

LARSP

Large • Beast • Unaligned

Armor Class 16

Initiative +3 (13)

Hit Points 135 (18d10 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	2 (-4)	11 (+0)	8 (-1)

Damage Resistances fire

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 10

Languages -

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



Cold Stupor. When the larasp takes cold damage, it makes one Rend attack less as part of its Multiattack, and its speed is reduced by 10 feet until the end of its next turn.

Noisy Wings. While flying, creatures within 5 feet of the larasp are deafened.

ACTIONS

Multiattack. The larasp makes two Rend attacks and uses its Tail once. The larasp can replace both Rend attacks with a use of Heat Burst if available.

Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 16 (3d8 + 3) slashing damage.

Tail. *Strength Saving Throw:* DC 14, one Medium or smaller creature the larasp can see within 5 feet. *Failure:* 10 (2d6 + 3) bludgeoning damage, and the target has the grappled condition (escape DC 14). While grappled this way, the target is restrained and the larasp can't target another creature with this attack.

Heat Burst (Recharge 5-6). *Constitution Saving Throw:* DC 13, each creature in a 10-foot emanation originating from the larasp. Creatures with resistance to fire damage are immune to this effect. *Failure:* 21 (6d6) fire damage, and the target has disadvantage on its attack and ability checks until the end of its next turn. *Success:* Half damage.

LARSP — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 84 (13d10 + 13)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	8 (-1)

Damage Resistances fire

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 10

Languages -

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



Cold Stupor. When the larasp takes cold damage, it makes one Rend attack less as part of its Multiattack, and its speed is reduced by 10 feet until the end of its next turn.

Noisy Wings. While flying, creatures within 5 feet of the larasp are deafened.

ACTIONS

Multiattack. The larasp makes two Rend attacks and uses its Tail once.

Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) slashing damage.

Tail. *Strength Saving Throw:* DC 12, one Medium or smaller creature the larasp can see within 5 feet. *Failure:* 5 (1d6 + 2) bludgeoning damage, and the target has the grappled condition (escape DC 12). While grappled this way, the target is restrained and the larasp can't target another creature with this attack.

Heat Burst (Recharge 5-6). *Constitution Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the larasp. Creatures with resistance to fire damage are immune to this effect. *Failure:* 14 (4d6) fire damage, and the target has disadvantage on its attack and ability checks until the end of its next turn. *Success:* Half damage.

LARSP — STRONGER

Armor Class 17

Initiative +4 (14)

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	2 (-4)	12 (+1)	8 (-1)

Damage Resistances fire

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 11

Languages -

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



Cold Stupor. When the larsp takes cold damage, it makes one Rend attack less as part of its Multiattack, and its speed is reduced by 10 feet until the end of its next turn.

Noisy Wings. While flying, creatures within 5 feet of the larsp are deafened.

ACTIONS

Multiattack. The larsp makes two Rend attacks and uses its Tail once. The larsp can replace both Rend attacks with a use of Heat Burst if available.

Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 22 (4d8 + 4) slashing damage.

Tail. *Strength Saving Throw:* DC 16, one Medium or smaller creature the larsp can see within 5 feet. *Failure:* 14 (3d6 + 4) bludgeoning damage, and the target has the grappled condition (escape DC 16). While grappled this way, the target is restrained and the larsp can't target another creature with this attack.

Heat Burst (Recharge 5-6). *Constitution Saving Throw:* DC 15, each creature in a 10-foot emanation originating from the larsp. Creatures with resistance to fire damage are immune to this effect. *Failure:* 28 (8d6) fire damage, and the target has disadvantage on its attack and ability checks until the end of its next turn. *Success:* Half damage.