

AKHLUT

Huge • Beast • Unaligned

Armor Class 15

Initiative +6 (16)

Hit Points 178 (17d12 + 68)

Speed 50 ft., swim 50 ft.



STR

21 (+5)

DEX

14 (+2)

CON

19 (+4)

INT

3 (-4)

WIS

14 (+2)

CHA

10 (+0)

Skills Perception +10, Stealth +6, Survival +6

Damage Resistances cold

Senses blindsight 120 ft., passive Perception 20

Languages -

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

Hold Breath. The akhlut can hold its breath for 60 minutes.

Ice Walk. The akhlut can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Savage. The akhlut's attacks score a critical hit on a 18 to 20.

ACTIONS

Multiattack. The akhlut makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a Huge or smaller creature, it is knocked prone.

BONUS ACTIONS

Eerie Howl. *Wisdom Saving Throw:* DC 16, each creature in a 60-foot emanation from the akhlut (150 feet while underwater). *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.

AKHLUT — WEAKER

Armor Class 14

Initiative +4 (14)

Hit Points 142 (15d12 + 45)

Speed 50 ft., swim 50 ft.



STR

19 (+4)

DEX

12 (+1)

CON

17 (+3)

INT

3 (-4)

WIS

12 (+1)

CHA

10 (+0)

Skills Perception +7, Stealth +4, Survival +4

Damage Resistances cold

Senses blindsight 120 ft., passive Perception 17

Languages -

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

Hold Breath. The akhlut can hold its breath for 60 minutes.

Ice Walk. The akhlut can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Savage. The akhlut's attacks score a critical hit on a 19 to 20.

ACTIONS

Multiattack. The akhlut makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 23 (3d12 + 4) piercing damage. If the target is a Huge or smaller creature, it is knocked prone.

BONUS ACTIONS

Eerie Howl. *Wisdom Saving Throw:* DC 14, each creature in a 60-foot emanation from the akhlut (150 feet while underwater). *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.

AKHLUT — STRONGER

Armor Class 16

Initiative +8 (18)

Hit Points 253 (22d12 + 110)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	3 (-4)	16 (+3)	10 (+0)

Saving Throws Str +11, Con +10, Wis +8

Skills Perception +13, Stealth +9, Survival +8

Damage Resistances cold

Senses blindsight 120 ft., passive Perception 23

Languages -

CR 13 (XP 10,000; PB +5)



Hold Breath. The akhlut can hold its breath for 60 minutes.

Ice Walk. The akhlut can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Savage. The akhlut's attacks score a critical hit on a 17 to 20.

ACTIONS

Multiattack. The akhlut makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +11, reach 10 ft. *Hit:* 19 (3d8 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 38 (5d12 + 6) piercing damage. If the target is a Huge or smaller creature, it is knocked prone.

BONUS ACTIONS

Eerie Howl. *Wisdom Saving Throw:* DC 18, each creature in a 60-foot emanation from the akhlut (150 feet while underwater). *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.