

OSH'NYRAK

Huge • Aberration • Chaotic Evil

Armor Class 16

Initiative +5 (15)

Hit Points 189 (18d12 + 72)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	6 (-2)	15 (+2)	10 (+0)

Skills Perception +8

Senses blindsight 60 ft. (while not deafened), darkvision 300 ft., passive Perception 18

Languages -

CR 8 (XP 3,900; PB +3)



Aberrant Sonar. While the osh'nyrak is not deafened, it knows the exact position of each creature within 60 feet, even if those creatures have full cover.

Overlapping Sound. When the osh'nyrak takes thunder damage, it becomes deafened until the end of its next turn.

Sensitive Eyes. When a daylight spell is cast within 10 feet of the osh'nyrak it becomes blinded for 1 minute.

Surround Vision. The osh'nyrak can't be surprised.

Shriekfield. *Wisdom Saving Throw:* DC 15 (with disadvantage if the creature is within the aura of multiple osh'nyrak), any creature (other than an Aberration or a deafened creature) that starts its turn in a 30-foot emanation originating from the osh'nyrak while the osh'nyrak is not incapacitated. *Failure:* The target becomes blinded and deafened until the start of the osh'nyrak's next turn. *Success:* The target is immune to the Shriekfield of all osh'nyrak for 1 hour.

ACTIONS

Multiattack. The osh'nyrak makes three Tail attacks.

Tail. *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 17 (4d6 + 3) slashing damage.

OSH'NYRAK — WEAKER

Armor Class 16

Initiative +4 (14)

Hit Points 142 (15d12 + 45)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +7

Senses blindsight 60 ft. (while not deafened), darkvision 300 ft., passive Perception 17

Languages -

CR 5 (XP 1,800; PB +3)



Aberrant Sonar. While the osh'nyrak is not deafened, it knows the exact position of each creature within 60 feet, even if those creatures have full cover.

Overlapping Sound. When the osh'nyrak takes thunder damage, it becomes deafened until the end of its next turn.

Sensitive Eyes. When a daylight spell is cast within 10 feet of the osh'nyrak it becomes blinded for 1 minute.

Surround Vision. The osh'nyrak can't be surprised.

Shriekfield. *Wisdom Saving Throw:* DC 14 (with disadvantage if the creature is within the aura of multiple osh'nyrak), any creature (other than an Aberration or a deafened creature) that starts its turn in a 30-foot emanation originating from the osh'nyrak while the osh'nyrak is not incapacitated. *Failure:* The target becomes blinded and deafened until the start of the osh'nyrak's next turn. *Success:* The target is immune to the Shriekfield of all osh'nyrak for 1 hour.

ACTIONS

Multiattack. The osh'nyrak makes three Tail attacks.

Tail. *Melee Weapon Attack:* +5, reach 15 ft. *Hit:* 12 (3d6 + 2) slashing damage.

OSH'NYRAK — STRONGER

Armor Class 16

Initiative +7 (17)

Hit Points 218 (19d12 + 95)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	6 (-2)	17 (+3)	10 (+0)

Skills Perception +11

Senses blindsight 60 ft. (while not deafened), darkvision 300 ft., passive Perception 21

Languages -

CR 11 (XP 7,200; PB +4)



Aberrant Sonar. While the osh'nyrak is not deafened, it knows the exact position of each creature within 60 feet, even if those creatures have full cover.

Overlapping Sound. When the osh'nyrak takes thunder damage, it becomes deafened until the end of its next turn.

Sensitive Eyes. When a daylight spell is cast within 10 feet of the osh'nyrak it becomes blinded for 1 minute.

Surround Vision. The osh'nyrak can't be surprised.

Shriekfield. *Wisdom Saving Throw:* DC 17 (with disadvantage if the creature is within the aura of multiple osh'nyrak), any creature (other than an Aberration or a deafened creature) that starts its turn in a 30-foot emanation originating from the osh'nyrak while the osh'nyrak is not incapacitated. *Failure:* The target becomes blinded and deafened until the start of the osh'nyrak's next turn. *Success:* The target is immune to the Shriekfield of all osh'nyrak for 1 hour.

ACTIONS

Multiattack. The osh'nyrak makes three Tail attacks.

Tail. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 31 (5d8 + 4) slashing damage.