

# OCULOTHRASHER

Gargantuan • Aberration • Chaotic Evil

**Armor Class** 17

**Initiative** +2 (12)

**Hit Points** 203 (14d20 + 56)

**Speed** 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	19 (+4)	7 (-2)	14 (+2)	10 (+0)

**Saving Throws** Wis +6, Cha+4

**Skills** Perception +6

**Damage Resistances** psychic

**Damage Immunities** cold

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 16

**Languages** understands Deep Speech but can't speak

**CR** 12 (XP 8,400; PB +4)



**Ice Walk.** The oculothrasher can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Mindless Fury.** *Intelligence Saving Throw:* DC 16, any creature reduced to 0 hit points by the oculothrasher. *Failure:* The target becomes affected by the *feeblemind* spell.

**Tunneler.** The oculothrasher can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

## ACTIONS

**Multiattack.** The oculothrasher makes one Bite attack and uses its Tentacles once.

**Bite.** *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 33 (4d12 + 7) piercing damage plus 13 (3d8) cold damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the oculothrasher can't use its Bite against another target.

**Tentacles.** *Dexterity Saving Throw:* DC 19, one creature grappled by the oculothrasher. *Failure:* 16 (2d8 + 7) slashing damage plus 14 (4d6) psychic damage. *Success:* Half damage.

## BONUS ACTIONS

**Rage Beam.** *Wisdom Saving Throw:* DC 16, one creature within 90 feet of the oculothrasher that it can see. *Failure:* The target can only target the oculothrasher with attacks and abilities, and it spends its turns moving closer to the oculothrasher and attacking it. The effect lasts for 1 minute. The target repeats the save whenever it takes damage, ending the effect on a success. *Success or Effect:* The target becomes immune to this effect for 1 hour.

# OCULOTHRASHER — WEAKER

**Armor Class** 16

**Initiative** +1 (11)

**Hit Points** 135 (10d20 + 30)

**Speed** 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	17 (+3)	7 (-2)	14 (+2)	10 (+0)

**Saving Throws** Wis +5, Cha+3

**Skills** Perception +6

**Damage Resistances** psychic

**Damage Immunities** cold

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 16

**Languages** understands Deep Speech but can't speak

**CR** 9 (XP 5,000; PB +4)



**Ice Walk.** The oculothrasher can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Mindless Fury.** *Intelligence Saving Throw:* DC 15, any creature reduced to 0 hit points by the oculothrasher. *Failure:* The target becomes affected by the *feblemind* spell.

**Tunneler.** The oculothrasher can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

## ACTIONS

**Multiattack.** The oculothrasher makes one Bite attack and uses its Tentacles once.

## OCULOTHRASHER — STRONGER

**Armor Class** 18

**Hit Points** 232 (15d20 + 75)

**Speed** 40 ft., burrow 30 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	21 (+5)	7 (-2)	14 (+2)	10 (+0)

**Saving Throws** Wis +7, Cha+5

**Skills** Perception +7

**Damage Resistances** psychic

**Damage Immunities** cold

**Senses** darkvision 120 ft., tremorsense 300 ft., passive Perception 17

**Languages** understands Deep Speech but can't speak

**CR** 15 (XP 13,000; PB +5)



**Ice Walk.** The oculothrasher can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Mindless Fury.** *Intelligence Saving Throw:* DC 18, any creature reduced to 0 hit points by the oculothrasher. *Failure:* The target becomes affected by the *feblemind* spell.

**Tunneler.** The oculothrasher can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

## ACTIONS

**Multiattack.** The oculothrasher makes one Bite attack and uses its Tentacles once.

**Bite.** *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 25 (3d12 + 6) piercing damage plus 9 (2d8) cold damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the oculothrasher can't use its Bite against another target.

**Tentacles.** *Dexterity Saving Throw:* DC 18, one creature grappled by the oculothrasher. *Failure:* 10 (1d8 + 6) slashing damage plus 14 (4d6) psychic damage. Success: Half damage.

## BONUS ACTIONS

**Rage Beam.** *Wisdom Saving Throw:* DC 15, one creature within 60 feet of the oculothrasher that it can see. *Failure:* The target can only target the oculothrasher with attacks and abilities, and it spends its turns moving closer to the oculothrasher and attacking it. The effect lasts for 1 minute. The target repeats the save whenever it takes damage, ending the effect on a success. *Success or Effect:* The target becomes immune to this effect for 1 hour.

**Bite.** *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 40 (5d12 + 8) piercing damage plus 18 (4d8) cold damage, and the target is grappled (escape DC 21). Until this grapple ends, the creature is restrained, and the oculothrasher can't use its Bite against another target.

**Tentacles.** *Dexterity Saving Throw:* DC 21, one creature grappled by the oculothrasher. *Failure:* 21 (3d8 + 8) slashing damage plus 14 (4d6) psychic damage. Success: Half damage.

## BONUS ACTIONS

**Rage Beam.** *Wisdom Saving Throw:* DC 18, one creature within 120 feet of the oculothrasher that it can see. *Failure:* The target can only target the oculothrasher with attacks and abilities, and it spends its turns moving closer to the oculothrasher and attacking it. The effect lasts for 1 minute. The target repeats the save whenever it takes damage, ending the effect on a success. *Success or Effect:* The target becomes immune to this effect for 1 hour.