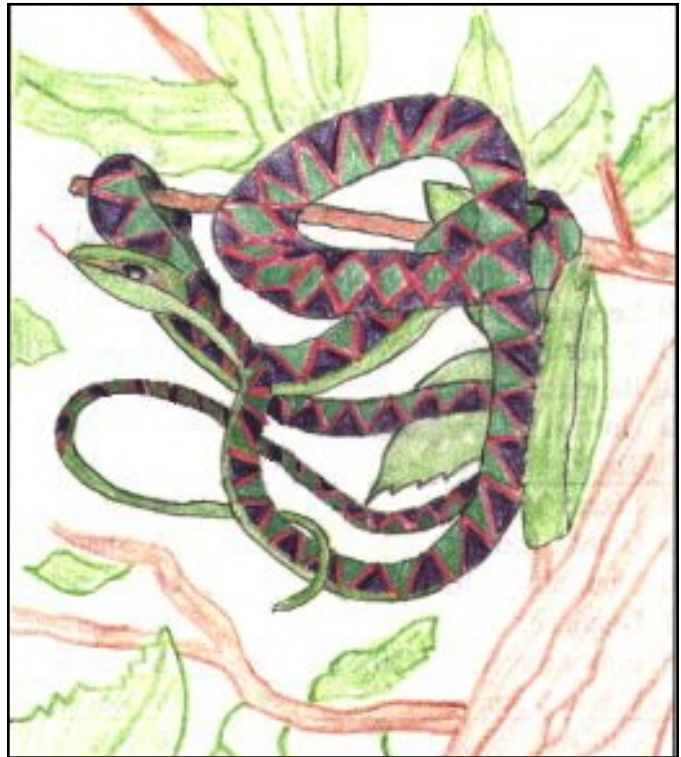


Snake, Snake Marsh Viper

CLIMATE/TERRAIN:	Swamp/Woodlands
FREQUENCY:	Rare/Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12//36
HIT DICE:	1/2 or 1
THACO:	20/19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1
CRIT. HIT/FUMBLE:	5%/90%
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1-3' long)
MORALE:	Average (8-10)
XP VALUE:	1/2 hd 35 1 hd 65



This colorful snake found only in the northern marshes of Eirbron, most prevalently in the Snake Marsh, moves very quickly, its speed allows it to take two bite attacks per round. With each bite it injects a deadly nerve toxin which will kill a victim within two phases unless a save vs. poison is made at -6.

These snakes have a bad temperament and are quickly provoked. Any attempt to capture a snake will surely cause it to attack.

The skin of the Snake Marsh Viper is highly valued for its use in clothing and boots. Each snake skin can be sold for 25 gp at the market in Saltmarsh, Verbronia, Fathritch, and Obdanwyll. The hides sell for greater prices outside of Eirbron.

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