

# Encounter type: **Snakeman, Common**

# Encountered: 1-D6 per 3 players.

Attacks per turn: 2

Attack types / Damage per successful attack: Bite: 1-D6, Bite: 1-D6

D20 roll needed to have Gold / # of gold coins found: 19+ / 1

D20 roll needed to have Silver / # of silver coins: 18+ / 1-D6

D20 roll needed to have **Treasure** / # of treasure items found: 19+ / 1 Check for each to have treasure.

Defense: 9

Experience: 4

Life-points: 12

Offense: +2

Region: Grass Wilderland.

Special: Poison Bite: When the Common Snakeman causes a maximum damage bite, it will inject its victim with poison, causing the following penalties:

- 2 Defense
- 2 Offense

Duration: 1-D6 Travel Turns.