

Flesh Reaver

Large, Aberration, Chaotic Evil

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ARMOR CLASS

16

HIT POINTS

152 (16d10 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed	Walk 40 ft., Climb 30 ft.
Initiative	+2
Saving Throws	Con +7, Str +8
Skills	Athletics +8, Perception +4
Damage Resistances	Necrotic, Poison
Condition Immunities	Poisoned
Senses	Darkvision 60 ft.; Passive Perception 14
Passive Perception	14
Languages	Understands Deep Speech but cannot speak

STR21
+5**DEX**14
+2**CON**18
+4**INT**7
-2**WIS**13
+1**CHA**9
-1

Traits

Meat-Hunger. The reaver has Advantage on melee attack rolls against creatures below half their Hit Points.

Warped Anatomy. Critical hits against the reaver become normal hits unless the attacker is within 5 feet of it.

Actions

Multiattack. The reaver makes three attacks: one Bite and two Rending Claw attacks.

Bite. Melee Attack Roll: +8, reach 5 ft. Hit: 16 (2d10 + 5) Piercing damage plus 7 (2d6) Necrotic damage.

Rending Claw. Melee Attack Roll: +8, reach 10 ft. Hit: 12 (2d6 + 5) Slashing damage.

Flesh-Rip Roar (Recharge 5-6). Constitution Saving Throw: creatures within 20 feet. Failure: 36 (8d8) Necrotic damage and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

Reactions

Meat Shield. When hit by an attack while grappling a creature, the reaver reduces the damage by 10.

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