RAINBOW SERPENT

Huge • Fey • Chaotic Neutral



Armor Class 16
Initiative +3 (13)
Hit Points 152 (16d12 + 48)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +6, Cha +7
Skills Perception +6, Stealth +11
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., passive Perception 16
Languages Common, Sylvan
CR 10 (XP 5,900; PB +4)

Light Movement. When the serpent moves, it can move through a space as narrow as 1 inch without squeezing, and it doesn't provoke opportunity attacks. It can't end its turn inside a space that isn't large enough for its size.

Magic Resistance. The serpent has advantage on saving throws against spells and other magical effects.

Rainbow Trail. A 20-foot-long rainbow trail follows the serpent, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The serpent can suppress or restore this light (no action required).

Refracted Form. Whenever the serpent is subjected to radiant damage by a source other than itself, it regains a number of hit points equal to the radiant damage dealt.

ACTIONS

Multiattack. The serpent makes one Bite attack, uses its Constrict, and uses its Spellcasting for an at-will spell.

Bite. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) radiant damage.

Constrict. *Strength Saving Throw:* DC 17, one Huge or smaller creature the serpent can see within 10 feet. *Failure:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). While grappled this way, the target is restrained and blinded, and the serpent can't use Constrict on another target.

Spellcasting. The serpent casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

> At will: *color spray, dancing lights, faerie fire, major image, moonbeam*
>
> 2/day: *daylight* (level 6)*, hypnotic pattern*
>
> 1/day: *hallucinatory terrain*, *prismatic spray, sunbeam, sunburst*

REACTIONS

Color Shift (Recharges 5-6). *Trigger:* While concentrating on the *major image* spell, creating an illusion within 60 feet of it, the serpent is targeted by an attack roll. *Response:* The attack roll misses. Then the serpent magically switches position with the illusion.

RAINBOW SERPENT — WEAKER



Armor Class 15
Initiative +2 (12)
Hit Points 110 (13d12 + 26)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +5, Wis +4, Cha +5
Skills Perception +4, Stealth +8
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., passive Perception 14
Languages Common, Sylvan
CR 7 (XP 2,900; PB +3)

Light Movement. When the serpent moves, it can move through a space as narrow as 1 inch without squeezing, and it doesn’t provoke opportunity attacks. It can’t end its turn inside a space that isn’t large enough for its size.

Magic Resistance. The serpent has advantage on saving throws against spells and other magical effects.

Rainbow Trail. A 20-foot-long rainbow trail follows the serpent, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The serpent can suppress or restore this light (no action required).

Refracted Form. Whenever the serpent is subjected to radiant damage by a source other than itself, it regains a number of hit points equal to the radiant damage dealt.

ACTIONS

Multiattack. The serpent makes one Bite attack, uses its Constrict, and uses its Spellcasting for an at-will spell.

Bite. *Melee Weapon Attack:* +7, reach 15 ft. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) radiant damage.

Constrict. *Strength Saving Throw:* DC 15, one Huge or smaller creature the serpent can see within 10 feet. *Failure:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). While grappled this way, the target is restrained and blinded, and the serpent can't use Constrict on another target.

Spellcasting. The serpent casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

> At will: *color spray, dancing lights, faerie fire, major image, moonbeam*
>
> 2/day: *daylight* (level 5)*, hypnotic pattern*
>
> 1/day: *hallucinatory terrain*, *prismatic spray, sunbeam*

REACTIONS

Color Shift (Recharges 5-6). *Trigger:* While concentrating on the *major imag*e spell, creating an illusion within 60 feet of it, the serpent is targeted by an attack roll. *Response:* The attack roll misses. Then the serpent magically switches position with the illusion.

RAINBOW SERPENT — STRONGER

Armor Class 17 **Initiative** +4 (14)
Hit Points 199 (19d12 + 76)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	18 (+4)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +9, Wis +8, Cha +9
Skills Perception +8, Stealth +14
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., passive Perception 18
Languages Common, Sylvan
CR 13 (XP 10,000; PB +5)



Light Movement. When the serpent moves, it can move through a space as narrow as 1 inch without squeezing, and it doesn’t provoke opportunity attacks. It can’t end its turn inside a space that isn’t large enough for its size.

Magic Resistance. The serpent has advantage on saving throws against spells and other magical effects.

Rainbow Trail. A 20-foot-long rainbow trail follows the serpent, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The serpent can suppress or restore this light (no action required).

Refracted Form. Whenever the serpent is subjected to radiant damage by a source other than itself, it regains a number of hit points equal to the radiant damage dealt.

ACTIONS

Multiattack. The serpent makes one Bite attack, uses its Constrict, and uses its Spellcasting for an at-will spell.

Bite. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 22 (3d10 + 6) piercing damage plus 18 (4d8) radiant damage.

Constrict. *Strength Saving Throw:* DC 17, one Huge or smaller creature the serpent can see within 10 feet. *Failure:* 28 (4d10 + 6) bludgeoning damage, and the target is grappled (escape DC 17). While grappled this way, the target is restrained and blinded, and the serpent can't use Constrict on another target.

Spellcasting. The serpent casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

> At will: *color spray, dancing lights, faerie fire, major image, moonbeam*
>
> 2/day: *daylight* (level 7)*, hypnotic pattern*
>
> 1/day: *hallucinatory terrain*, *prismatic spray, sunbeam, sunburst*

REACTIONS

Color Shift (Recharges 5-6). *Trigger:* While concentrating on the *major imag*e spell, creating an illusion within 60 feet of it, the serpent is targeted by an attack roll. *Response:* The attack roll misses. Then the serpent magically switches position with the illusion.