

# Spectral Giant Constrictor Snake

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<https://www.dndbeyond.com/monsters/3505133-spectral-giant-constrictor-snake>



*Huge Beast, Unaligned*

**Armor Class** 12

**Hit Points** 30 (4d12 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

**Skills** [Perception](#) +2

**Damage Resistances** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** [Charmed](#), [Exhaustion](#), [Frightened](#), [Grappled](#), [Paralyzed](#), [Petrified](#), [Poisoned](#), [Prone](#), [Restrained](#)

**Senses** [Blindsight](#) 10 ft., Passive Perception 12

**Languages** --

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

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**Incorporeal Movement.** The spectral snake can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) necrotic damage.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is [grappled](#) (escape DC 16). Until this grapple ends, the creature is [restrained](#), and the snake can't constrict another target.