

GULON

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Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 168 (16d12+64)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	6 (-2)	5 (-3)	4 (-3)

Skills Athletics +8, Perception +1

Senses Passive Perception 11

Challenge 6 (2,300 XP)

Keen Smell. The gulon has advantage on Wisdom (Perception) checks that rely on smell.

Concussive Strength. A creature knocked prone by the gulon cannot stand on its following turn.

Opportunistic Feeder. The gulon scores a critical on a 16-20 against a prone creature.

Quick Squeeze. The gulon may move through any space larger than its skull without squeezing.

Actions

Multiattack. The gulon makes one attack with its bite and two with its claws.

Ravenous Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) piercing damage. On a critical hit, the gulon gains 25 temporary HP. While it has this temporary HP, its speed is 15 ft. and it can't use its Multiattack.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Disgorge. Each creature in a 15 ft. cone must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage, or half as much on a success. If the gulon had any temporary hit points, it loses them and this ability does an additional 14 (4d6) poison damage to a creature that fails its save.