

Snake, Giant, Amphisbaena  
(from the Monster Manual)

FREQUENCY: Very rare  
NO. APPEARING: 1-3  
ARMOR CLASS: 3  
MOVE: 12"  
HIT DICE: 6  
% IN LAIR: 0%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-3/1-3  
SPECIAL ATTACKS: Poison  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Animal  
ALIGNMENT: Neutral  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: V/475+6/hp

Giant snakes are likely to be found in any climate save the coldest. All are carnivorous.

These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It is able to attack with both heads, and victims failing to save versus poison when bitten die instantly. Cold-based attacks do not harm the amphisbaena.