

# DEMONIC REPTILES

Demonic reptiles are evil creatures from the infernal realms. They are not natural and will always attack any living creatures they encounter. They can be found almost anywhere, but are more common in desolate and dangerous places. They are rarely found in groups, except when being commanded by a full demon.

Basilisks are large eight-legged reptiles, a bit larger than humans. Demon Cobras and Two-Headed Snakes are giant, significantly larger than humans. Doom Turtles, Doom Snakes, and Hydra are truly gigantic, many times the size of a human. Note that Doom Turtles are not aquatic (but can swim in lava).

## BASILISK (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D8	D4	D12	D10	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D8	3	1	8

### ATTACKS AND ABILITIES

**BITE:** D10 (D20 against stone)

**PETRIFYING GAZE:** D12 vs. FOR, R1, Cooldown

DARKSIGHT, PETRIFY IMMUNITY, SYLVAN, CHTHONIC

### PETRIFYING GAZE (MAJOR)

A basilisk's gaze is an attack (vs. FOR) that turns the target to stone for a number of turns equal to the number of successes (or permanently if the successes are double the target's HPs). While petrified, the target's defense against any type of attack is always a maximum roll of double the target's FOR.

## DEMON COBRA (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D8	D12	D12	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	4	4	12

### ATTACKS AND ABILITIES

**BITE:** D10, Poisoned (Virulent)

**SPIT POISON:** D10 vs. FOR, Virulent Poison, R1

**ENTHRALL:** D12 vs. PRE, R1, Cooldown, 1 MP

DARKSIGHT, POISON IMMUNITY, SYLVAN, CHTHONIC

## TWO-HEADED SNAKE (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D10	D6	D10	D16	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	3	3	20

### ATTACKS AND ABILITIES

**BITE:** D12, Poisoned

DARKSIGHT, POISON IMMUNITY, TWO-HEADED BITE, SYLVAN, CHTHONIC

### TWO-HEADED BITE

This creature can make two bite attacks with one major action, as long as it has more than half its hit points left. Both of these attacks could be made against the same target.

## DOOM TURTLE (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D6	D6	D12	D20	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D20	2	3	25

### ATTACKS AND ABILITIES

**BITE:** D12

**SEAR:** D12 vs. FOR, Minor, Burning

DARKSIGHT, FIRE IMMUNITY, SYLVAN, CHTHONIC

## DOOM SNAKE (5<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D8	D6	D12	D16	D8
MOVE	ATT	DEF	AP	MP	HP
TUNNEL	D16	D12	3	3	24

### ATTACKS AND ABILITIES

**BITE:** D16, R1

**SEAR:** D16 vs. FOR, Minor, Burning

**SWALLOW:** D20 vs. FOR, Minor, Swallow

DARKSIGHT, FIRE IMMUNITY, AMBUSH, TUNNELING, SYLVAN, CHTHONIC

### SEAR (MINOR)

After a successful bite attack, these creatures can use a minor action to regurgitate molten rock. Damage done by this attack (against FOR) is doubled, but is applied at a rate of one hit point per turn. This attack cannot be made on the same turn that an attempt to swallow is made.

## HYDRA (6<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D10	D6	D16	D16	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	3	3	27

### ATTACKS AND ABILITIES

**BITE:** D12, R1, Minor

DARKSIGHT, AMPHIBIOUS, REGENERATION, NINE-HEADED, SYLVAN, CHTHONIC

### NINE-HEADED

This creature can make three bite attacks with each minor action, up to a maximum of the number of active heads in one turn. Every three points of damage takes out one head, but one HP is automatically healed every turn (which can restore lost heads) as long as the creature is conscious. A given target can only be attacked by two heads at once.