

Species, Breed: Animated

Type: Snake, Shardlace

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 12 + 1-D12

Number encountered: 1

Experience points: 60 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 13

Swimming: Can't. Can slither underwater at a rate of 12 spaces (60') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 2

Damage: 1-D12 x4 +4 + possible Shardlace (see: "Special offenses").

Range: 3 spaces (15')

Attack Type: Needle.

Defense: 40

Offense: 40

Damage-Points: Roll 3-D12 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 2-D20 x10

Bronze: 55+ to have 1-D20 x5

Silver: 60+ to have 1-D12 x5

Electrum: 65+ to have 2-D10 x5

White-gold: 70+ to have 1-D8 x10

Yellow-gold: 75+ to have 1-D6 x2

Black-gold: 80+ to have 1-D4 x2

Treasure item(s):

Common: 30+ to have 1-D8

UnCommon: 50+ to have 1-D6

Rare: 70+ to have 1-D4

Legendary: 90+ to have 1

The Shardlace serpent will swallow all treasure and corpses it defeats. Once inside this animation, it will store it.

Description:

Annihilation Strike?: No.

Description: The Shardlace Snake appears to be a giant bull snake sculpted from stone.

Eye color: Black.

Eye shape: Large and slanted.

Height: 2'-0"

Length: 25'-0"

Color: Dark-gray.

Texture: Stone.

Posture: Snake.

Weight: 2,500 lbs.

Dislikes: Not applicable.

Disposition: This creature is constructed of solid stone at the hands of nature itself. It wanders, as does a normal snake, hunting for anything that moves. This animation does not have a master, but is an independent animated creature.

Fears: None.

Habitat: Multiple.

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: None.

Needs: None.

Note: The damage a stone-based ability and/or spell inflicts will heal this creature for the damage it would have caused normally.

Special Abilities: Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of surface creatures walking upon the ground within 12 spaces (60') on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 3

Retribution: If this creature is struck by a non-magical weapon, causing 50%+ damage, it will have a 30% chance of breaking.

Special Offenses: Shardlace: There will be a 25% chance per turn that this creature will spit razor-sharp shards of stone at its target. This is considered as a hurled weapon (+30 to offensive roll).

Damage: 1-D10 x6 in 2-D6 areas of the target's body (roll all damage separately for all areas).

Susceptibilities: None.

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.