

Snake, Viper

written by CresthavenRPG Guru | January 23, 2020

Rare | Tiny | Neutral | Animal

Vipers are not particularly aggressive snakes, but their poisonous bite can be deadly.

Armor Class 16
Hit Points 4
Move

walk
20
ft
swim
20
ft

Appearing 1d20

Habitat Any
Warm, Coastal, Desert, Underground, Urban

Negotiation no

Morale DC 14

Challenge 0.1 (30 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

-1 -1 0 -3 1 -3

Combat

Has 1 attack. Hit Bonus +1. Damage: Bite 1d2

Special Attacks

Poison. These snakes deliver toxins automatically through their bite. To avoid poison, Constitution DC 15 or become incapacitated in 1d4 turns and die in 1d6 days.

Treasure

Individual: None

Lair: None