

# TERRATHID

Large • Monstrosity • Unaligned

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 102 (12d10 + 36)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	5 (-3)	14 (+2)	8 (-1)

**Skills** Perception +5, Stealth +7

**Senses** darkvision 60 ft., tremorsense 150 ft., passive Perception 15

**Languages** -

**CR** 6 (XP 2,300; PB +3)



**Herbalist's Lure.** The terrathid can grow valuable, rare herbs and flowers on its grassy back. The DM decides what kind of herbs are growing on the terrathid.

**Sunlight Weakness.** If the terrathid's whole body is exposed to direct sunlight for more than an hour or to the *daylight* spell, its AC decreases by 2 until it spends 1 hour outside of the sunlight.

## ACTIONS

**Multiattack.** The terrathid makes two Rend attacks. It can replace one of these attacks with a use of Pinning Claws.

**Rend.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 19 (3d10 + 3) slashing damage. This attack deals an additional 11 (2d10) damage if the terrathid has advantage on the attack roll.

**Pinning Claws.** *Dexterity Saving Throw:* DC 14 (with disadvantage if the terrathid is hidden from the target), one creature in the space 5 feet above the terrathid. *Failure:* The target takes 10 (2d6 + 3) piercing damage and is grappled (escape DC 14). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Burrowing Prowl.** The terrathid moves up to half its movement speed. If it uses its burrowing speed for that to move through the ground, it can take the Hide action at any point during that movement.

## TERRATHID — WEAKER

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 60 (8d10 + 16)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., tremorsense 150 ft., passive Perception 13

**Languages** -

**CR** 3 (XP 700; PB +2)



**Herbalist's Lure.** The terrathid can grow valuable, rare herbs and flowers on its grassy back. The DM decides what kind of herbs are growing on the terrathid.

**Sunlight Weakness.** If the terrathid's whole body is exposed to direct sunlight for more than an hour or to the *daylight* spell, its AC decreases by 2 until it spends 1 hour outside of the sunlight.

## ACTIONS

**Multiattack.** The terrathid makes two Rend attacks. It can replace one of these attacks with a use of Pinning Claws.

**Rend.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) slashing damage. This attack deals an additional 4 (1d8) damage if the terrathid has advantage on the attack roll.

**Pinning Claws.** *Dexterity Saving Throw:* DC 12 (with disadvantage if the terrathid is hidden from the target), one creature in the space 5 feet above the terrathid. *Failure:* The target takes 5 (1d6 + 2) piercing damage and is grappled (escape DC 12). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Burrowing Prowl.** The terrathid moves up to half its movement speed. If it uses its burrowing speed for that to move through the ground, it can take the Hide action at any point during that movement.

# TERRATHID — STRONGER

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 142 (15d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	5 (-3)	16 (+3)	8 (-1)

**Skills** Perception +7, Stealth +10

**Senses** darkvision 60 ft., tremorsense 150 ft., passive Perception 17

**Languages** -

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



**Herbalist's Lure.** The terrathid can grow valuable, rare herbs and flowers on its grassy back. The DM decides what kind of herbs are growing on the terrathid.

**Sunlight Weakness.** If the terrathid's whole body is exposed to direct sunlight for more than an hour or to the *daylight* spell, its AC decreases by 2 until it spends 1 hour outside of the sunlight.

## ACTIONS

**Multiattack.** The terrathid makes two Rend attacks. It can replace one of these attacks with a use of Pinning Claws.

**Rend.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 30 (4d12 + 4) slashing damage. This attack deals an additional 13 (2d12) damage if the terrathid has advantage on the attack roll.

**Pinning Claws.** *Dexterity Saving Throw:* DC 16 (with disadvantage if the terrathid is hidden from the target), one creature in the space 5 feet above the terrathid. *Failure:* The target takes 14 (3d6 + 4) piercing damage and is grappled (escape DC 16). While grappled this way, the target is restrained.

## BONUS ACTIONS

**Burrowing Prowl.** The terrathid moves up to half its movement speed. If it uses its burrowing speed for that to move through the ground, it can take the Hide action at any point during that movement.