

Remorhaz Spawn

Large, Monstrosity, Unaligned

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ARMOR CLASS

15

HIT POINTS

115 (11d10 + 55)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Walk 30 ft., Burrow 20 ft.

Initiative +1

Saving Throws Con +8

Skills N/A

Damage Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 10

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Languages None

STR19
+4**DEX**12
+1**CON**20
+5**INT**3
-4**WIS**10
+0**CHA**5
-3

Traits

Heated Carapace. A creature that touches the spawn or hits it with a melee attack while within 5 feet takes 7 (2d6) Fire damage.

Ice Tunneler. The spawn can burrow through snow, ice, and frozen soil without leaving a stable tunnel.

Actions

Bite. Melee Attack Roll: +7, reach 10 ft. Hit: 15 (2d10 + 4) Piercing damage plus 10 (3d6) Fire damage.

Thermal Burst (Recharge 5-6). Dexterity Saving Throw: creatures within 10 feet. Failure: 21 (6d6) Fire damage. Success: Half damage.

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