

# Snake, Giant Poisonous

written by CresthavenRPG Guru | November 20, 2014

*Uncommon | Huge | Neutral | Animal*

These giant hooded snakes rear up before delivering their toxic bites.

**Armor Class**   **Hit Points**     **Move**

15                      16  
                    (4 Hit Dice)   walk 90 ft

**Appearing**   1d4

**Habitat**       Coastal, Forest, Hills, Mountains, Plains, Swamp, Underground

**Negotiation** no

**Morale DC**    11

**Challenge**    1.3 (390 XP per monster)

## Ability Scores

**STR DEX CON INT WIS CHA**

0    3    1    -2    0    -3

## Combat

Has 2 attacks. Hit Bonus +6. Damage Bite. 2d4 damage

## Special Attacks

Poison. These snakes deliver toxins automatically through their bite. To avoid poison, Constitution DC 13 or become incapacitated in 1d4 turns lasting 2d4 days.

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## Treasure

**Individual:** None

**Lair:** None