

KLATHUL

Large • Aberration • Chaotic Evil

Armor Class 16

Hit Points 144 (17d10 + 51)

Speed 40 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (-1)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +10

Damage Resistances acid, poison

Senses darkvision 120 ft., passive Perception 20

Languages -

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



ACTIONS

Multiattack. The klathul makes three attacks: one Corroding Bite, one Snake Tail, and one Tentacle Mane.

Corroding Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 28 (4d12 + 4) acid damage. If the target wears armor, it takes a -1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *mending* spell on the armor.

Snake Tail. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 11 (2d6 + 4) poison damage, and the target is poisoned until the end of its next turn.

KLATHUL — WEAKER

Armor Class 15

Hit Points 105 (14d10 + 28)

Speed 40 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	9 (-1)

Skills Athletics +6, Perception +8

Damage Resistances acid, poison

Senses darkvision 120 ft., passive Perception 18

Languages -

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



ACTIONS

Multiattack. The klathul makes three attacks: one Corroding Bite, one Snake Tail, and one Tentacle Mane.

Corroding Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 22 (3d12 + 3) acid damage. If the target wears armor, it takes a -1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *mending* spell on the armor.

Snake Tail. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 6 (1d6 + 3) poison damage, and the target is poisoned until the end of its next turn.

Tentacle Mane. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 19 (6d4 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16).

BONUS ACTIONS

Pain Suppression Gaze. *Wisdom Saving Throw:* DC 15, each creature in a 30-foot cone that the klathul can see. *Failure:* The target's hit points maximum is reduced to 1. It then gains temporary hit points equal to any actual hit points lost this way. While the target has these temporary hit points, it doesn't feel any pain, and attack rolls against it have advantage. The temporary hit points last for 1 hour. When all temporary hit points are lost, the target regains its original hit point maximum. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.

Tentacle Mane. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 13 (4d4 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14).

BONUS ACTIONS

Pain Suppression Gaze. *Wisdom Saving Throw:* DC 13, each creature in a 30-foot cone that the klathul can see. *Failure:* The target's hit points maximum is reduced to 1. It then gains temporary hit points equal to any actual hit points lost this way. While the target has these temporary hit points, it doesn't feel any pain, and attack rolls against it have advantage. The temporary hit points last for 1 hour. When all temporary hit points are lost, the target regains its original hit point maximum. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.

KLATHUL — STRONGER

Armor Class 17

Initiative +7 (17)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	8 (-1)	18 (+4)	9 (-1)

Skills Athletics +9, Perception +12

Damage Resistances acid, poison

Senses darkvision 120 ft., passive Perception 22

Languages -

CR 12 (XP 8.400; PB +4)



ACTIONS

Multiattack. The klathul makes three attacks: one Corroding Bite, one Snake Tail, and one Tentacle Mane.

Corroding Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 37 (5d12 + 5) acid damage. If the target wears armor, it takes a -1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *mending* spell on the armor.

Snake Tail. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 15 (3d6 + 5) poison damage, and the target is poisoned until the end of its next turn.

Tentacle Mane. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 25 (8d4 + 5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 17).

BONUS ACTIONS

Pain Suppression Gaze. *Wisdom Saving Throw:* DC 16, each creature in a 30-foot cone that the klathul can see. *Failure:* The target's hit points maximum is reduced to 1. It then gains temporary hit points equal to any actual hit points lost this way. While the target has these temporary hit points, it doesn't feel any pain, and attack rolls against it have advantage. The temporary hit points last for 1 hour. When all temporary hit points are lost, the target regains its original hit point maximum. *Success or Effect Ends:* The target becomes immune to this effect for 24 hours.