

Species, Breed: Serpent, Ocean

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: 300 x level.

Characteristics:

Awareness: 35

Charisma: Not applicable.

Constitution: 100

Coordination: 30 / 15 out of the water.

Dexterity: 30

Intelligence: 3

Mental-strength: 80

Strength: 700

Wisdom: 2

Movement:

Flying: Can't

Grounded: 22

Swimming: 66

Luck: 100

Oxygen-points: 240

Blood-points: 300

Attack descriptions:

Bite: 1

Damage: 1-D12 x12 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 x10 in 1-D4 areas of the body

Range: 4 spaces (20')

Attack type: Blunt

Defense: 30 / 60 if 32nd + level (while in the water) ... 15 / 30 if 32nd + level (out of the water)

Offense: 30 / 60 if 32nd + level

Damage-Points: 1-D100 + 116 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x17

Bronze: 10+ to have 1-D100 x15

Silver: 10+ to have 1-D100 x13

Electrum: 10+ to have 1-D100 x11

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

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

Black-gold: 10+ to have 1-D100 x5

Treasure item(s):

Common: 10+ to have 4-D10

UnCommon: 20+ to have 3-D10

Rare: 30+ to have 2-D10

Legendary: 40+ to have 1-D10

Notes:

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

5% chance of having 1-D4 Artifacts

10% chance of having 1-D4 Enchanted Armors

10% chance of having 1-D4 Enchanted Weapons

5% chance of having 1-D4 Oracles

20% chance of having 3-D20 random Gems.

5% chance of having 1-D20 random Special Gems.

5% chance of having 1-D4 Relics

The Ocean 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 Ocean Serpent for its entire life.

Description:

Annihilation Strike?: No.

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

Eye color: Green.

Eye shape: Large and slanted.

Height: 8'-0" This is how thick this creature is. One a hard surface it can rise up to a height of 90'-0".

Length: 180'-0"

Skin color: Green.

Skin texture: Scaled (like a dragon)

Posture: Snake-like.

Weight: 54,000 lbs.

Dislikes: Quanari. This creature dislikes the Quanari for some reason -- enough to attack and slay them. Some speculate the Ocean Serpent has a strong lust for the Quanari's massive pearls.

Disposition: The Ocean Serpent is a very aware creature, delving deep into the ocean, searching, always searching. It will take out a ship on sight and plague and toy with the inhabitants struggling to survive.

Fears: Unknown.

Habitat: Ocean (Temperate).

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

Life-span: 13 ages (13,000 years)

Likes: Quanari and Whale meat.

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

Note: The cured and tanned hide of this creature can fetch around 1-D6 x 4,000 white-gold (if the skin is in prime condition). An adult skin can create approximately 16 sets of Ocean 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 Ocean Serpent Scale Armor, which will be considered as Krakkin-Steel quality Ocean Serpent Scale Armor, and will have the same resistances as Scale-Hide Leather vs. Acid, Electricity and Fire.

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

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

If a 2nd crafted Ocean Serpent Scale Armor is 3rd master crafted, it will be considered as Krannik-Steel quality Ocean 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:

Enchantment: 5%

Magic: 25%

Manipulation (mental): 20%

Manipulation (spiritual): 10%

Mental-attack: 20%

Mind Alteration: 20%

Petrification: 15%

Spiritual-attack: 10%

Stun: 20%

For every level this armor is master crafted, above 1, it will retain an added 2% to its current resistances, yet not to exceed this creatures maximum resistances.

Special Abilities: None.

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

Enchantment: 10%

Magic: 50%

Manipulation (mental): 40%

Manipulation (spiritual): 20%

Mental-attack: 40%

Mind Alteration: 40%

Petrification: 30%

Spiritual-attack: 20%

Stun: 40%

Special Offenses: None.

Susceptibilities: Electricity causes x2 damage on this creature when it is wet.

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