

Species, Breed: Snake, Black Mamba, Giant

Type: Not applicable.

Class: Monster

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 50 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 35

Coordination: 30

Dexterity: 30

Intelligence: 1

Mental-strength: 20

Strength: 30

Wisdom: 1

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 50

Oxygen-points: 60

Blood-points: 105

Attack descriptions:

2 Toxin bite: 2-D100 / 3 spaces (15') / Sharp attack. See: "Special Offences".

Defense: 30

Offense: 30

Damage-Points: Roll 1-D20 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 86+ to have 1-D100

Bronze: 86+ to have 1-D100

Silver: 86+ to have 1-D100

Electrum: 86+ to have 1-D100

White-gold: 91+ to have 3-D20

Yellow-gold: 91+ to have 2-D20

Black-gold: 96+ to have 1-D20

Treasure item(s):

Common: 91+ to have 2-D8

Uncommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Length, 30" Height: 2', Weight: 900 Lbs., Skin color: Black, Skin texture: Scaly, Eye color: Black, Eye shape: Small rounded., Posture: As a Snake.

Dislikes: Fire.

Disposition:

Fears: Fire.

Habitat: Forest and Jungle.

Immunities: Poison.

Life-span: 100 years..

Likes: Animals.

Needs: Unknown.

Note: The Giant Black Mamba is exactly like the smaller version of the snake. This one is much larger though. Its color is ash black and its eyes are a glossy black as well. This snake is very aggressive and will attack 60% of the time. If it feels threatened in any way it will attack 91% of the time unless it has a clear escape.

Special Abilities: None.

Special defenses: None.

Special offenses: Deadly poisonous bite. If a creature is bitten in the flesh by the Black Mamba it will die on the second turn after being struck.

There is a chance that the fangs of a snake penetrating armor types without damaging the armor - with the exception of skin armor. The following is the chances. If the chance proves positive then direct flesh damage will be taken to the creature it has struck with the poison in effect:

Type of armor wearing / chance of penetration

Leather	15%
Spiked Leather	12%
Skin	0% (Elven Skin resists snake bites).
Ring	60%
Scale	20%
Chain	40%
Banded	10%

Splint	07%
Plate	04%

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.