



Aurora Serpent

High above, the night sky reveals a 50-foot-long flying serpent, its scales emitting a mesmerizing glow that casts an iridescent light. Its mouth exudes radiant energy, an ever-shifting dance of colors captivating the eye. Strangely, metallic items of all kinds, from weapons to coins, adhere to its scales, transforming the serpent into a mobile treasure trove.

Climate/Terrain: Arctic

Frequency: Very rare

Organization: Solitary

Diet: Carnivore

Number Appearing: 1

It is said that eons ago, a rare celestial convergence occurred when a comet made of radiant energy collided with a massive meteorite composed of magnetic minerals. The cataclysmic fusion of these two cosmic entities birthed a unique creature: the aurora serpent. Endowed with the comet's luminous glow and the meteorite's magnetic properties, these majestic beings came into existence. Over the centuries, they have remained elusive, appearing only during specific celestial alignments. Their elusive nature and mystical abilities have made them symbols of wonder and mystery, and their presence continues to captivate and baffle those fortunate enough to witness their celestial flights.

Habitat/Society. The aurora serpents inhabit remote and untouched landscapes where magnetic fields are particularly strong, such as ancient forests, desolate mountain ranges, and uninhabited islands. These 50-foot-long solitary creatures roam vast territories, covering great distances in their graceful flights through the skies. Despite their reclusive and introspective nature, they display territoriality over their chosen habitats and may become aggressive towards intruders. Encounters with other creatures, including humans, are rare due to their elusive and enigmatic behavior. Their unique abilities and mysterious presence have woven them into the folklore and mythologies of various cultures, leaving adventurers and scholars fascinated by the secrets hidden within their glowing scales.

Ecology. Inhabiting remote landscapes with strong magnetic fields, these beasts rely on their luminous scales to navigate through darkness, hunt for prey, and communicate with rare encounters of their own kind. The radiant scales harness energy from cosmic sources, illuminating their surroundings and striking fear into the hearts of their prey. Metallic items stick to their scales due to their magnetic connection, further enhancing their mystique. The serpent's reproduction and other aspects of its life remain largely shrouded in mystery, leaving observers fascinated by the captivating displays of light and magnetic phenomena that accompany these elusive beings through their solitary existence.

Aurora Serpent

Huge Monstrosity, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 279 (18d12 + 162)

Speed 30 ft., fly 60 ft., swim 60 ft.

Str	Dex	Con	Int	Wis	Cha
28 (+9)	17 (+3)	28 (+9)	7 (-2)	15 (+2)	9 (-1)

Skills Perception +7, Stealth +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons made of metal

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 14 (1,100 XP)

Proficiency Bonus +5

Special Traits

Magnetic Body. The serpent's body exudes magnetic energy. At the start of its turn, all nonmagical metallic objects within 30 feet of it weighing 10 pounds or less are attracted to the serpent. If the object isn't being worn or carried, it automatically moves in a straight line up to 30 feet toward the serpent, attaching itself to its scales. If the object is worn or carried by a creature, the creature must drop the object or make a DC 22 Strength saving throw to maintain its hold on the item. If the creature fails its saving throw, the serpent's magnetic body pulls the object from that creature and the object moves in a straight line up to 30 feet toward the serpent, attaching itself. If the creature succeeds on its saving throw, it has disadvantage on attack rolls and ability checks until the start of the aurora serpent's next turn. This effect ends early if the creature is more than 30 feet away from the serpent, or it drops the item it is holding.

Illumination. The serpent emits bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 16 (2d6 + 9) piercing damage plus 18 (4d8) radiant damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (2d12 + 9) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the serpent can't constrict another target.

Radiant Breath (Recharge 5–6). The serpent exhales radiant energy in a 100-foot line that is 5 feet wide. Each creature in the line must make a DC 22 Dexterity saving throw. A creature takes 36 (8d8) radiant damage on a failed saving throw, or half as much damage on a successful one.