THYRMAGOCH

Huge or Gargantuan • Monstrosity • Unaligned



Armor Class 18
Initiative +8 (18)
Hit Points 231 (22d12 + 88)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	7 (-2)	17 (+3)	12 (+1)

Saving Throws Con +9
Skills Athletics +11, Perception +8, Stealth +13
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 120 ft., tremorsense 300 ft., passive Perception 18
Languages -
CR 13 (XP 10,000; PB +5)

Bloodied - Locating Screech. When the thyrmagoch becomes bloodied, it screeches, which is audible within 1000 feet. It then gains advantage on attack rolls against creatures in that area that have not moved since this screech.

ACTIONS

Multiattack. The thyrmagoch makes two Hairy Tendril attacks and one Bite attack.

Hairy Tendril. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 19) by one of the thyrmagoch's tendrils, and if the target is Large or smaller, it is also restrained. The thyrmagoch can choose not to deal damage. Further, while grappled in this way, the target is poisoned. *Constitution Saving Throw:* DC 17, any creature starting its turn poisoned this way. *Failure:* The target becomes incapacitated until the end of its turn as it cries out in pain.

Bite. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 45 (6d12 + 6) piercing damage.

Tail Swipe. *Strength Saving Throw:* DC 19, each creature on the ground in a 20-foot emanation originating from the thyrmagoch. *Failure:* The target is knocked prone and pushed 10 feet away from the thyrmagoch. *Success:* The target is pushed 5 feet away.

REACTIONS

Inject Egg. *Trigger:* One Medium or Large creature grappled by the thyrmagoch fails its Constitution saving throw against the effect of the poisoned condition. *Response - Constitution Saving Throw:* DC 19. *Failure:* The target becomes injected with an egg through its mouth. While it has the egg inside its body is immune to the poisoned condition. Over 2d4 × 10 days, the egg gestates. In the final 24 hours, the affected creature feels unwell; its speed is halved, and it has disadvantage on attack rolls, saving throws, and ability checks. At the end of this time, the egg hatches into a **thyrmagoch hatchling**, chews its way out of the host, killing the host in the process. A *greater restoration* or similar magic removes the egg.

THYRMAGOCH — WEAKER



Armor Class 17
Initiative +2 (12)
Hit Points 190 (20d12 + 60)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	5 (-3)	15 (+2)	10 (+0)

Saving Throws Con +7
Skills Athletics +9, Stealth +6, Perception +6
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 120 ft., tremorsense 300 ft., passive Perception 16
Languages -
CR 10 (XP 5,900; PB +4)

Bloodied - Locating Screech. When the thyrmagoch becomes bloodied, it screeches, which is audible within 1000 feet. It then gains advantage on attack rolls against creatures in that area that have not moved since this screech.

ACTIONS

Multiattack. The thyrmagoch makes two Hairy Tendril attacks and one Bite attack.

Hairy Tendril. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17) by one of the thyrmagoch's tendrils, and if the target is Large or smaller, it is also restrained. The thyrmagoch can choose not to deal damage. Further, while grappled in this way, the target is poisoned. *Constitution Saving Throw:* DC 15, any creature starting its turn poisoned this way. *Failure:* The target becomes incapacitated until the end of its turn as it cries out in pain.

Bite. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 37 (5d12 + 5) piercing damage.

Tail Swipe. *Strength Saving Throw:* DC 17, each creature on the ground in a 20-foot emanation originating from the thyrmagoch. *Failure:* The target is knocked prone and pushed 10 feet away from the thyrmagoch. *Success:* The target is pushed 5 feet away.

REACTIONS

Inject Egg. *Trigger:* One Medium or Large creature grappled by the thyrmagoch fails its Constitution saving throw against the effect of the poisoned condition. *Response - Constitution Saving Throw:* DC 17. *Failure:* The target becomes injected with an egg through its mouth. While it has the egg inside its body is immune to the poisoned condition. Over 2d4 × 10 days, the egg gestates. In the final 24 hours, the affected creature feels unwell; its speed is halved, and it has disadvantage on attack rolls, saving throws, and ability checks. At the end of this time, the egg hatches into a **thyrmagoch hatchling**, chews its way out of the host, killing the host in the process. A *greater restoration* or similar magic removes the egg.

THYRMAGOCH — STRONGER



Armor Class 19 **Initiative** +4 (14)
Hit Points 276 (24d12 + 120)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	9 (-1)	19 (+4)	14 (+2)

Saving Throws Con +10
Skills Athletics +12, Stealth +9, Perception +9
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 120 ft., tremorsense 300 ft., passive Perception 19
Languages -
CR 16 (XP 15,000; PB +5)

Bloodied - Locating Screech. When the thyrmagoch becomes bloodied, it screeches, which is audible within 1000 feet. It then gains advantage on attack rolls against creatures in that area that have not moved since this screech.

ACTIONS

Multiattack. The thyrmagoch makes two Hairy Tendril attacks and one Bite attack.

Hairy Tendril. *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target is grappled (escape DC 20) by one of the thyrmagoch's tendrils, and if the target is Large or smaller, it is also restrained. The thyrmagoch can choose not to deal damage. Further, while grappled in this way, the target is poisoned. *Constitution Saving Throw:* DC 18, any creature starting its turn poisoned this way. *Failure:* The target becomes incapacitated until the end of its turn as it cries out in pain.

Bite. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 52 (7d12 + 7) piercing damage.

Tail Swipe. *Strength Saving Throw:* DC 20, each creature on the ground in a 20-foot emanation originating from the thyrmagoch. *Failure:* The target is knocked prone and pushed 10 feet away from the thyrmagoch. *Success:* The target is pushed 5 feet away.

REACTIONS

Inject Egg. *Trigger:* One Medium or Large creature grappled by the thyrmagoch fails its Constitution saving throw against the effect of the poisoned condition. *Response - Constitution Saving Throw:* DC 20. *Failure:* The target becomes injected with an egg through its mouth. While it has the egg inside its body is immune to the poisoned condition. Over 2d4 × 10 days, the egg gestates. In the final 24 hours, the affected creature feels unwell; its speed is halved, and it has disadvantage on attack rolls, saving throws, and ability checks. At the end of this time, the egg hatches into a **thyrmagoch hatchling**, chews its way out of the host, killing the host in the process. A *greater restoration* or similar magic removes the egg.