

Giant Constrictor Snake

Huge, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

60 (8d12 + 8)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Swim 30 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Perception +2

Senses Blindsight 10 ft.; Passive Perception 12

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Languages None

STR

19
+4

DEX

14
+2

CON

12
+1

INT

1
-5

WIS

10
+0

CHA

3
-4

Actions

Bite. Melee Attack Roll: +6, reach 10 ft. Hit: 11 (2d6 + 4) Piercing damage.

Constrict. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled and Restrained conditions.

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