

Neo-Otyugh

Large, Aberration, Neutral

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ARMOR CLASS

16

HIT POINTS

152 (16d10 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Swim 20 ft., Walk 30 ft.

Initiative +1

Saving Throws Con +7, Wis +5

Skills Perception +8

Damage Resistances Acid, Poison

Damage Immunities Disease

Condition Immunities Poisoned

Senses Darkvision 120 ft.; Passive Perception 18

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Languages Deep Speech, telepathy 60 ft.

STR20
+5**DEX**12
+1**CON**18
+4**INT**8
-1**WIS**14
+2**CHA**8
-1

Traits

Filth Adaptation. The neo-otyugh has Advantage on saving throws against disease, poison, and effects caused by polluted environments.

Psychic Stench. A creature that starts its turn within 10 feet must succeed on a Wisdom saving throw or have Disadvantage on its next attack roll before the end of the turn.

Actions

Multiattack. The neo-otyugh makes three attacks: one Bite and two Tentacles.

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

Tentacle. Melee Attack Roll: +8, reach 15 ft. Hit: 12 (2d6 + 5) Bludgeoning damage, and the target has the Grappled condition if it is Large or smaller.

Waste Mind Pulse (Recharge 5-6). Wisdom Saving Throw: creatures within 20 feet. Failure: 31 (7d8) Psychic damage and the target is Poisoned until the end of its next turn. Success: Half damage.

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