this creature's hide is so highly valued.

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: Enchantment: 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 yellow-gold 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: Fire causes x2 damage on this creature.

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