

TECTAUROCH

Huge • Elemental • Unaligned

Armor Class 18

Initiative -1 (9)

Hit Points 149 (13d12 + 65)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	6 (-2)

Saving Throws Str +9, Con +8

Damage Vulnerabilities thunder

Damage Immunities poison, fire

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages understands Primordial but can't speak

CR 7 (XP 2,900; PB +3)



Bloodied - Lava Veins. While the tecturoch is bloodied, its speed increases by 10 feet, and it leaves a trail of smoldering heat when it moves through a space until the start of its next turn. A creature that enters such a space for the first time on a turn or starts its turn there takes 7 (2d6) fire damage.

Earth Glide. The tecturoch can burrow through nonmagical, unworked earth and stone. While doing so, the tecturoch doesn't disturb the material it moves through.

Siege Monster. The tecturoch deals double damage to objects and structures.

Unstoppable. The tecturoch ignores difficult terrain and is immune to effects that would reduce its movement speed or require it to spend additional feet per foot moved.

Unusual Nature. The tecturoch doesn't require air, food, drink, or sleep.

ACTIONS

Gore. *Melee Weapon Attack:* +9, reach 5 feet. *Hit:* 25 (3d12 + 6) piercing damage plus 10 (3d6) fire damage.

Charge. The tecturoch moves up to its speed. While doing so, it can move through Large or smaller creatures' spaces, but it can't end its movement in their spaces. Each creature the tecturoch moves through is targeted once by the following effect. *Strength Saving Throw:* DC 17. *Failure:* The target takes 16 (3d6 + 6) bludgeoning damage and is knocked prone. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 17, one prone creature within 5 feet of the tecturoch that it can see. *Failure:* 10 (1d8 + 6) bludgeoning damage plus 4 (1d8) fire damage. *Success:* Half damage.

TECTAUROCH — WEAKER

Armor Class 17

Initiative -1 (9)

Hit Points 94 (9d12 + 36)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Str +7, Con +6

Damage Vulnerabilities thunder

Damage Immunities poison, fire

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Primordial but can't speak

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



Bloodied - Lava Veins. While the tectauroch is bloodied, its speed increases by 10 feet, and it leaves a trail of smoldering heat when it moves through a space until the start of its next turn. A creature that enters such a space for the first time on a turn or starts its turn there takes 3 (1d6) fire damage.

Earth Glide. The tectauroch can burrow through nonmagical, unworked earth and stone. While doing so, the tectauroch doesn't disturb the material it moves through.

Siege Monster. The tectauroch deals double damage to objects and structures.

Unstoppable. The tectauroch ignores difficult terrain and is immune to effects that would reduce its movement speed or require it to spend additional feet per foot moved.

Unusual Nature. The tectauroch doesn't require air, food, drink, or sleep.

TECTAUROCH — STRONGER

Armor Class 19

Initiative -1 (9)

Hit Points 212 (17d12 + 102)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	22 (+6)	3 (-4)	14 (+2)	6 (-2)

Saving Throws Str +11, Con +10

Damage Vulnerabilities thunder

Damage Immunities poison, fire

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages understands Primordial but can't speak

CR 10 (XP 5,900; PB +4)

Bloodied - Lava Veins. While the tectauroch is bloodied, its speed increases by 10 feet, and it leaves a trail of smoldering heat when it moves through a space until the start of its next turn. A creature that enters such a space for the first time on a turn or starts its turn there takes 10 (3d6) fire damage.

Earth Glide. The tectauroch can burrow through nonmagical, unworked earth and stone. While doing so, the tectauroch doesn't disturb the material it moves through.

Siege Monster. The tectauroch deals double damage to objects and structures.

Unstoppable. The tectauroch ignores difficult terrain and is immune to effects that would reduce its movement speed or require it to spend additional feet per foot moved.

Unusual Nature. The tectauroch doesn't require air, food, drink, or sleep.

ACTIONS

Gore. *Melee Weapon Attack:* +7, reach 5 feet. *Hit:* 18 (2d12 + 5) piercing damage plus 7 (2d6) fire damage.

Charge. The tectauroch moves up to its speed. While doing so, it can move through Large or smaller creatures' spaces, but it can't end its movement in their spaces. Each creature the tectauroch moves through is targeted once by the following effect. *Strength Saving Throw:* DC 15. *Failure:* The target takes 12 (2d6 + 5) bludgeoning damage and is knocked prone. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 15, one prone creature within 5 feet of the tectauroch that it can see. *Failure:* 8 (1d6 + 5) bludgeoning damage. *Success:* Half damage.



ACTIONS

Gore. *Melee Weapon Attack:* +11, reach 5 feet. *Hit:* 33 (4d12 + 7) piercing damage plus 14 (4d6) fire damage.

Charge. The tectauroch moves up to its speed. While doing so, it can move through Large or smaller creatures' spaces, but it can't end its movement in their spaces. Each creature the tectauroch moves through is targeted once by the following effect. *Strength Saving Throw:* DC 19. *Failure:* The target takes 21 (4d6 + 7) bludgeoning damage and is knocked prone. *Success:* Half damage.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 19, one prone creature within 5 feet of the tectauroch that it can see. *Failure:* 14 (2d6 + 7) bludgeoning damage plus 7 (2d6) fire damage. *Success:* Half damage.