

Species, Breed: Snakeman, Green

Type: Not applicable.

Class: Reptile (monster)

Align: 01-90: Evil, 91-00: Good.

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

Level: 1-D8

Number encountered: 3-D4 There will be a 10% chance of finding The Pit (the underground dwelling of the Snakemen). If this happens, the number encountered initially will be 10% of The Pits number (i.e., if you encountered 6, The Pit will have 60).

Experience points: 5 x level.

Characteristics:

Awareness: 16

Charisma: Not applicable.

Constitution: 14

Coordination: 22

Dexterity: 22

Intelligence: 7

Mental-strength: 20

Strength: 10

Wisdom: 4

Movement:

Flying: Can't

Grounded: 9

Swimming: 5 Snakeman is an innate swimmer.

Luck: 0

Oxygen-points: 60

Blood-points: 32

Attack descriptions:

2 Bites: 1-D4 / 1 space (5') / Sharp attack

Defense: 22

Offense: 22

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 91+ to have 2-D20

Bronze: 91+ to have 1-D20

Silver: 91+ to have 1-D12

Electrum: 91+ to have 2-D6

White-gold: 91+ to have 1-D10

Yellow-gold: 91+ to have 1-D8

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 91+ to have 1-D8

Uncommon: 96+ to have 1-D6

Rare: 00+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Half snake, half humanoid. Height: 4'-0", Weight: 50 Lbs., Skin color: Grass-green-brown mix, Skin texture: Scaly, Hair None, Hair texture: None, Eye color: Green, Eye shape: Slanted, Posture: Biped.

Dislikes: Lizardman. These two species are constantly, and instinctively, at war with each other. When encountered, there will be a 05% chance (96+ roll) that: 01-50 = A fight is about to commence between the two species, 51-00 = Has just ended.

Disposition: This creature is always on the lookout for food for its clan. It is always on the hunt to slay Lizardmen.

Fears: Birds.

Habitat: Grasslands.

Immunities: None.

Life-span: 25 years.

Likes: Unknown.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Green Poison: See: "Special Offences"

Special defenses: None.

Special offenses: Snakeman Venom: The Snakeman will inject its venom into the blood-stream of its victim if it causes maximum damage on a strike.

Snakeman Poison:

Aftereffects: None.

Avoidance-roll: Yes: vs. "Poison".

Successful: -5 on all defensive and offensive rolls.

Unsuccessful: -10 on all defensive and offensive rolls.

Complications: None.

Duration: 1-D4+1 hours.

Effect time: 1-D4+1 turns.

Poison quantity: 1-D4 uses found per Snakeman.

Poison value: 10 white-gold each

Special: Effects will vary with multiple bites and size of the creature being poisoned (discretion of the G.M.).

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.