

CLOCKWORK SERPENT

Huge • Construct • Unaligned

Armor Class 16

Initiative +1 (11)

Hit Points 95 (10d12 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 11

Languages understands creator's languages but can't speak

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



Acid Susceptibility. When the serpent takes acid damage, its speed is halved until the end of its next turn.

Magnetic Climb. The serpent can climb difficult surfaces, including along ceilings, without needing to make an ability check, provided the surface is made out of metal.

Unusual Nature. The serpent doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict. It can replace the Bite attack with a use of Metal Net or Poison Mist.

Bite. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 21 (3d10 + 5) piercing damage.

Constrict. *Strength Saving Throw:* DC 16, one Large or smaller creature the serpent can see within 10 feet. *Failure:* 23 (4d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). While grappled, the target is restrained.

Poison Mist (1/Day). The area in a 20-foot emanation originating from the serpent, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. While inside the area, any breathing creature is poisoned.

Metal Net (3/Day). *Dexterity Saving Throw:* DC 14, one creature within 60 feet that the serpent can see. *Failure:* The target becomes restrained until the net is destroyed (AC 17; HP 15; immunity to poison and psychic damage).

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 14, one creature made out of metal, wearing metal armor, or being restrained by the serpent's Metal Net within 60 feet. *Failure:* The target is pulled 15 feet towards the serpent.

CLOCKWORK SERPENT — WEAKER

Armor Class 15

Initiative +1 (11)

Hit Points 51 (6d12 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 11

Languages understands creator's languages but can't speak

CR 3 (XP 700; PB +2)



Acid Susceptibility. When the serpent takes acid damage, its speed is halved until the end of its next turn.

Magnetic Climb. The serpent can climb difficult surfaces, including along ceilings, without needing to make an ability check, provided the surface is made out of metal.

Unusual Nature. The serpent doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict. It can replace the Bite attack with a use of Metal Net or Poison Mist.

Bite. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 13 (2d8 + 4) piercing damage.

Constrict. *Strength Saving Throw:* DC 16, one Large or smaller creature the serpent can see within 10 feet. *Failure:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). While grappled, the target is restrained.

CLOCKWORK SERPENT — STRONGER

Armor Class 17

Hit Points 126 (12d12 + 48)

Speed 30 ft., climb 30 ft.

Initiative +1 (11)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 11

Languages understands creator's languages but can't speak

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

Acid Susceptibility. When the serpent takes acid damage, its speed is halved until the end of its next turn.

Magnetic Climb. The serpent can climb difficult surfaces, including along ceilings, without needing to make an ability check, provided the surface is made out of metal.

Unusual Nature. The serpent doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict. It can replace the Bite attack with a use of Metal Net or Poison Mist.

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

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the serpent can see within 10 feet. *Failure:* 27 (5d8 + 6) bludgeoning damage, and the target is grappled (escape DC 18). While grappled, the target is restrained.

Poison Mist (1/Day). The area in a 20-foot emanation originating from the serpent, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. While inside the area, any breathing creature is poisoned.

Metal Net (2/Day). *Dexterity Saving Throw:* DC 12, one creature within 30 feet that the serpent can see. *Failure:* The target becomes restrained until the net is destroyed (AC 17; HP 10; immunity to poison and psychic damage).

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 12, one creature made out of metal, wearing metal armor, or being restrained by the serpent's Metal Net within 30 feet. *Failure:* The target is pulled 10 feet towards the serpent.



Poison Mist (1/Day). The area in a 30-foot emanation originating from the serpent, spreading around corners, becomes heavily obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. While inside the area, any breathing creature is poisoned.

Metal Net (3/Day). *Dexterity Saving Throw:* DC 16, one creature within 90 feet that the serpent can see. *Failure:* The target becomes restrained until the net is destroyed (AC 17; HP 20; immunity to poison and psychic damage).

BONUS ACTIONS

Magnetic Pull. *Strength Saving Throw:* DC 16, one creature made out of metal, wearing metal armor, or being restrained by the serpent's Metal Net within 60 feet. *Failure:* The target is pulled 20 feet towards the serpent.