

CHAOS MONSTER

Large Monstrosity, Chaotic evil

Armour Class 14 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 6 hex

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8, Stealth +3

Damage Immunities Poison

Senses Darkvision 12 hex, Tremorsense 12 hex, Blind-sight 12 hex, passive Perception 12

Languages –

Challenge 6 (2300 XP)

Proficiency Bonus +3

Water adversity. Chaos monsters have an adversity to water. They don't get damage from it, but they do shy away from it and they can and will not swim

ACTIONS

Multiattack. The Monster can make a second attack right after it made a first one. This attack can either be the same action as the first one or a different one.

Bite. *Melee Weapon Attack:* +6 to hit, reach 1 hex, one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) damage on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Horns. *Melee Weapon Attack:* +6 to hit, reach 1 hex, one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 1 hex, one target. *Hit:* 11 (2d6 + 4) slashing damage

Hooves. *Melee Weapon Attack:* +6 to hit, reach 1 hex, one target. *Hit:* 11 (2d6 + 4) bludgeoning damage

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 1 hex, one target. *Hit:* 9 (2d6 + 2) slashing damage

Beak. *Melee Weapon Attack:* +6 to hit, reach 1 hex, one target. *Hit:* 8 (1d10 + 3) piercing damage

Tail Spike. *Ranged Weapon Attack:* +6 to hit, reach 20/40 hex, one target. *Hit:* 7 (1d8 + 3) piercing damage

Acid Spray (Recharge 6). The monster spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, reach 6/12 hex, one large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.