

Species, Breed: Serpentine, Acid

Type: Not applicable.

Class: Fiend (reptile).

Align: Basic instinct creature (though extremely aggressive).

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

Level: 20 + 1-D30 +1

Number encountered: 1

Experience points: 170 x level.

Characteristics:

Awareness: 36

Charisma: Not applicable.

Constitution: 54

Coordination: 50

Dexterity: 65

Intelligence: 2

Mental-strength: 75

Strength: 45

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18

Swimming: 7

Luck: 100

Oxygen-points: 225

Blood-points: 112

Attack descriptions:

Bites: 3

Damage: 1-D12 x5 +6

Range: 2 spaces (10')

Attack Type: Needle See: "Special Offenses"

Defense: 50 / 80 if 32nd + level

Offense: 65 / 95 if 32nd + level

Damage-Points: Roll 2-D20 +5 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 13+ to have 1-D100 x7

Silver: 16+ to have 1-D100 x6

Electrum: 19+ to have 1-D100 x5

White-gold: 22+ to have 1-D100 x4

Yellow-gold: 25+ to have 1-D100 x3

Black-gold: 28+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 41+ to have 1-D6

Legendary: 81+ to have 1-D4

Description:

Annihilation Strike?: No.

Description: This creature appears to be a giant snake sculpted from solid white stone, though it is flesh. Another curious feature of this creature is that it has ink-black horns along each side of its head (like a miniature dragon's horns). These horns are not weapons.

Eye color: White.

Eye shape: Small and sharply slanted.

Height: 12" This creature can raise up to a height of 9'-0"

Length: `18'-0"

Skin color: White.

Skin texture: Stone.

Posture: Snake.

Weight: 1,600 lbs.

Dislikes: Water. This creature will not enter into water willingly. See: "Susceptibilities"

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: Water.

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: Acid Bats are the Acid 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 60 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 10% resistance against disintegration spells.

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: Acid Venom: If bitten in the flesh, victim must successfully make an avoidance-roll vs. "Paralysis", or bitten body part will seared for an additional 1-D10 x10 acid damage.

Special Defenses: Resistances: Disintegration spells: 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.

Susceptibilities: Water causes 3-D20 damage per turn to this creature.

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