

SEA SERPENT

Huge or Gargantuan • Beast • Unaligned

Armor Class 18

Initiative +2 (12)

Hit Points 147 (14d12 + 56)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	3 (-4)	14 (+2)	5 (-3)

Saving Throws Str +9, Con +8

Skills Perception +6, Stealth +6

Damage Immunities cold

Senses blindsight 30 ft., passive Perception 16

Languages —

CR 9 (XP 5,000; PB +4)



Blood Frenzy. The serpent has advantage on attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The serpent can breathe only underwater.

ACTIONS

Multiattack. The serpent one Bite attack and uses its Constrict. If Screech is available to use, the serpent can replace its Bite attack with it.

Bite. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 24 (3d12 + 5) piercing damage plus 10 (3d6) cold damage.

Constrict. *Strength Saving Throw:* DC 17, one Large or smaller creature the serpent can see within 5 feet. *Failure:* 18 (3d8 + 5) bludgeoning damage, the target is grappled (escape DC 17), and it is restrained until the grapple ends.

Screech (Recharge 5-6). *Constitution Saving Throw:* DC 16, each creature that is not deafened in a 90-foot emanation originating from the serpent. *Failure:* 10 (3d6) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.

SEA SERPENT — WEAKER

Armor Class 17

Initiative +1 (11)

Hit Points 114 (12d12 + 36)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Saving Throws Str +7, Con +6

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., passive Perception 14

Languages —

CR 6 (XP 2,300; PB +3)



Blood Frenzy. The serpent has advantage on attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The serpent can breathe only underwater.

ACTIONS

Multiattack. The serpent one Bite attack and uses its Constrict. If Screech is available to use, the serpent can replace its Bite attack with it.

Bite. *Melee Weapon Attack:* +7, reach 15 ft. *Hit:* 17 (2d12 + 4) piercing damage plus 7 (2d6) cold damage.

Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature the serpent can see within 5 feet. *Failure:* 13 (2d8 + 4) bludgeoning damage, the target is grappled (escape DC 15), and it is restrained until the grapple ends.

Screech (Recharge 5-6). *Constitution Saving Throw:* DC 14, each creature that is not deafened in a 90-foot emanation originating from the serpent. *Failure:* 7 (2d6) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.

SEA SERPENT — STRONGER

Armor Class 19

Initiative +3 (13)

Hit Points 184 (16d12 + 80)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	3 (-4)	15 (+2)	5 (-3)

Saving Throws Str +10, Con +9

Skills Perception +6, Stealth +7

Damage Immunities cold

Senses blindsight 30 ft., passive Perception 16

Languages —

CR 12 (XP 8,400; PB +4)



Blood Frenzy. The serpent has advantage on attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The serpent can breathe only underwater.

ACTIONS

Multiattack. The serpent one Bite attack and uses its Constrict. If Screech is available to use, the serpent can replace its Bite attack with it.

Bite. *Melee Weapon Attack:* +10, reach 15 ft. *Hit:* 32 (4d12 + 6) piercing damage plus 14 (4d6) cold damage.

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the serpent can see within 5 feet. *Failure:* 24 (4d8 + 6) bludgeoning damage, the target is grappled (escape DC 18), and it is restrained until the grapple ends.

Screech (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature that is not deafened in a 90-foot emanation originating from the serpent. *Failure:* 14 (4d6) thunder damage and the target is stunned until the end of its next turn. *Success:* Half damage.