

# Giant Constrictor Snake

March 8, 2023



Huge beast, unaligned

**Armor Class** 12

**Hit Points** 60 (8d12 + 8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

**Saving Throws**

**Skills** Perception +2

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** blindsight 10 ft., passive Perception 12

**Languages** --

**Challenge** 2 (450 XP)

## Actions

**Bite.** Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

**Constrict.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.