Snake, Giant Sea

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Uncommon | *Gargantuan* | *Neutral* | *Animal*

Snakes are long, slender reptiles that can be found anywhere in the entire world, even in the coldest arctic regions.

Armor Class	Hit Points	Move
15	40 *(10 Hit Dice)*	walk 60 ft swim 80 ft
Appearing	1d8	
Habitat	Fresh Water,Salt Water,Swamp,Underground	
Negotiation	no	
Morale DC	11	
Challenge	11.7 (3,510 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	3	1	-2	0	-3

Combat

Has 2 attacks. Hit Bonus +3. Damage: Bite. 2d4 +3

Special Attacks

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

Constricting. If the snake makes an attack of 18+ the target become grappled and constricted. Until the grapple is broken the target takes 3d6 damage per round.

Sink Ships. Its constricting grasp on small ships can crush them in 10 rounds. Sea snakes attack ships only when they are hungry (20% chance).

Treasure

Individual: None

Lair: None