

SKURRAC

Medium • Fiend (Devil) • Lawful Evil

Armor Class 15

Initiative +2 (12)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	9 (-1)	11 (+0)	14 (+2)

Skills Stealth +5

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 10

Languages Infernal, telepathy 60 ft.

CR 2 (XP 450; PB +2)



Death Rattle. The skurrac cackles manically when it dies. *Wisdom Saving Throw:* DC 12 (with disadvantage if the target can't see the skurrac), each creature in a 15-foot emanation originating from the skurrac that isn't deafened. *Failure:* The target becomes frightened until the end of its next turn. While frightened, it must take the Dash action and use its movement to move away from the point where the skurrac died by the safest route.

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

ACTIONS

Multiattack. The skurrac makes two Claws attacks.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage. If the skurrac is in dimlight or darkness while making this attack, the target becomes frightened of it until the end of its next turn.

SKURRAC — WEAKER

Armor Class 14

Initiative +1 (11)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	9 (-1)	10 (+0)	11 (+0)

Skills Stealth +3

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 10

Languages Infernal, telepathy 60 ft.

CR 1/4 (XP 50; PB +2)



Death Rattle. The skurrac cackles manically when it dies. *Wisdom Saving Throw:* DC 10 (with disadvantage if the target can't see the skurrac), each creature in a 10-foot emanation originating from the skurrac that isn't deafened. *Failure:* The target becomes frightened until the end of its next turn. While frightened, it must take the Dash action and use its movement to move away from the point where the skurrac died by the safest route.

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

ACTIONS

Claws. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) slashing damage. If the skurrac is in dimlight or darkness while making this attack, the target becomes frightened of it until the end of its next turn.

SKURRAC — STRONGER

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 30 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	9 (-1)	13 (+1)	16 (+3)

Skills Stealth +9

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 11

Languages Infernal, telepathy 60 ft.

CR 5 (XP 1,800; PB +3)



Death Rattle. The skurrac cackles manically when it dies. *Wisdom Saving Throw:* DC 14 (with disadvantage if the target can't see the skurrac), each creature in a 20-foot emanation originating from the skurrac that isn't deafened. *Failure:* The target becomes frightened until the end of its next turn. While frightened, it must take the Dash action and use its movement to move away from the point where the skurrac died by the safest route.

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

ACTIONS

Multiattack. The skurrac makes two Claws attacks.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) slashing damage. If the skurrac is in dimlight or darkness while making this attack, the target becomes frightened of it until the end of its next turn.

Darkness (1/Day). The skurrac casts *darkness*, requiring no material components and using Charisma as the spellcasting ability.

BONUS ACTIONS

Shadow Jaunt. If the skurrac is in dim light or darkness, the skurrac teleports up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

REACTIONS

Unnerving Gaze. *Trigger:* A frightened creature that can see the skurrac targets it with an attack roll. *Response - Wisdom Saving Throw:* DC 10. *Failure:* The target's attack automatically misses.

Darkness (3/Day). The skurrac casts *darkness*, requiring no material components and using Charisma as the spellcasting ability.

BONUS ACTIONS

Shadow Jaunt. If the skurrac is in dim light or darkness, the skurrac teleports up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

REACTIONS

Unnerving Gaze. *Trigger:* A frightened creature that can see the skurrac targets it with an attack roll. *Response - Wisdom Saving Throw:* DC 14. *Failure:* The target's attack automatically misses.