

IRON COBRA

CREATURE 2

UNCOMMON

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SMALL

CONSTRUCT

MINDLESS

Converted by VaranSL

Perception +8; darkvision

Skills Acrobatics +8, Athletics +6, Stealth +8

Str +2, **Dex** +4, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

AC 18; **Fort** +8, **Ref** +11, **Will** +5

HP 27; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 40 feet

Melee ♦ jaws +8 [+4/+0] (agile, finesse), **Damage** 1d6+2 piercing plus poison reservoir

Black Adder Venom (poison); **Saving Throw** 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage (1 round); **Stage 2** 1d10 poison damage (1 round); **Stage 3** 2d6 poison damage (1 round)

Poison Reservoir The iron cobra has an inner reservoir of poison that it can use when it makes a successful Strike. It can use this inner reservoir 5 times before it must be refilled. The iron cobra typically has black adder venom in its reservoir (CRB p.551). Once it uses its poison reservoir 5 times, it can no longer inflict its poison on a creature until it is refilled.

This mechanical snake has an inner reservoir of poison that can be filled by its creator.