

SNAKE

Snakes are terrestrial and aquatic predatory reptiles; they include all species of snakes and similar creatures.

- Thrash snakes include nonvenomous biting snakes, such as garden snakes, grass snakes and king snakes. Although they lack venom, they are incredibly quick, and some are adroit at killing bite snakes.
- Bite snakes include venomous viperous biting snakes, such as rattlesnakes, adders, cottonmouths, cobras, coral snakes, mambas and sea snakes.
- Wrap snakes include non-venomous constricting snakes such as boas, pythons and anacondas. Renowned for their ability to trip and crush prey, they are the most feared pound-for-pound grapplers of all.
- Mesmerizer snakes are variants with hard scales and penetrating gazes that can manipulate prey into failing to run away.

SNAKE TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent
Liferviews: <i>lashful-detached, lashful-wicked, laxful-detached, laxful-wicked</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning ⅙×⅙×¼ to Helming 1×1×7
Role: warrior
Creature Knowledge: • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 11 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 19
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> —
Augmentations: Nml +5; hasten +3; physical strikes +3, physical harm +1; <i>deepfare</i> +1 (train: sta); <i>dive</i> +1 (train +1); <i>landfare</i> +1 (train: imp); <i>look</i> +3 (train: imp); <i>lurk</i> +4 (train: imp; <i>avail:1</i>); <i>seafare</i> +1 (train: sta); <i>search</i> +1 (train: sta); <i>toil</i> +3 (train: imp; <i>avail:1</i>); <i>tumble</i> +3 (train: adv; <i>avail:1</i>)
Carcass Harvest: • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 16 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 20 • <i>Fangs:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 11 • <i>Hide, Scales:</i> [(1d4)×cubes] coppers; <i>taw</i> (sta) DR 15
Lair Treasure: • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

THRASH SNAKE
Tier: Beginning
Liferview: <i>lashful-detached</i>
Languages: Beast
Shape: ¼×½×¼
Size Modifier: +5
Mass Modifier: ±0
Speed: walk 6; swim 2
Roottraits: Brw 0; Lth 3; Smt 0; Wis 2; Glt 0
Hasten: 5
Defenses: Nml 27; Ftl 13; Mfl 12
Grit: 4+2d4 [9]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, shake, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>frost</i> 6, <i>shock</i> 1; <u>resistant</u> <i>wreck</i> 3, <i>rot</i> 1; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +3 (sta); <i>dive</i> +3 (imp); <i>landfare</i> +4 (imp); <i>look</i> +6 (imp); <i>lurk</i> +9 (imp; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +3 (sta); <i>toil</i> +4 (imp; <i>avail:1</i>); <i>tumble</i> +8 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +6; <i>wreck</i> (<i>rend-stab</i>) harm 1d2+1 Option
[adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>clingclimb; grappling – improved; inferior defense</i> (Mfl)
Ascension-Point Value: 5

MESMERIZER SNAKE TEMPLATE
Movement Alterations: walk +1, swim +3
Harm Yields Alterations: resistant <i>wreck</i> +2
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, charmed, enthralled</i>
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>bite</i> strikes – base variable harm +1 d-step
Mesmerize [adjuvant; 1 pneuma]: engage 1 target that relies on visual senses in counter-Wis challenge – if target fails, it suffers speed penalty equal to –[1×Wis]; duration [1×tier] rounds
Ascension-Point-Value Alterations: +5

ALPENGARD | MONSTER STATISTICS

BITE SNAKE
Tier: Raising Lifeview: <i>lashful-wicked</i> Languages: Beast
Shape: ½×1×½ Size Modifier: +2 Mass Modifier: ±0 Speed: walk 10; swim 3
Roottraits: Brw 1; Lth 4; Smt 0; Wis 2; Glt 0 Hasten: 5 Defenses: Nml 26; Ftl 18; Mfl 12 Grit: 10+3d4 [18] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, shake, logos, charis, heinous</i> ; <u>vulnerable</u> <i>frost</i> 7, <i>shock</i> 1; <u>resistant</u> <i>wreck</i> 2, <i>rot</i> 3; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +3 (sta); <i>dive</i> +5 (imp); <i>landfare</i> +4 (imp); <i>look</i> +6 (imp); <i>lurk</i> +10 (imp; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +3 (sta); <i>toil</i> +5 (imp; <i>avail:1</i>); <i>tumble</i> +9 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +7; <i>wreck (stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4) Option [adjuvant; 1 pneuma]: <i>poison</i> (greater)
Monster and Mortal Powers: <i>clingclimb; grappling – improved; inferior defense</i> (Mfl)
Ascension-Point Value: 9

WRAP SNAKE
Tier: Honing Lifeview: <i>lashful-detached</i> Languages: Beast
Shape: 1×3×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 8; swim 4
Roottraits: Brw 8; Lth 3; Smt 0; Wis 2; Glt 2 Hasten: 5 Defenses: Nml 25; Ftl 26; Mfl 14 Grit: 34+5d4 [47] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, shake, logos, charis, heinous</i> ; <u>vulnerable</u> <i>frost</i> 9, <i>shock</i> 2; <u>resistant</u> <i>wreck</i> 4, <i>rot</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +7 (sta); <i>dive</i> +11 (imp); <i>landfare</i> +9 (imp); <i>look</i> +7 (imp); <i>lurk</i> +9 (imp; <i>avail:1</i>); <i>seafare</i> +7 (sta); <i>search</i> +3 (sta); <i>toil</i> +13 (imp; <i>avail:1</i>); <i>tumble</i> +8 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +6; <i>whelm</i> harm 3d4+9 Option [adjuvant; 0 pneuma]: <i>grab</i> Option [adjuvant; 0 pneuma]: <i>grasp</i> and <i>constrict</i> (1d8)
Monster and Mortal Powers: <i>clingclimb; grappling – advanced</i> (counter-grappling challenge rolls <i>avail:2</i>); <i>inferior defense</i> (Mfl)
Ascension-Point Value: 20