

## SKARTHTRAX

Large • Dragon • Unaligned

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 119 (14d10 + 42)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	5 (-3)	10 (+0)	6 (-2)

**Skills** Athletics +7, Perception +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** -

**CR** 6 (XP 2,300; PB +3)



**Bloodied - Reckless Fury.** The skarthrax has advantage on melee attack rolls while it is bloodied. Additionally, attack rolls made against the skarthrax have advantage.

**Savage Reposition.** The skarthrax can move together with a grappled creature without expending extra movement to do so, provided it is grappling only one Medium or smaller creature and moves toward a hostile creature.

**Standing Leap.** The skarthrax's long jump is up to 20 feet, and its high jump is up to 10 feet with or without a running start.

### ACTIONS

**Multiattack.** The skarthrax makes four Claw attacks, it can replace two of these attacks with a use of Shred.

**Rend. Melee Weapon Attack:** +7, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Ability checks made to escape this grapple have disadvantage.

**Shred. Constitution Saving Throw:** DC 15, each creature grappled by the skarthrax. *Failure:* 14 (4d6) slashing damage, and the target is knocked prone. *Success:* Half damage.

## SKARTHTRAX — WEAKER

**Armor Class** 14

**Initiative** +1 (11)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	5 (-3)	10 (+0)	6 (-2)

**Skills** Athletics +5, Perception +2

**Senses** darkvision 120 ft., passive Perception 12

**Languages** -

**CR** 3 (XP 700; PB +2)



**Bloodied - Reckless Fury.** The skarthrax has advantage on melee attack rolls while it is bloodied. Additionally, attack rolls made against the skarthrax have advantage.

**Savage Reposition.** The skarthrax can move together with a grappled creature without expending extra movement to do so, provided it is grappling only one Medium or smaller creature and moves toward a hostile creature.

**Standing Leap.** The skarthrax's long jump is up to 20 feet, and its high jump is up to 10 feet with or without a running start.

### ACTIONS

**Multiattack.** The skarthrax makes four Claw attacks, it can replace two of these attacks with a use of Shred.

**Rend. Melee Weapon Attack:** +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**Shred. Constitution Saving Throw:** DC 13, each creature grappled by the skarthrax. *Failure:* 10 (3d6) slashing damage, and the target is knocked prone. *Success:* Half damage.

## SKARTHTRAX — STRONGER

**Armor Class** 16

**Initiative** +2 (12)

**Hit Points** 180 (19d10 + 76)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	5 (-3)	10 (+0)	6 (-2)

**Skills** Athletics +9, Perception +4

**Senses** darkvision 120 ft., passive Perception 14

**Languages** -

**CR** 9 (XP 5,000; PB +4)



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**Bloodied - Reckless Fury.** The skarthrax has advantage on melee attack rolls while it is bloodied. Additionally, attack rolls made against the skarthrax have advantage.

**Savage Reposition.** The hoskarthrax arfang can move together with a grappled creature without expending extra movement to do so, provided it is grappling only one Medium or smaller creature and moves toward a hostile creature.

**Standing Leap.** The skarthrax's long jump is up to 20 feet, and its high jump is up to 10 feet with or without a running start.

## ACTIONS

**Multiattack.** The skarthrax makes four Claw attacks, it can replace two of these attacks with a use of Shred.

**Rend. Melee Weapon Attack:** +9, reach 5 ft. *Hit:* 15 (3d6 + 5) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Ability checks made to escape this grapple have disadvantage.

**Shred. Constitution Saving Throw:** DC 17, each creature grappled by the skarthrax. *Failure:* 21 (6d6) slashing damage, and the target is knocked prone. *Success:* Half damage.