

GIRAITH

Huge • Monstrosity • Unaligned

Armor Class 16

Initiative +1 (11)

Hit Points 147 (14d12 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +4

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 14

Languages -

CR 7 (XP 2,900; PB +3)



Bladed Hide. At the start of each of its turns, the giraith deals 5 (1d10) slashing damage to any creature it is grappling or any creature grappling it.

Bloodied - Rampage. When the giraith becomes bloodied, it trashes around. *Dexterity Saving Throw:* DC 17 (with disadvantage if the target is prone), each creature in a 15-foot emanation originating from the giraith. *Failure:* 17 (2d10 + 6) slashing damage. *Failure:* Half damage.

Standing Leap. The giraith's long jump is up to 40 feet and its high jump is up to 20 feet with or without a running start.

ACTIONS

Multiattack. The giraith uses its Neck Swing or Acid Spit. It can make one Tail attack before or after.

Neck Swing. *Dexterity Saving Throw:* DC 17, each creature in a 15-foot cone. *Failure:* 17 (2d10 + 6) bludgeoning damage.

Acid Spit. *Dexterity Saving Throw:* DC 15, each creature in a 10-foot-radius sphere centered on a point within 60 feet. *Failure:* 14 (4d6) acid damage.

Tail. *Melee Weapon Attack:* +9, reach 20 ft. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). The giraith can only grapple one creature this way.

BONUS ACTIONS

Fling. *Dexterity Saving Throw:* DC 17, one creature grappled by the giraith. *Failure:* 1d6 bludgeoning per 10 feet thrown and the target is knocked prone. *Success:* Half damage. *Failure or Success:* The target is thrown up to 30 feet in a direction the giraith chooses and no longer grappled by it.

GIRAITH — WEAKER

Armor Class 15

Initiative +0 (10)

Hit Points 95 (10d12 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +2

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 4 (XP 1,800; PB +2)



Bladed Hide. At the start of each of its turns, the giraith deals 3 (1d6) slashing damage to any creature it is grappling or any creature grappling it.

Bloodied - Rampage. When the giraith becomes bloodied, it trashes around. *Dexterity Saving Throw:* DC 14 (with disadvantage if the target is prone), each creature in a 15-foot emanation originating from the giraith. *Failure:* 13 (2d8 + 4) slashing damage. *Failure:* Half damage.

Standing Leap. The giraith's long jump is up to 40 feet and its high jump is up to 20 feet with or without a running start.

ACTIONS

Multiattack. The giraith uses its Neck Swing or Acid Spit. It can make one Tail attack before or after.

Neck Swing. *Dexterity Saving Throw:* DC 14, each creature in a 15-foot cone. *Failure:* 11 (2d6 + 4) bludgeoning damage.

Acid Spit. *Dexterity Saving Throw:* DC 13, each creature in a 5-foot-radius sphere centered on a point within 60 feet. *Failure:* 7 (2d6) acid damage.

Tail. *Melee Weapon Attack:* +6, reach 20 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). The giraith can only grapple one creature this way.

BONUS ACTIONS

Fling. *Dexterity Saving Throw:* DC 14, one creature grappled by the giraith. *Failure:* 1d6 bludgeoning per 10 feet thrown and the target is knocked prone. *Success:* Half damage. *Failure or Success:* The target is thrown up to 20 feet in a direction the giraith chooses and no longer grappled by it.

GIRAITH — STRONGER

Armor Class 17

Initiative +1 (11)

Hit Points 195 (17d12 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +5

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 15

Languages -

CR 10 (XP 5,900, PB +4)



Bladed Hide. At the start of each of its turns, the giraith deals 7 (2d6) slashing damage to any creature it is grappling or any creature grappling it.

Bloodied - Rampage. When the giraith becomes bloodied, it trashes around. *Dexterity Saving Throw:* DC 19 (with disadvantage if the target is prone), each creature in a 15-foot emanation originating from the giraith. *Failure:* 26 (3d12 + 7) slashing damage. *Failure:* Half damage.

Standing Leap. The giraith's long jump is up to 40 feet and its high jump is up to 20 feet with or without a running start.

ACTIONS

Multiattack. The giraith uses its Neck Swing or Acid Spit. It can make one Tail attack before or after.

Neck Swing. *Dexterity Saving Throw:* DC 19, each creature in a 15-foot cone. *Failure:* 29 (4d10 + 7) bludgeoning damage.

Acid Spit. *Dexterity Saving Throw:* DC 17, each creature in a 10-foot-radius sphere centered on a point within 60 feet. *Failure:* 21 (6d6) acid damage.

Tail. *Melee Weapon Attack:* +11, reach 20 ft. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). The giraith can only grapple one creature this way.

BONUS ACTIONS

Fling. *Dexterity Saving Throw:* DC 19, one creature grappled by the giraith. *Failure:* 2d6 bludgeoning per 10 feet thrown and the target is knocked prone. *Success:* Half damage. *Failure or Success:* The target is thrown up to 30 feet in a direction the giraith chooses and no longer grappled by it.