

# 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.