

Constrictor Snake

December 28, 2022



Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 13 (2d10 + 2)
- **Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 14 (+2) | 12 (+1) | 1 (-5) | 10 (+0) | 3 (-4) |

- **Senses** blindsight 10 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.