

XAGHULITH

Medium • Aberration • Chaotic Evil

Armor Class 15

Initiative +2 (12)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Senses blindsight 30 ft., passive Perception 13

Languages -

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



Bloodied - Transmit Pain. While bloodied, a creature grappled by the xaghulith's Tongues takes psychic damage equal to half the damage dealt to the xaghulith.

Chameleon Skin. The xaghulith can change its skin color (no action required) and has advantage on Dexterity (Stealth) checks while not moving.

Evasion. If the xaghulith is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mimicry. The xaghulith can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. It can force a corpse to make simple movements while it grapples it with its Tongues, such as moving its head or waving its arm. A creature that sees the movements or hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

XAGHULITH — WEAKER

Armor Class 13

Initiative +1 (11)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	5 (-3)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +5

Senses blindsight 20 ft., passive Perception 12

Languages -

CR 1 (XP 200; PB +2)



ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) piercing damage plus 13 (3d8) psychic damage.

BONUS ACTIONS

Tongues. *Strength Saving Throw:* DC 13, one Medium or smaller creature within 15 feet of the xaghulith that it can see. *Failure:* The target is pulled up to 10 feet toward the xaghulith and becomes grappled (escape DC 13). While grappled this way, the target is restrained.

REACTIONS

Nerve Jerk. *Trigger:* A creature the xaghulith is grappling with its Tongues starts its turn. *Response:* The target makes one melee weapon attack against a creature within 5 feet of it (the xaghulith's choice).

Bloodied - Transmit Pain. While bloodied, a creature grappled by the xaghulith's Tongues takes psychic damage equal to half the damage dealt to the xaghulith.

Chameleon Skin. The xaghulith can change its skin color (no action required) and has advantage on Dexterity (Stealth) checks while not moving.

Evasion. If the xaghulith is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mimicry. The xaghulith can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. It can force a corpse to make simple movements while it grapples it with its Tongues, such as moving its head or waving its arm. A creature that sees the movements or hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

XAGHULITH — STRONGER

Armor Class 17

Hit Points 117 (18d8 + 36)

Speed 30 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	5 (-3)	15 (+2)	7 (-2)

Skills Perception +5, Stealth +9

Senses blindsight 30 ft., passive Perception 15

Languages -

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



ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) psychic damage.

BONUS ACTIONS

Tongues. *Strength Saving Throw:* DC 12, one Medium or smaller creature within 15 feet of the xaghulith that it can see. *Failure:* The target is pulled up to 10 feet toward the xaghulith and becomes grappled (escape DC 12). While grappled this way, the target is restrained.

REACTIONS

Nerve Jerk. *Trigger:* A creature the xaghulith is grappling with its Tongues starts its turn. *Response:* The target makes one melee weapon attack against a creature within 5 feet of it (the xaghulith's choice).

Bloodied - Transmit Pain. While bloodied, a creature grappled by the xaghulith's Tongues takes psychic damage equal to half the damage dealt to the xaghulith.

Chameleon Skin. The xaghulith can change its skin color (no action required) and has advantage on Dexterity (Stealth) checks while not moving.

Evasion. If the xaghulith is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Mimicry. The xaghulith can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. It can force a corpse to make simple movements while it grapples it with its Tongues, such as moving its head or waving its arm. A creature that sees the movements or hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

ACTIONS

Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 18 (4d6 + 4) piercing damage plus 18 (4d8) psychic damage.

BONUS ACTIONS

Tongues. *Strength Saving Throw:* DC 15, one Medium or smaller creature within 15 feet of the xaghulith that it can see. *Failure:* The target is pulled up to 10 feet toward the xaghulith and becomes grappled (escape DC 15). While grappled this way, the target is restrained.

REACTIONS

Nerve Jerk. *Trigger:* A creature the xaghulith is grappling with its Tongues starts its turn. *Response:* The target makes one melee weapon attack against a creature within 5 feet of it (the xaghulith's choice).