**IRON COBRA**

**Small Construct**
- **Hit Dice:** 1d10 (5 hp)
- **Initiative:** +0
- **Speed:** 40 ft
- **AC:** 20 (+1 size, +9 natural)
- **Attacks:** Bite +2 melee
- **Damage:** Bite 1d3 and poison
- **Face/Reach:** 5 ft by 5 ft/5 ft
- **Special Attacks:** Poison, find target
- **Special Qualities:** Construct, damage reduction 10/+1, SR 16
- **Saves:** Fort +0, Ref +0, Will +0
- **Abilities:** Str 12, Dex 11, Con —, Int —, Wis 11, Cha 1
- **Skills:** Hide +8, Move Silently +4
- **Climate/Terrain:** Any land and underground
- **Organization:** Solitary
- **Challenge Rating:** 1
- **Treasure:** None
- **Alignment:** Always neutral
- **Advancement:** 2-3 HD (Medium-size)

The iron cobra is a construct that resembles a small cobra. It is most often used to guard a treasure or to act as a bodyguard to its creator, though on some occasions it can be ordered to track down and slay any creature whose name is known by the creator, and uttered to the iron cobra.

**COMBAT**
The iron cobra attacks by biting its opponent with its razor-sharp teeth.

**Poison (Ex):** The bite of an iron cobra is poisonous, but being a construct, it does not produce its poison the way normal snakes do. The creator must fill its poison sacs (located inside the cobra). The sacs can be filled with any poison found on pages 79-80 of the DMG.

The iron cobra can inject its poison three times per day before its sacs are emptied. It takes 5 rounds to refill the iron cobra’s poison sacs.

**Find Target (Sp):** When ordered to find a being that is within 1 mile of the iron cobra, it does so unerringly, as though guided by *discern location*.

**Skills:** The iron cobra receives a +8 racial bonus to Hide checks and a +4 racial bonus to Move Silently checks.