THYRMAGOCH HATCHLING

Small • Monstrosity • Unaligned



Armor Class 14
Initiative +0 (10)
Hit Points 22 (5d6 + 5)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +2, Perception +3
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 13
Languages -
CR 1/2 (XP 100; PB +2)

ACTIONS

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

Hairy Tendril. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage, and a Medium or smaller creature is grappled (escape DC 12). Further, while grappled in this way, the target is poisoned.

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Tail Swipe. *Strength Saving Throw:* DC 12, one creature within 5 feet of the thyrmagoch that it can see. *Failure:* The target is pushed 5 feet away from the thyrmagoch.

THYRMAGOCH HATCHLING — WEAKER



Armor Class 13
Initiative -1 (9)
Hit Points 3 (1d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Skills Stealth +1, Perception +2
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12
Languages -
CR 0 (XP 10; PB +2)

ACTIONS

Hairy Tendril. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 1 bludgeoning damage, and a Medium or smaller creature is grappled (escape DC 11). Further, while grappled in this way, the target is poisoned.

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 2 piercing damage.

BONUS ACTIONS

Tail Swipe. *Strength Saving Throw:* DC 11, one creature within 5 feet of the thyrmagoch that it can see. *Failure:* The target is pushed 5 feet away from the thyrmagoch.

THYRMAGOCH HATCHLING — STRONGER



Armor Class 15
Initiative +1 (11)
Hit Points 55 (10d6 + 20)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Stealth +3, Perception +4
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 14
Languages -
CR 3 (XP 700; PB +2)

ACTIONS

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

Hairy Tendril. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage, and a Medium or smaller creature is grappled (escape DC 13). Further, while grappled in this way, the target is poisoned.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 14 (2d10 + 3) piercing damage.

BONUS ACTIONS

Tail Swipe. *Strength Saving Throw:* DC 13, one creature within 5 feet of the thyrmagoch that it can see. *Failure:* The target is pushed 5 feet away from the thyrmagoch.