

BARSKHOR

An apex predator of the Crimson Jungle

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MONSTERS
OF REND WORLD



BARSKHOR

Large Monstrosity

Armor Class 16 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., climb 30 ft.

STR **+6** (23)

DEX **+2** (15)

CON **+5** (20)

INT **-3** (5)

WIS **+2** (14)

CHA **+3** (16)

Saving Throws STR +10, CON +9

Skills Perception +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.,
passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Canopy Ambush. The barskhor has advantage on attack rolls against any creature that hasn't taken a turn in the current combat.

Jaw Clamp. When the barskhor grapples a creature with its bite, its jaw locks. The escape DC increases to 22, and a third party attempting to force the jaw open must succeed on a DC 20 Strength check before any escape attempt can be made. A creature grappled this way takes 9 (2d8) piercing damage at the start of each of the barskhor's turns.

Pounce. If the barskhor moves at least 20 feet straight toward a target and hits it with its bite attack on the same turn, the target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is knocked prone, Jaw Clamp applies immediately and the barskhor can make one claw attack against it as a bonus action.

Seasonal Camouflage. The barskhor's coloration shifts with the seasons of the Khor jungle.

- ▶ **Spring.** The barskhor's vibrant red scales match the blooming season in Khor. It has advantage on Dexterity (Stealth) checks and initiative rolls, and if its first attack each combat is successful, it is automatically a critical hit.
- ▶ **Summer.** The barskhor's scales shift to a deep green, blending fully with the canopy. It has advantage on Dexterity (Stealth) checks.
- ▶ **Autumn.** The barskhor's scales become a mottled amber and brown as the jungle prepares for winter. Creatures have disadvantage on Wisdom (Survival) and Wisdom (Perception) checks made to locate or follow it.
- ▶ **Winter.** The barskhor's scales molt toward the end of fall. The new ones are thick and tightly overlapped for insulation before spring pigmentation develops. The barskhor gains a +2 bonus to AC.

Venomous. A creature poisoned by the barskhor's venom has its speed halved and has disadvantage on attack rolls for the duration.

ACTIONS

Multiattack. The barskhor makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 14 (4d6) poison damage. The target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. If the target is Medium or smaller, it is grappled (escape DC 18). Until this grapple ends, the barskhor can't bite another target.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

BONUS ACTIONS

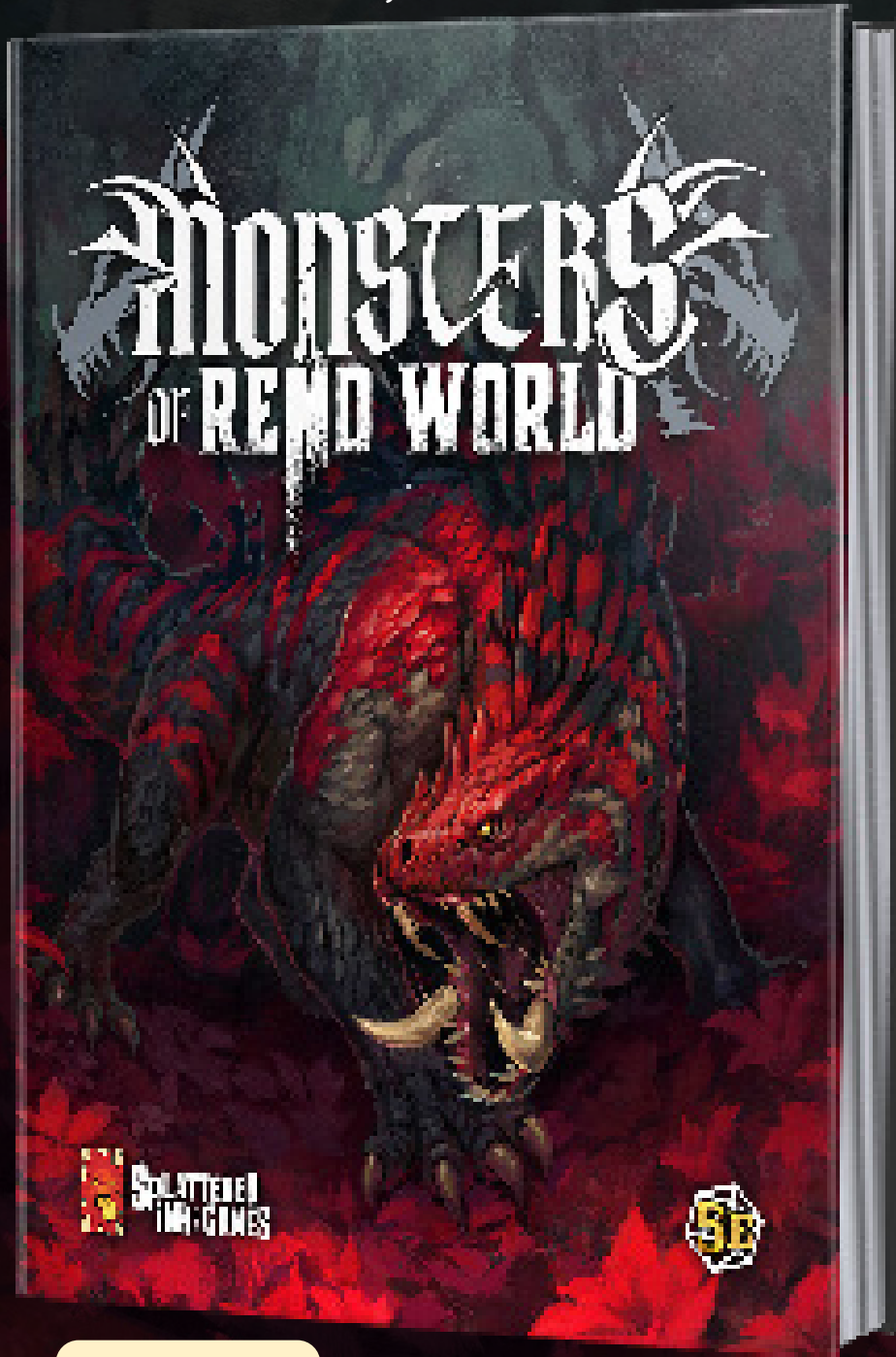
Drag. As a bonus action, if the barskhor has a creature grappled, it moves up to half its speed, dragging the grappled creature with it.

REACTIONS

Death Rattle (1/Day). At the start of the barskhor's first turn in combat, if it is not first in the initiative order, as a reaction, it erects its quills and releases a pheromone burst. Each creature within 60 feet that is not native to Khor must succeed on a DC 17 Wisdom saving throw or be affected for 1 minute. Affected creatures have their passive Perception reduced by 5, have disadvantage on Wisdom (Perception) checks, and take a -5 penalty to initiative rolls. Immediately after, all creatures in the encounter reroll initiative; affected creatures apply the -5 penalty to this reroll. The new order takes effect at the start of the following round. Additionally, khorkhoi swarms within 1 mile are drawn to the barskhor's location. At the start of the next four subsequent rounds, one khorkhoi swarm enters the encounter from a random direction until the barskhor is dead or the encounter ends.



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