

Sea Serpent

Huge, Monstrosity, Unaligned

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ARMOR CLASS

18

HIT POINTS

297 (22d12 + 154)

CHALLENGE

14 | 11,500 XP

PROFICIENCY

+5

Speed	Swim 80 ft.
Initiative	+2
Saving Throws	Con +12, Str +14, Wis +7
Skills	Perception +7
Damage Resistances	Cold
Senses	Darkvision 120 ft.; Passive Perception 17
Passive Perception	17
Languages	None

STR

29
+9

DEX

14
+2

CON

24
+7

INT

4
-3

WIS

14
+2

CHA

10
+0

Traits

Oceanic Bulk. The serpent can move through hostile creatures spaces while swimming, but cannot end its movement there.

Water Breathing. The serpent can breathe only underwater.

Actions

Multiattack. The serpent makes two attacks: Bite and Tail.

Bite. Melee Attack Roll: +14, reach 15 ft. Hit: 32 (4d10 + 10) Piercing damage.

Tail. Melee Attack Roll: +14, reach 20 ft. Hit: 28 (4d8 + 10) Bludgeoning damage.

Capsize Surge (Recharge 5-6). Strength Saving Throw: creatures and vessels in a 60-foot Line. Failure: 72 (16d8) Bludgeoning damage and the target is pushed 30 feet. Success: Half damage.

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