

GIANT EEL

Large Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 95 (10d10 + 40)

Speed: 10 ft., swim 50 ft.

Initiative: +2 (14)

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

Skills Stealth +4, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages -

Challenge 4 (XP 1,100)

Proficiency Bonus +2

TRAITS

Amphibious. The eel can breathe both air and water.

Conductive Bite. If the target of the eel's Bite is wearing metal armor, it has disadvantage on the saving throw against the lightning damage.

Coiling Crush. When the eel hits a creature with

Bite, it can attempt to grapple (escape DC 14). While grappled, the target takes 9 (2d8) bludgeoning damage at the start of each of its turns.

Slippery Escape (Reaction). When grappled or restrained, the eel can automatically escape by shedding a layer of slime.

ACTIONS

Multiattack. The eel makes two Bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 9 (2d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be unable to take reactions until the start of its next turn.

Electric Burst (Recharge 5-6). The eel releases a pulse of electricity. Each creature within 15 ft. must make a DC 14 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much on a success. A creature that fails the save also can't take reactions until the start of its next turn.