

# SKORNAK

Large • Giant • Chaotic Neutral

**Armor Class** 11

**Initiative** -2 (8)

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Investigation +3, Persuasion +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Giant, Undercommon, Thieves' Cant

**CR** 1 (XP 200; PB +2)



**Treasure Sense.** The skornak knows if an object is worth more than 100 gp when it sees the object. It doesn't learn anything apart from that about the object.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is knocked prone.

**Spellcasting.** The skornak casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *detect magic, identify*

## BONUS ACTIONS

**Flatten.** The skornak jumps into the space of a creature. *Dexterity Saving Throw:* DC 13, one prone Large or smaller creature within 5 feet of the skornak. *Failure:* 10 (2d6 + 3) and the target becomes restrained until the skornak stands up. *Success:* Half damage and the creature is pushed 5 feet into an adjacent unoccupied space. *Failure or Success:* The skornak is knocked prone and can't stand up until the start of its next turn.

# SKORNAK — WEAKER

**Armor Class** 10

**Initiative** -2 (8)

**Hit Points** 13 (2d10 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

**Skills** Deception +3, Insight +2, Investigation +2, Persuasion +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant, Undercommon, Thieves' Cant

**CR** 1/8 (XP 25; PB +2)



**Treasure Sense.** The skornak knows if an object is worth more than 100 gp when it sees the object. It doesn't learn anything apart from that about the object.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 bludgeoning damage, and the target is knocked prone.

**Spellcasting.** The skornak casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

1/day: *detect magic, identify*

## BONUS ACTIONS

**Flatten.** The skornak jumps into the space of a creature. *Dexterity Saving Throw:* DC 11, one prone Large or smaller creature within 5 feet of the skornak. *Failure:* 3 (1d4 + 1) and the target becomes restrained until the skornak stands up. *Success:* Half damage and the creature is pushed 5 feet into an adjacent unoccupied space. *Failure or Success:* The skornak is knocked prone and can't stand up until the start of its next turn.

# SKORNAK — STRONGER

**Armor Class** 12

**Initiative** -2 (8)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	14 (+2)	15 (+2)	16 (+3)

**Saving Throws** Int +4, Wis +4, Cha +5

**Skills** Deception +5, Insight +4, Investigation +4, Persuasion +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Giant, Undercommon, Thieves' Cant

**CR** 4 (XP 1,100; PB +2)



**Treasure Sense.** The skornak knows if an object is worth more than 100 gp when it sees the object. It doesn't learn anything apart from that about the object.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is knocked prone.

**Spellcasting.** The skornak casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *detect magic, identify, locate object*

## BONUS ACTIONS

**Flatten.** The skornak jumps into the space of a creature. *Dexterity Saving Throw:* DC 14, one prone Large or smaller creature within 5 feet of the skornak. *Failure:* 15 (2d10 + 4) and the target becomes restrained until the skornak stands up. *Success:* Half damage and the creature is pushed 5 feet into an adjacent unoccupied space. *Failure or Success:* The skornak is knocked prone and can't stand up until the start of its next turn.