

DUBUN

Large • Monstrosity • Neutral

Armor Class 15

Initiative +2 (12)

Hit Points 144 (17d10 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	17 (+3)	10 (+0)

Saving Throws Int +2, Wis +6, Cha +3

Skills Investigation +2, Perception +6, Stealth +5, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Dubun

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



Magic Resistance. The dubun has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dubun makes two Claw attacks. It can replace one of these attacks with a use of Tail Whip or a casting of *mirror image*.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 24 (6d6 + 3) slashing damage. If the target is concentrating on a spell, it has disadvantage on the saving throw to maintain that concentration.

Tail Whip. *Dexterity Saving Throw:* DC 14, one creature the dubun within 30 feet that it can see. *Failure:* The target takes 17 (4d6 + 3) bludgeoning damage, and if it is a Large or smaller creature, the dubun can pull it up to 15 feet closer to it.

Spellcasting. The dubun casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *detect magic*, *mirror image*

1/day: *comprehend languages*, *dispel magic*, *false life* (level 4), *hold monster*, *hypnotic pattern*

REACTIONS

Horn Resonance (Recharge 6). The dubun casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

DUBUN — WEAKER

Armor Class 14

Initiative +1 (11)

Hit Points 90 (12d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Int +1, Wis +4, Cha +2

Skills Investigation +1, Perception +4, Stealth +3, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Dubun

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



Magic Resistance. The dubun has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dubun makes two Claw attacks. It can replace one of these attacks with a use of Tail Whip.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 17 (4d6 + 3) slashing damage. If the target is concentrating on a spell, it has disadvantage on the saving throw to maintain that concentration.

Tail Whip. *Dexterity Saving Throw:* DC 13, one creature the dubun within 30 feet that it can see. *Failure:* The target takes 10 (2d6 + 3) bludgeoning damage, and if it is a Large or smaller creature, the dubun can pull it up to 15 feet closer to it.

Spellcasting. The dubun casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *detect magic*, *mirror image*

1/day: *comprehend languages*, *dispel magic*, *false life* (level 2), *hypnotic pattern*

REACTIONS

Horn Resonance (1/Day). The dubun casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

DUBUN — STRONGER

Armor Class 16

Initiative +2 (12)

Hit Points 190 (20d10 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	19 (+4)	10 (+0)

Saving Throws Int +3, Wis +8, Cha +4

Skills Investigation +3, Perception +8, Stealth +6, Survival +8

Senses darkvision 120 ft., passive Perception 18

Languages Dubun

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



Magic Resistance. The dubun has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dubun makes two Claw attacks. It can replace one of these attacks with a use of Tail Whip or a casting of *mirror image*.

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 31 (6d8 + 4) slashing damage. If the target is concentrating on a spell, it has disadvantage on the saving throw to maintain that concentration.

Tail Whip. *Dexterity Saving Throw:* DC 16, one creature the dubun within 30 feet that it can see. *Failure:* The target takes 24 (6d6 + 4) bludgeoning damage, and if it is a Large or smaller creature, the dubun can pull it up to 15 feet closer to it.

Spellcasting. The dubun casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *detect magic*, *mirror image*

1/day: *comprehend languages*, *dispel magic*, *false life* (level 6), *hold monster*, *hypnotic pattern*

REACTIONS

Horn Resonance (Recharge 5-6). The dubun casts *counterspell* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.