

Species, Breed: Snake, Cobra, 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: 30

Coordination: 25

Dexterity: 25

Intelligence: 1

Mental-strength: 20

Strength: 28

Wisdom: 1

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 50

Oxygen-points: 60

Blood-points: 90

Attack descriptions:

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

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 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: Desert, Forest, and Jungle

Immunities: Poison.

Life-span: 100 years..

Likes: Animals.

Needs: Unknown.

Note: The Giant Cobra is exactly like the smaller version of the snake. This one is much larger though. Its color is gray (the under side) and dark-brown to a brown-black top. When cornered this snake will rise up and flatten out its hood, just below its head, creating the illusion of a pair of eyes (its markings) on the inside of its hood. Most creatures think that this is its head and strike for the hooded area while the Cobra waits for it to. then the cobra strikes down on the fooled creature attempting to poison it and get the fight over with. The Giant Cobra will not attack unless it is cornered. It is a shy creature and will only attack if it feels threatened.

Special Abilities: None.

Special defenses: None.

Special offenses: Deadly poisonous bite. If a creature is bitten in the flesh by the Cobra it will die on the third 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.