

SHACKLER

Medium • Fiend (Demon) • Chaotic Evil

Armor Class 13

Initiative -1 (9)

Hit Points 27 (5d8 + 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +4

Skills Athletics +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 30 ft. (works only with creatures that understand Abyssal)

CR 1 (XP 200; PB +2)



ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 8 (2d6 + 2) piercing damage plus 4 (1d8) acid damage.

Chain. Strength Saving Throw: DC 12, one Large or smaller creature the shackler can see within 5 feet. Failure: The target becomes grappled (escape DC 12 or 15 while using Fortify). While grappled this way, it is restrained and takes 7 (2d6) bludgeoning damage at the start of its turns.

BONUS ACTIONS

Fortify. The shackler multiplies its weight until it uses this bonus action again. While heavier, its speed is reduced to 0, it has disadvantage on attack rolls, and it can't be moved against its will. Further, the escape DC of its Chain increases to 15, and the shackler gains resistance against bludgeoning, piercing, and slashing from nonmagical attacks. This effect lasts until the shackler uses this bonus action again.

SHACKLER — WEAKER

Armor Class 11

Initiative -1 (9)

Hit Points 9 (2d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	11 (+0)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +3

Skills Athletics +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 30 ft. (works only with creatures that understand Abyssal)

CR 1/8 (XP 25; PB +2)



ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

Chain. Strength Saving Throw: DC 11, one Large or smaller creature the shackler can see within 5 feet. Failure: The target becomes grappled (escape DC 11). While grappled this way, it is restrained and takes 2 (1d4) bludgeoning damage at the start of its turns.

BONUS ACTIONS

Fortify. The shackler multiplies its weight until it uses this bonus action again. While heavier, its speed is reduced to 0, it has disadvantage on attack rolls, and it can't be moved against its will. Further, it gains resistance against bludgeoning, piercing, and slashing from nonmagical attacks. This effect lasts until the shackler uses this bonus action again.

SHACKLER — STRONGER

Armor Class 15

Initiative -1 (9)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +5

Skills Athletics +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 30 ft. (works only with creatures that understand Abyssal)

CR 4 (XP 1,100; PB +2)



ACTIONS

Multiattack. The shackler makes two Bite attacks. It can replace one of those attacks with a use of Chain.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) piercing damage plus 4 (1d8) acid damage.

Chain. *Strength Saving Throw:* DC 13, one Large or smaller creature the shackler can see within 5 feet. Failure: The target becomes grappled (escape DC 13 or 16 while using Fortify). While grappled this way, it is restrained and takes 11 (2d10) bludgeoning damage at the start of its turns.

BONUS ACTIONS

Fortify. The shackler multiplies its weight until it uses this bonus action again. While heavier, its speed is reduced to 0, it has disadvantage on attack rolls, and it can't be moved against its will. Further, the escape DC of its Chain increases to 16, and the shackler gains resistance against bludgeoning, piercing, and slashing from nonmagical attacks. This effect lasts until the shackler uses this bonus action again.