

Snake, Giant Sea

written by CresthavenRPG Guru | January 23, 2020

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 15
Hit Points 40
Move 60 ft

Hit Dice (10)
Hit 10
Dice 10
Move 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