

NASHROU

The nashrou are among the infinite foul progeny of the abyss, with just enough mind to hate and bodies sculpted to rend and slice tirelessly. Packs of these creatures roam the blasted plains, seeking out the wounded and weary to shred. Any site of pitched battle is liable to attract one of these, and where one is found, a great many more are sure to follow.

NASHROU LORE

Arcana DC 15: Nashrou, due to their fragile anatomy, are best summoned against hordes of lesser foes, as a single mighty blow from a formidable foe is liable to instantly destroy them.

History DC 15: The nashrou's spindly forms allow them to crash into defensive lines without resistance, but also make them vulnerable to being killed in a single, well-struck blow to their central node.

History DC 25: The military historian Zaguror the Hatefrost reports that the legions of hell have had great success setting caltrops in the path of a charging pack of nashrous.

Nature DC 15: Nashrou are predators that roam the abyss, filling the ecological niche of other pack hunters like wolves. When spotted alone, it is fair to assume that a nashrou is scouting for a larger pack.

Nature DC 20: As denizens of the abyss, Nashrou have broad resistances to elemental energies and conventional weaponry.

Religion DC 15: It has been asserted that the nashrou are actually divine creations, rather than an endemic species, unleashed upon the abyss to perfect them in the crucible of eternal conflict.

Religion DC 20: Clerics of Malar the Beastlord and Garagos the Reaver each assert it was the other's god who created the nashrou.

NASHROU SCOUT

Large fiend (demon), chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 85 (10d6 + 50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	20 (+5)	2 (-4)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +4, Survival +2

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 12

Challenge 2 (450 XP)

Carnage Stalker. The nashrou can detect, by scent, the number and direction of any dead or unconscious creatures within 1000 ft.

Weak Spot. If the nashrou is hit by an attack roll of 24 or higher, it must succeed on a DC 15 Constitution saving throw or die.

Spindly. The nashrou can move through the space of any creature smaller than Large without needing to make an ability check.

Actions

Multiattack. The nashrou makes two attacks with its goring spikes, one of which it may replace with a use of its scything swipe.

Goring Spikes. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage. On a critical hit, the target is grappled (escape DC 12) and restrained.

Scything Swipe. Each creature in a 10 ft. cone must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage, or half as much on a success.



NASHROU STALKER

Large fiend (demon), chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 119 (14d6 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +4, Survival +3
Damage Resistances Cold, Fire, Lightning;
Bludgeoning, Piercing, and Slashing from
Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned, Prone
Senses Darkvision 60 ft., Passive Perception 13
Challenge 4 (1,100 XP)

Carnage Stalker. The nashrou can detect, by scent, the number and direction of any dead or unconscious creatures within 1000 ft.

Weak Spot. If the nashrou is hit by an attack roll of 25 or higher, it must succeed on a DC 15 Constitution saving throw or die.

Spindly. The nashrou can move through the space of any creature smaller than Large without needing to make an ability check.

Actions

Multiattack. The nashrou makes two attacks with its goring spikes, one of which it may replace with a use of its scything swipe.

Goring Spikes. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. On a critical hit, the target is grappled (escape DC 13) and restrained.

Scything Swipe. Each creature in a 10 ft. cone must succeed on a DC 13 Dexterity saving throw or take 7 (3d4) slashing damage, or half as much on a success.

Reactions

Harry. As a reaction to a creature leaving its reach, the nashrou moves up to half its speed and makes a goring spikes attack.

NASHROU SLAYER

Large fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 152 (16d8 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	21 (+5)	2 (-4)	15 (+2)	8 (-1)

Skills Perception +5, Stealth +5, Survival +5
Damage Resistances Cold, Fire, Lightning;
Bludgeoning, Piercing, and Slashing from
Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned, Prone
Senses Darkvision 120 ft., Passive Perception 15
Challenge 6 (2,300 XP)

Carnage Stalker. The nashrou can detect, by scent, the number and direction of any dead or unconscious creatures within 1000 ft.

Weak Spot. If the nashrou is hit by an attack roll of 26 or higher, it must succeed on a DC 15 Constitution saving throw or die.

Spindly. The nashrou can move through the space of any creature smaller than Large without needing to make an ability check.

Actions

Multiattack. The nashrou makes three attacks with its goring spikes, one of which it may replace with a use of its scything swipe.

Goring Spikes. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. On a critical hit, the target is grappled (escape DC 14) and restrained.

Scything Swipe. Each creature in a 10 ft. cone must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) slashing damage, or half as much on a success.

Linebreaker Charge (Recharge 5-6). The nashrou moves up to its speed in a straight line, thrashing and tumbling as it goes. Each creature whose space the nashrou passes through must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) slashing and 7 (2d6) piercing damage.

Reactions

Harry. As a reaction to a creature leaving its reach, the nashrou moves up to half its speed and makes a goring spikes attack.