Hypnosnake

Large Magical Beast
HD: 8d10 (44 hp)
Init: +3 (Dex)
Speed: 20 ft, climb 20 ft, swim 20 ft
AC: 16 (-1 size, +3 Dex, +4 natural)
Attacks: Bite +8 melee, tail barb +2 melee
Damage: Bite 1d8, tail barb 1d6
Face/Reach: 5 ft by 5 ft (coiled)/10 ft
Special Attacks: Sleep gaze
Special Qualities: Darkvision 60 ft
Saves: Fort +6 Ref +9 Will +3
Abilities: Str 10 Dex 17 Con 11 Int 1 Wis 12 Chr 12
Skills: Balance +11, Hide +3, Listen +8, Spot +8
Feats: Alertness, Weapon Focus (bite)
Climate: Any land and underground
Organization: Solitary
Treasure: None
Alignment: Usually chaotic evil
Advancement: 9-12 HD (Large), 13-24 HD (Huge)

The hypnosnake appears as a large 10-20 foot long constrictor or viper with red, glowing eyes. Its scales are red and green striped, darkening as they near the tail.

COMBAT

The hypnosnake attacks by using its sleep gaze to incapacitate its opponents. It then attacks with its bite and tail barb attacks. If outmatched, the hypnosnake usually flees combat.

Sleep Gaze (Su): Sleep as the spell cast by an 8th-level sorcerer, 30 feet. Will save (DC 15) negates. Note that the hypnosnake is not limited to the number of creatures or HD of creatures it can affect with its gaze (and creatures with 5 or more HD can be affected).

Skills: Hypnosnares receive a +4 racial bonus to Hide, Listen, and Spot checks, and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.