

SCRUGMIEK

Known by many as "planar lizardfolk", scrugmiek (skrug-MEEK) are dangerous reptilian humanoids that roam the Cosmos and the chaotic planes. They hold a reputation for being raiders, plunderers, slavers, and mercenaries.

Superficially, scrugmiek resemble lizardfolk. However, these creatures are considerably larger, tougher, and more aggressive than their scaled cousins.

SCRUGMIEK

Medium monstrosity, chaotic evil

Armor Class 18 (half plate, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	13 (+1)	10 (+0)	11 (+0)

Saving Throws Str +7, Dex +4, Con +7

Skills Athletics +10, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 7 (2,900 XP)

Expert Fighter (1/Day). If the scrugmiek misses an attack roll made to hit with a melee weapon, it can choose to succeed instead.

Iron Boomerang (Once Per Turn). If the scrugmiek makes a ranged attack roll with its iron boomerang and misses, it can use its bonus action to make another ranged attack with its iron boomerang.

Actions

Multiattack. The scrugmiek makes three melee attacks, only one of which can be with its shield bash.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d8 + 4) slashing damage when wielded with two hands, plus 7 (2d6) slashing damage if the scrugmiek has more than half of its total hit points remaining.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage, plus 7 (2d6) damage if it has more than half of its total hit points remaining. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Iron Boomerang. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) damage if the scrugmiek has more than half of its total hit points remaining.

SCRUGMIEK TOILMASTER

Medium monstrosity, chaotic evil

Armor Class 21 (plate, shield)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	15 (+2)	13 (+1)	14 (+2)

Saving Throws Str +9, Dex +5, Con +8, Wis +5

Skills Athletics +13, Intimidation +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 12 (8,400 XP)

Expert Fighter (1/Day). If the scrugmiek misses an attack roll made to hit with a melee weapon, it can choose to succeed instead.

Defensive Fighting. While the scrugmiek is wearing armor, it gains a +1 bonus to its AC (included).

Iron Boomerang (Once Per Turn). If the scrugmiek makes a ranged attack roll with its iron boomerang and misses, it can use its bonus action to make another ranged attack with its iron boomerang.

Actions

Multiattack. The scrugmiek makes three melee attacks, only one of which can be with its Shield Bash.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d8 + 5) slashing damage when wielded with two hands, plus 7 (2d6) slashing damage if the scrugmiek has more than half of its total hit points remaining.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage, plus 7 (2d6) damage if it has more than half of its total hit points remaining. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Iron Boomerang. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage plus 7 (2d6) damage if the scrugmiek has more than half of its total hit points remaining.

Reaction

Counterstrike. If a creature makes a melee weapon attack against the scrugmiek and misses, the scrugmiek can make one melee weapon attack against that creature. This attack is made at advantage.