

ANACONDA

Large Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 75 (10d10 + 20)

Speed: 30 ft., swim 30 ft.

Initiative: +2 (14)

MOD SAVE				MOD SAVE				MOD SAVE			
STR	18	+4	+6	DEX	14	+2	+2	CON	15	+2	+4
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Skills Stealth +4, Perception +3

Senses Blindsight 10 ft., Passive Perception 13

Languages -

Challenge 3 (XP 700 XP)

Proficiency Bonus +2

TRAITS

Coil Ambush. If the anaconda begins its turn hidden, its first Constrict attack that hits is made with advantage, and the target is grappled (escape DC 14) automatically without requiring a contest.

Hold Breath. The anaconda can hold its breath for 30 minutes.

ACTIONS

Multiattack. The anaconda makes one Bite attack and one Constrict attack, or two Constrict attacks.

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

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the anaconda can't constrict another target.

Death Roll (Recharge 5-6). While grappling a creature, the anaconda spins violently. The grappled target must succeed on a DC 14 Strength saving throw or take 18 (4d8) bludgeoning damage and fall prone. On a success, the target takes half damage and isn't knocked prone.