

MOHRG

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Medium undead, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 188 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Saving Throws CON +7, WIS +2

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands all languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Rattle. A creature that hits the Mohrg with a melee attack that deals bludgeoning damage must succeed a DC 15 Wisdom saving throw or be Frightened of the mohrg until the end of its next turn.

Actions

Multiattack. The mohrg makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 15).

Clawed Tongue. One grappled or unconscious creature within 5 ft. must succeed on a DC 15 Constitution saving throw or take 55 (10d10) piercing damage and be unable to speak or breathe on its following turn as the mohrg's clawed tongue invades its body through the mouth. A creature killed by this damage rises on the mohrg's following turn as a zombie under the mohrg's control.

Reactions

Writhing Innards. As a reaction to being hit with a melee attack, the mohrg forces the attacker to succeed on a DC 15 Constitution saving throw or be Poisoned until the end of its next turn.