

Species, Breed: Snake, Dungeon

Type: Not applicable.

Class: Fiend (reptile).

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 18

Charisma: Not applicable.

Constitution: 25

Coordination: 40

Dexterity: 30

Intelligence: 3

Mental-strength: 22

Strength: 40

Wisdom: 3

Movement:

Flying: Can't

Grounded: 16

Swimming: 6 (will not swim willingly).

Luck: 100

Oxygen-points: 66

Blood-points: 75

Attack descriptions:

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

Defense: 40

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 51+ to have 1-D100

Bronze: 56+ to have 1-D100

Silver: 61+ to have 1-D100

Electrum: 66+ to have 1-D100

White-gold: 71+ to have 3-D20

Yellow-gold: 76+ to have 2-D20

Black-gold: 81+ to have 1-D20

Treasure item(s):

Common: 40+ to have 2-D8

Uncommon: 40+ to have 1-D6

Rare: 86+ to have 1

Legendary: 91+ to have 1

Treasure will be inside the snake in the dungeon setting within it.

Description:

Annihilation Strike?: No.

Description: Length, 30', Weight: 900 Lbs., Skin color: Dull-black, Eye color: Lava- red, Eye shape: Medium rounded., Posture: As a Snake.

Dislikes: Enchanted weapons. It will attack and devour any enchanted weapon it takes notice of. This will be for safe keeping.

Disposition:

Fears: None.

Habitat: Volcanic..

Immunities: Poison.

Life-span: 2,000 years..

Likes: Treasure.

Needs: Unknown.

Note: The Dungeon snake is the most curious of creatures. It's sustenance comes from its victims it has swallowed whole. Victims that have been swallowed whole will black out for 1-4 turns (roll 1 D-4). When consciousness occurs, the victim will find that he or she is within the confines of a dungeon.

To get out one must solve the mystery of the dungeon, or defeat what has been devoured before (the mystery will be strictly up to the G.M., and could be anything from exploring the entire dungeon, finding a secret passageway, or taking a chance of some form or another). There is a 50% chance (roll a 51+) that there will be an encounter (most deadly of 3 rolls) somewhere within the dungeon (defeat it and be set free). If there is not, then the trapped must solve the mystery.

While within the dungeon belly of the Dungeon Snake one does not age in the least, nor can suicide be successful in any way shape or form (but wounds can become disabling for a while).

Hunger and thirst do not have to be maintained, but the effects of hunger and thirst will be constantly felt (but not to the point of penalties).

All treasure the Dungeon Snake possesses will be within the Dungeon, either being used by the previously captured creature, or hidden away.

Special Abilities: Inside the belly of a Dungeon snake there lies a three chamber dungeon. G.M.: Have a

dungeon made for this encounter just in case it swallows its victim whole.

Special defenses: None.

Special offenses: *Engulf*: The Dungeon Snake will magically swallow its victim whole on a maximum strike (unless target evades the attack).

Susceptibilities: None.

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