

# DHOGRASH

Huge • Fiend (Demon) • Chaotic Evil

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 184 (16d12 + 80)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 23 (+6) | 10 (+0) | 21 (+5) | 6 (-2) | 9 (-1) | 14 (+2) |

**Saving Throws** Str +10, Con +9

**Skills** Athletics +10

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal

**CR** 11 (XP 7,200; PB +4)



**Bloodied Frenzy.** While bloodied, the dhogrash has advantage on attack rolls, and attacks against it gain advantage.

**Death Throes.** The dhogrash explodes when it dies. *Dexterity Saving Throw:* DC 17, each creature in a 15-foot emanation originating from the dhogrash. *Failure:* 13 (3d8) fire damage plus 13 (3d8) force damage. *Success:* Half damage.

**Magic Resistance.** The dhogrash has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The dhogrash makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) slashing damage.

## DHOGRASH — WEAKER

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 126 (12d12 + 48)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 21 (+5) | 10 (+0) | 18 (+4) | 6 (-2) | 9 (-1) | 12 (+1) |

**Saving Throws** Str +8, Con +7

**Skills** Athletics +8

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal

**CR** 8 (XP 3,900; PB +3)



**Bloodied Frenzy.** While bloodied, the dhogrash has advantage on attack rolls, and attacks against it gain advantage.

**Death Throes.** The dhogrash explodes when it dies. *Dexterity Saving Throw:* DC 15, each creature in a 10-foot emanation originating from the dhogrash. *Failure:* 9 (2d8) fire damage plus 9 (2d8) force damage. *Success:* Half damage.

**Magic Resistance.** The dhogrash has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The dhogrash makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) slashing damage.

## BONUS ACTIONS

**Deadly Leap.** The dhogrash spends 5 feet of movement to jump to a space within 15 feet that contains one or more Huge or smaller creatures. *Dexterity Saving Throw:* DC 18, each creature in the dhogrash's destination space. *Failure:* 19 (3d12) bludgeoning damage, and the target is knocked prone. *Success:* Half damage, and the target is pushed 5 feet straight away from the dhogrash.

## REACTIONS

**Furious Tail Swipe.** *Trigger:* The dhogrash is hit by a creature within 10 feet of it. *Response - Dexterity Saving Throw:* DC 18, the attacker. *Failure:* 13 (2d6 + 6) bludgeoning damage.

## BONUS ACTIONS

**Deadly Leap.** The dhogrash spends 5 feet of movement to jump to a space within 15 feet that contains one or more Huge or smaller creatures. *Dexterity Saving Throw:* DC 16, each creature in the dhogrash's destination space. *Failure:* 13 (2d12) bludgeoning damage, and the target is knocked prone. *Success:* Half damage, and the target is pushed 5 feet straight away from the dhogrash.

## REACTIONS

**Furious Tail Swipe.** *Trigger:* The dhogrash is hit by a creature within 10 feet of it. *Response - Dexterity Saving Throw:* DC 16, the attacker. *Failure:* 8 (1d6 + 5) bludgeoning damage.

# DHOGRASH — STRONGER

**Armor Class** 17

**Initiative** +6 (16)

**Hit Points** 225 (18d12 + 108)

**Speed** 30 ft.



| STR     | DEX     | CON     | INT    | WIS    | CHA     |
|---------|---------|---------|--------|--------|---------|
| 25 (+7) | 12 (+1) | 23 (+6) | 6 (-2) | 9 (-1) | 16 (+3) |

**Saving Throws** Str +12, Con +11

**Skills** Athletics +12

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal

**CR** 14 (XP 11,500; PB +5)

**Bloodied Frenzy.** While bloodied, the dhogrash has advantage on attack rolls, and attacks against it gain advantage.

**Death Throes.** The dhogrash explodes when it dies. *Dexterity Saving Throw:* DC 19, each creature in a 20-foot emanation originating from the dhogrash. *Failure:* 18 (4d8) fire damage plus 18 (4d8) force damage. *Success:* Half damage.

**Magic Resistance.** The dhogrash has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The dhogrash makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 21 (4d6 + 7) slashing damage.

## BONUS ACTIONS

**Deadly Leap.** The dhogrash spends 5 feet of movement to jump to a space within 20 feet that contains one or more Huge or smaller creatures. *Dexterity Saving Throw:* DC 20, each creature in the dhogrash's destination space. *Failure:* 26 (4d12) bludgeoning damage, and the target is knocked prone. *Success:* Half damage, and the target is pushed 5 feet straight away from the dhogrash.

## REACTIONS

**Furious Tail Swipe.** *Trigger:* The dhogrash is hit by a creature within 10 feet of it. *Response - Dexterity Saving Throw:* DC 20, the attacker. *Failure:* 17 (3d6 + 7) bludgeoning damage.