

**Species, Breed:** Decadont (Dess - ah - dahnt)

**Type:** Not applicable.

**Class:** Fiend (Mammal)

**Align:** Evil.

**Gender:** Not applicable.

**Level:** 12 + 1-D20

**Number encountered:** 1-D4

The number encountered will be outside a Decadont civilization. If within the boundaries of their civilization, the number encountered will be 1-D100 +35 x5. To see if a Decadont civilization has been discovered roll a 99+

**Experience points:** 110 x level.

## **Characteristics**

Awareness: 28 while on land / 38 while in water.

Charisma: Female: 40, Male: 30

Constitution: 35

Coordination: 30

Dexterity: 36

Intelligence: 26

Mental-strength: 50

Strength: 35

Wisdom: 24

## **Movement:**

Flying: Can't

Grounded: 6

Swimming: 18

**Luck:** None.

**Oxygen-points:** 150. This creature can breathe both air and water.

**Blood-points:** 72

## Attack descriptions

Trident: 3

Damage: 3-D6 x3

These creatures forge the Thraxxen Trident. This weapon will always cause x3 damage.

A D6 will always be rolled with the % dice attack-roll, a 1 or 6 indicating x3 additional damage. Example:

If this creature strikes a foe, causing 3-D6 x3 damage, and the D6 rolls a 1 or 6 also, the damage caused will be, again, multiplied by 3 (a maximum possible damage = 162).

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 30 / 60 if 32<sup>nd</sup> level.

Offense: 36 / 66 if 32<sup>nd</sup> level.

Damage-Points: Roll 3-D12 +3 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D20 x7

Bronze: 45+ to have 1-D20 x6

Silver: 50+ to have 1-D20 x5

Electrum: 55+ to have 1-D20 x4

White-gold: 60+ to have 1-D20 x3

Yellow-gold: 65+ to have 1-D20 x2

Black-gold: 70+ to have 1-D20

Treasure item(s):

Common: None.

UnCommon: 30+ to have 1-D8 +1

Rare: 60+ to have 1

Legendary: 90+ to have 1

# Description:

Annihilation Strike?: Yes.

Description: This creature appears to be half snake (the waist down), half humanoid (from the waist up). The end of their tail is shark-like in appearance.

Eye color: White.

Eye shape: Medium-sized and oval.

Hair color: White.

Hair texture: Straight and course. This creature never cuts its hair.

Height: 5'-0"

Length: 14'-0"

Skin color: Milky-white.

Skin texture: Scaly.

Posture: Half serpent, half humanoid (from the waist up).

Weight: 280 lbs.

**Dislikes:** Unknown.

**Disposition:** This creature seemingly has no inward feelings. It shows no emotion, nor does it attempt any form of communication. The Decadont are warlike, and only take slaves of those who surrender instantly to their aggressive maneuvers.

The females of this species is much more prone to conversing with outsiders, while the males are more likely to instantly attack.

**Fears:** None.

**Habitat:** Dark Forest. This creature is very rarely found in other regions.

**Immunities:** Charm, Fear, Pain, Remorse and suggestive-type abilities and spells have no effect.

**Life-span:** 200 years.

**Likes:** Conquest.

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

**Note:** This creature has been known to align with mankind at times, though this alignment is most always with those with evil dispositions.

**Special Abilities: Modification-points:** Males will have a 10% chance of having modification-points. The Females will have an 80% chance to have modification-points as follows: 1-D6 per level advanced.

The females will spend modification-points on spell-casting, which they delve into and love.

The males will spend modification-points on non-spell casting arts of war.

These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn abilities and spells directly from the Adventurer charts).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Special Defenses: Night-Vision: As the Psychic's spell.

**Special Offenses:** Thraxxen Trident. See: "Attack descriptions" on page #2.

**Susceptibilities:** Sudden bursts of light will cause a penalty of -60 on attacks, and -30 to defend for 1-D6 turns. After this, such attack will not effect them again.

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