

Species, Breed: Snake, Viper, 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: 18

Charisma: Not applicable.

Constitution: 28

Coordination: 28

Dexterity: 28

Intelligence: 1

Mental-strength: 20

Strength: 29

Wisdom: 1

Movement:

Flying: Can't

Grounded: 15

Swimming: 15

Luck: 50

Oxygen-points: 60

Blood-points: 84

Attack descriptions:

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

Defense: 28

Offense: 28

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: Brown and tan, Skin texture: Smooth and Scaly,

Eye color: Yellow, Eye shape: Small rounded., Posture: As a Snake.

Dislikes: Fire, cold, weather, and water.

Disposition:

Fears: Fire, cold, and weather.

Habitat: Jungle.

Immunities: Viper Poison.

Life-span: 60 years..

Likes: Rabbits and other medium sized animals.

Needs: Unknown.

Note: The Giant Viper is exactly like the common Viper but huge. It - like the Cobra - is a relatively shy creature, minding its own business. If cornered it will fight viciously.

Special Abilities: None.

Special defenses: None.

Special offenses: There is a chance of 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%

If a creature is bitten it will die on the sixth turn after being bitten, unless its constitution is 21+ in which case it will contract a level #3 sickness. See: "Sickness, Explanation of:". The poison will take effect 6 Battle-Board turns after being bitten.

Susceptibilities: None.

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