LAMIA NOBLE

The lamia nobles rule over the lamias and the wild, lonely areas they inhabit. They differ from the normal lamias in that the lamia nobles' lower bodies are those of giant serpents and their upper bodies can be either male or female. It is rumored that the normal female lamia is born from the union of two nobles. Lamia nobles are given to outbursts of senseless violence.

Creating a Lamia Noble

“Noble” is a template that can be added to any lamia, hereafter referred to as the “base creature.” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: HD increases by +1.

Speed: Decrease to 30 ft.

Attacks: Same as the base creature, adjusted for increased HD. Males favor short swords, while female nobles prefer to attack unarmed and only with magic.

Special Attacks: A lamia noble retains all the special attacks of the base creature, and gains those listed below. Saves have a DC of 10 + 1/2 lamia noble’s HD + lamia noble’s Charisma modifier unless noted otherwise.

Spells: Male nobles can replicate arcane spells as a sorcerer of level 1-6 (roll 1d6 to determine caster level). Females replicate spells as a sorcerer of level 2-8 (roll 2d4 to determine caster level).

Special Qualities: A lamia noble retains all the special qualities of the base creature, and also gains those listed below. Saves have a DC of +1/2 lamia noble’s HD + lamia noble’s Charisma modifier unless noted otherwise.

Alternate Form (Su): All lamia nobles are able to assume human form. In this guise they attempt to penetrate human society and wreak evil. When in human form, they are recognizable as lamias only with a successful Sense Motive check (DC 30). Clerics and paladins receive a +2 insight modifier to this check.

Spells Resistance: SR 17

Saves: Same as the base creature, adjusted for increased HD.

Skills: Same as the base creature, adjusted for increased HD.

CR: Same as the base creature +2

Advancement: 11-14 HD (Large), 15-30 HD (Huge)