

Created/Converted by Robert James Freemantle.

A 15 foot long monster, as seen in Madness In Freeport's 'Sunken Temple of Yig'.
This is the converted creation I made into the Age system to run it for a Dragon Age group of level 9's.

The following is a free public conversion for the AGE system. I do not own AGE.

<u>Monstrous Zombie Constrictor</u>	<u>ABILITIES (FOCUSES)</u>
-2	Communication
8	Constitution (Stamina, Swimming)
0	Cunning
-1	Dexterity (Unnatural Speed)
0	Magic (Primal)
4	Perception (Hearing, Tracking)
10	Strength (Climbing, Intimidation, Might, Bite)
10	Willpower (Courage, Faith, Morale, Self Discipline)

<u>COMBAT RATINGS</u>			
SPEED RATING	HEALTH	DEFENSE	ARMOUR
15 (Initially)	120	10	5
<u>ATTACKS</u>			
WEAPON	ATTACK ROLL		DAMAGE
Bite 10	+10		3D6 +
<u>POWERS</u>			
<u>Favoured Stunts:</u> <i>Envenom, Body Smash, Shake/Throw, Steal The Initiative.</i>			
<u>Stunts:</u> Envenom 3 SP: <i>-4 Dexterity. (Healing effects cure only -2 at a time!) (Yes, constrictor's don't normally have venom, but this is an avatar of a God, cut him some slack eh?)</i>			

Body Smash 3 SP: Strikes any foe within 15 yards with the effects of a Mind Blast. **Test to resist is versus 3D6 +10.** Success = Prone, Failure = Stun effect with **TN 15 Constitution (Stamina)** to clear it in following rounds.

Shake/Throw 5 SP: Target of a Bite attack is thrown 2D6 yards for **2D6 (Piercing) damage.** Furthermore, they must pass a **TN 16 Constitution (Stamina) test** or be subject to a bleed effect, for **1D6 (Penetrating) damage** every round until healed in some way (Not taking a breather!)

Powers: Shed Damage: On the outset of any source of damage done to it, the constrictor can decide to shed its skin and nullify all damage done to it for the entire rest of the round! However, the snake is then down by one armour point permanently to a minimum of **zero**. At zero armour points it can no longer shed its skin. (Don't tell the players it works that way though perhaps, as you want them to waste mana and stay close to the danger zone. Also, you need to leave them something to work out via 'Stay Aware', after all)

Brain Function Loss: The snake can either move or attack, it cannot do both in the same round (except by way of stunts, e.g. skirmish).

Constrict: After successfully making a Bite attack, can constrict that same target for **1D6 +10** each round after. Two such victims can be constricted simultaneously. To escape requires a (Major Action) **Advanced Test TN 13 Strength (Might) Threshold 16.** Coiled victims can still act as normal (except movement) at a -3 to all tests. Stunt Points can be allocated towards the escape threshold. Allies can aid in freeing a victim, if adjacent, by way of a major action and a **TN 13 Strength (Might)** test adding to the victim's threshold.

Indefatigable: Immune to all movement impairing effects.

Monstrous Size: Can treat any target within 15 yards as being in melee contact with it

Fear: This huge beast causes a fear test, **TN 13 Willpower (Courage)** or be stunned as per the paralyse rule.

Optional: To make this encounter even harder, when the snake takes large amounts of damage later on, the damage to its tissues releases a toxin from within forcing a repetition of the above test, once more, with perhaps yet another some time later on.