

A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry
RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



Snakes
For the Majestic Fantasy RPG

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Snake

Normal snakes are not particularly dangerous except for viper and cobra because their poisonous bite. Vipers are highly poisonous, and about a foot or two in length. Cobras are about four to six feet long. Constrictors are also four to six feet long and not poisonous. Anacondas and giant pythons are considered Giant Constrictor Snakes.

Viper

Init +0; AC 5[14]; HD 1d6 hp; HP 4; Save 18;

Move 180'; CL/XP 2/30;

Attacks (x1)

Bite; HTB +0, DMG 1 (*Poison Bite*);

Special

Poison Bite: If the viper hits with its bite, the target must make a favored saving throw versus poison or die.

Harvest

Snake Skin 2d; 1 oz. Viper Venom 10d/oz.;

Cobra

Init +0; AC 5[14]; HD 1; HP 4; Save 17;

Move 160'; CL/XP 3/60;

Attacks (x1)

Bite; HTB +1, DMG 1 (*Poison Bite*);

Special

Poison Bite: If the Cobra hits with its bite, the target must make a saving throw versus poison or die.

Harvest

Snake Skin 2d; 1 oz. Cobra Venom 100d/oz.;

Constrictor

Init +1; AC 6[13]; HD 2; HP 7; Save 16;

Move 120'; CL/XP 2/30;

Attacks (x1)

Constriction; HTB +2, DMG 1d3 (*Constriction*);

Special

Constriction: If the constrictor hits with a successful attack it will continue to 1d3 damage on subsequent round until killed or a 15+ or better Athletic ability check is made.

Harvest

Snake Skin 2d;

Giant Constrictor

Init +3; AC 5[14]; HD 6; HP 21; Save 11;

Move 100'; CL/XP 7/600;

Attacks (x1)

Constriction; HTB +2, DMG 1d3 (*Constriction*);

Special

Constriction: If the giant constrictor hits with a successful attack it will continue to 2d4 damage on subsequent round until killed or a 20+ or better Athletic ability check is made.

Harvest

Snake Skin 20d;

Silurians

During the Dawn Wars, the demons altered various types of animals into servitor creatures. Among these were the Silurians, giant man-sized snakes created with two arms with claws and a painful venomous bite. In addition the demons successfully merged in the wolf's pack-instinct allowing the Silurians to operate in large packs (2d6 Silurians) hunting the enemies of the demons. Since imprisonment of the Demons in the Abyss, these creatures inhabit the jungles of the Majestic Fantasy Realms. They like to swarm in the trees above before attacking their prey. They are capable climbers due to their arms and can scale stone as easily as they can trees. They are often captured and bred to serve an evil master often guarding an underground lair. Fortunately Silurians are quite rare.

Silurian

Init +1; AC 5[14]; HD 3; HP 12; Save 14;

Move 120'/90' (climbing); CL/XP 4/120;

Attacks (x3)

Bite; HTB +3, DMG 1d6 (*Poison Bite*);

Claws (x2); HTB +3, DMG 1d6;

Special

Pack Hunter: When two or more Silurians attack a single target together they get +2 to hit.

Constriction: If the Silurian hits with a successful claw attack it will wrap its tail around the victim and do 1d4 damage on subsequent rounds until killed or a 15+ or better Athletic ability check is made.

Poison Bite: If the Silurian hits with its bite, the target must make a saving throw versus poison or suffer an additional 2d6 damage as their body is wracked with pain.

Harvest

Snake Skin 50d; Silurian Venom 50d/oz. (1d6 oz. when harvested)

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