

GRAXIS, THE BUTCHER

Large monstrosity (Paragon), chaotic evil

Armor Class 19 (Jancan breastplate, Golden Shield of Volkan)
Hit Points 210
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (-2)	10 (+0)	16 (+3)

Saving Throws Str +10, Cha +8
Skills Athletics +10, Intimidation +8, Perception +10, Survival +5
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 20
Languages Common, Minotaur, Draconic
Challenge 14 (11,500 XP)

Paragon Power. Graxis has 5 Paragon Power, and regains all spent power at the beginning of his next turn. At the end of another creature's turn, he may either:

1. Move up to its base speed.
2. Perform a single action (1 Attack, Dodge, or Help).
3. Regain his reaction and make saving throws against ongoing effects.

Paragon Defence (2/day). When Graxis would fail a saving throw, he may spend 10 hit points to succeed instead.

Reckless. At the start of his turn, Graxis can gain advantage on all melee attacks for that turn, but attacks against him also have advantage until the start of his next turn.

Labyrinthian Curse. Graxis can move through spaces as small as 5 ft. without squeezing. He regains 1d10 hit points at the start of his turn (2d10 if bloodied).

ACTIONS

Multiattack. Graxis makes three attacks with the Axe of Xander or Thrashing Horns.

Axe of Xander. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 1d12 + 2d6 + 7 damage. On a critical hit, all other creatures within 5 ft. of the target take 2d6 damage.

Thrashing Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 2d8 + 5 damage. Target must succeed on a DC 18 Dexterity saving throw or be knocked 5 ft. away.

Overwhelming Charge. Graxis charges in a straight line up to his speed. Each creature in the path must make a DC 18 Strength save or take 4d8 damage, be shoved 5 ft., and fall prone. On a success: half damage and pushed, not prone. If the save succeeds by 5 or more, Graxis' movement is halted.

Dead Hunter's Roar. All creatures that can hear Graxis must make a DC 15 Wisdom saving throw or be frightened for 1 minute. Affected creatures can repeat the save at the end of their turns.

Cursed Blood (Bloodied). Graxis sprays blood in a 30 ft. cone. Creatures in the area must make a DC 15 Constitution save or become blinded and enraged until the end of their next turn. They must move toward and attack the nearest creature.

REACTIONS

Vertical Onslaught. When an enemy moves within Graxis' reach, he can make a Thrashing Horns attack. On hit, no damage is dealt; the target is knocked prone and its speed is reduced to 0 until the start of its next turn.

Shield of Xander's Roar (3/day). When hit, Graxis can cause the shield to roar, casting the effects of the *Thunderwave* spell.