

# PLAGUETOOTH SPINOX

The murky and forsaken corners of the Poisonous Delta hide a monstrous embodiment of toxic fury and primal savagery – the Plaguetooth Spinox. Its immense form looms with an air of malevolence, its mottled sickly-green hide a canvas of grotesque bulges and swollen growths, each exuding an eerie luminescence that casts a ghostly glow upon the surrounding gloom. With predator's eyes both above and below its massive head, it surveys its domain with uncanny precision, a sentinel of chaos in a realm of shadows.

This ancient abomination is no relic of a bygone era, but a living nightmare shaped by the relentless grip of a toxic and chaotic environment. Its insatiable hunger is matched only by its malevolent cunning, honed through countless eons of hunting in the harshest of environs. When not submerged in the depths of inky waters, the Plaguetooth Spinox slinks into concealment amidst dense shrubs and towering trees, its hulking frame blending seamlessly into the looming darkness.

A master of ambush, the Spinox's primary tactic is a symphony of savagery. It emerges from the shadowy depths with breathtaking speed, jaws agape in a nightmarish visage. Its massive frame is propelled by raw, primal power, crashing forth in a torrent of violence that engulfs its prey. With frenzied bites and furious tail swipes, it enacts its relentless wrath, the touch of its toxic saliva inflicting both immediate and lingering harm. Those unfortunate enough to cross paths with the Plaguetooth Spinox soon learn to dread the sickly glow that precedes its assault, and the haunting silence that heralds its deadly arrival.

For within its sinister radiance lies a predatory cunning that belies its grotesque appearance. The Spinox knows the rhythm of its realm, the cadence of movement, the heartbeat of its victims. Its eyes never waver from its quarry, and its attacks are executed with terrifying precision, a testament to its mastery over the art of the ambush. And as its adversaries reel from the onslaught, they bear witness to the embodiment of relentless survival, a beast both ancient and unyielding, shaped by the very chaos that gave it life.

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# PLAGUETOOTH SPINOX

Huge Monstrosity, chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft., swim 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 14 (+2) | 20 (+5) | 2 (-4) | 14 (+2) | 6 (-2) |

**Skills** Perception +6, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** Darkvision 60 ft., passive Perception 16

**Languages** –

**Challenge** 12 (8,400 XP)

**Radiant Toxin.** Any creature that starts its turn within 15 feet of the Plaguetooth Spinox must make a DC 16 Constitution saving throw or take 13 (3d8) poison damage and have its maximum hit points reduced by the same amount. This reduction lasts until the creature finishes a long rest. On a successful save, the creature takes half damage and suffers no reduction.

## ACTIONS

**Multiattack.** The Plaguetooth Spinox makes two attacks: one with its Bite and one with its Tail Slam.

**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage plus 4 (1d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or become poisoned until the end of its next turn.

**Tail Slam.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

## LEGENDARY ACTIONS

The Plaguetooth Spinox can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The Spinox regains spent legendary actions at the start of its turn.

**Rapid Snap.** The Plaguetooth Spinox makes a Bite attack.

**Tail Swipe.** The Plaguetooth Spinox makes a Tail Slam attack.

**Radiation Burst (Costs 2 Actions).** The Plaguetooth Spinox releases a burst of toxic radiation. All creatures within 30 feet of the Spinox must make a DC 18 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.



In the wilds, a name evokes terror – Plaguetooth Spinox. Its eerie luminescence foretells its attack. Whether in water or dense thickets, it strikes with toxic fury. Primal and relentless, its glow lingers as a warning.