

# TOXMORAY

Huge • Monstrosity • Unaligned

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 210 (20d12 + 80)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	7 (-2)	13 (+1)	9 (-1)

**Skills** Perception +5, Stealth +6

**Damage Resistances** acid

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 15

**Languages** -

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



**Bloodied - Toxblood.** While the toxmoray is bloodied (or dead), the area of its Toxic Excretion increases to a 30-foot emanation, and it becomes heavily obscured.

**Water Breathing.** The toxmoray can breathe only underwater.

**Toxic Excretion.** The area in a 10-foot emanation originating from the toxmoray is lightly obscured. This trait doesn't function outside of water or similar liquids and continues to stay active even after the death of the toxmoray, only subsiding after 1 hour or when the corpse is destroyed. *Constitution Saving Throw:* DC 16, any creature starting its turn inside the area. *Failure:* 14 (4d6) poison damage, and the target becomes poisoned until the end of its next turn. *Success:* Half damage.

## ACTIONS

**Multiattack.** The toxmoray makes one Bite attack and one Tail attack.

**Bite.** *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 17 (3d6 + 7) piercing damage plus 10 (3d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 19), and it is restrained until the grapple ends.

**Tail.** *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target is pushed 10 feet back.

## BONUS ACTIONS

**Swallow.** *Strength Saving Throw:* DC 19, one Medium or smaller creature grappled by the toxmoray (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the toxmoray, and the grappled condition ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the toxmoray, and takes 14 (4d6) acid damage at the start of each of the toxmoray's turns. If the toxmoray takes 30 damage or more on a single turn from a creature inside it, the toxmoray must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the toxmoray and is knocked prone. If the toxmoray dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

# TOXMORAY — WEAKER

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 152 (16d12 + 48)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	9 (-1)

**Skills** Perception +4, Stealth +5

**Damage Resistances** acid

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 20 ft., darkvision 120 ft., passive Perception 14

**Languages** -

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



**Bloodied - Toxblood.** While the toxmoray is bloodied (or dead), the area of its Toxic Excretion increases to a 20-foot emanation, and it becomes heavily obscured.

**Water Breathing.** The toxmoray can breathe only underwater.

**Toxic Excretion.** The area in a 10-foot emanation originating from the toxmoray is lightly obscured. This trait doesn't function outside of water or similar liquids and continues to stay active even after the death of the toxmoray, only subsiding after 1 hour or when the corpse is destroyed. *Constitution Saving Throw:* DC 15, any creature starting its turn inside the area. *Failure:* 10 (3d6) poison damage, and the target becomes poisoned until the end of its next turn. *Success:* Half damage.

## ACTIONS

**Multiattack.** The toxmoray makes one Bite attack and one Tail attack.

**Bite.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 18), and it is restrained until the grapple ends.

## TOXMORAY — STRONGER

**Armor Class** 17

**Hit Points** 253 (22d12 + 110)

**Speed** 10 ft., swim 60 ft.

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	21 (+5)	7 (-2)	15 (+2)	9 (-1)

**Skills** Perception +7, Stealth +8

**Damage Resistances** acid

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17

**Languages** -

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

**Bloodied - Toxblood.** While the toxmoray is bloodied (or dead), the area of its Toxic Excretion increases to a 30-foot emanation, and it becomes heavily obscured.

**Water Breathing.** The toxmoray can breathe only underwater.

**Toxic Excretion.** The area in a 10-foot emanation originating from the toxmoray is lightly obscured. This trait doesn't function outside of water or similar liquids and continues to stay active even after the death of the toxmoray, only subsiding after 1 hour or when the corpse is destroyed. *Constitution Saving Throw:* DC 18, any creature starting its turn inside the area. *Failure:* 14 (4d6) poison damage, and the target becomes poisoned until the end of its next turn. *Success:* Half damage.

## ACTIONS

**Multiattack.** The toxmoray makes one Bite attack and one Tail attack.

**Bite.** *Melee Weapon Attack:* +13, reach 5 ft. *Hit:* 26 (4d8 + 8) piercing damage plus 10 (3d6) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 21), and it is restrained until the grapple ends.

**Tail.** *Melee Weapon Attack:* +10, reach 15 ft. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target is pushed 10 feet back.

## BONUS ACTIONS

**Swallow.** *Strength Saving Throw:* DC 18, one Medium or smaller creature grappled by the toxmoray (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the toxmoray, and the grappled condition ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the toxmoray, and takes 10 (3d6) acid damage at the start of each of the toxmoray's turns. If the toxmoray takes 25 damage or more on a single turn from a creature inside it, the toxmoray must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the toxmoray and is knocked prone. If the toxmoray dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.



**Tail.** *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target is pushed 10 feet back.

## BONUS ACTIONS

**Swallow.** *Strength Saving Throw:* DC 21, one Medium or smaller creature grappled by the toxmoray (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the toxmoray, and the grappled condition ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the toxmoray, and takes 18 (4d8) acid damage at the start of each of the toxmoray's turns. If the toxmoray takes 30 damage or more on a single turn from a creature inside it, the toxmoray must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the toxmoray and is knocked prone. If the toxmoray dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.