Ixal

medium ♦ aberration ♦ neutral evil

TRAITS

◆ **Keen Sight**
Ixal has advantage on Wisdom (Perception) checks that rely on sight.

ABILITIES

◆ **Multiattack**
Ixal makes two claw attacks.

◆ **Claw**
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

◆ **Rotting Gaze**
Ixal targets one creature it can see within 30 ft. of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ixal takes a lair action to cause one of the following effects; Ixal can't use the same effect two rounds in a row.
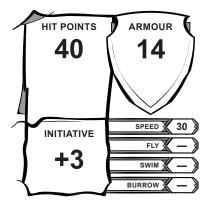
◆ **No Escape!**
Every door to the Ixal's lair become magically locked and reinforced. Each door has 20 hit points and Armour Class 12. This effect lasts for 1 minute and can only be removed with a Dispel Magic or Knock spell.
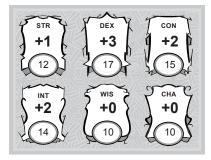
◆ **No Peeking!**
Magical darkness fills a 10-foot-radius sphere for 1-minute or until this ability is used again. This sphere must be adjacent to the Ixal's crevasse. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

◆ **I'll Getcha!**
A black tentacle of concentrated darkness reaches up from the crevasse and attempts to drag an enemy to the bottom. A single target adjacent to the crevasse makes a DC13 Dexterity Save. On failure, the target falls 20ft, landing prone and takes 2D6 bludgeoning damage. On a success, the target is merely knocked prone. The tentacle then dematerialises.

HIT POINTS 40

ARMOUR 14

INITIATIVE +3

SPEED	30
FLY	—
SWIM	—
BURROW	—

+1	STRENGTH SAVE
+3	DEXTERITY SAVE
+2	CONSTITUTION SAVE
+2	INTELLIGENCE SAVE
+0	WISDOM SAVE
+0	CHARISMA SAVE

STR	DEX	CON
+1	+3	+2
12	17	15

INT	WIS	CHA
+2	+0	+0
14	10	10

PASSIVE PERCEPTION 12

—	DARKVISION	TREMORSENSE	—
—	BLINDSIGHT	TRUESIGHT	120

SKILLS

- +3 **Acrobatics** (Dex)
- +0 **Animal Handling** (Wis)
- ◉ +4 **Arcana** (Int)
- +1 **Athletics** (Str)
- +0 **Deception** (Cha)
- +2 **History** (Int)
- ◉ +5 **Insight** (Wis)
- +0 **Intimidation** (Cha)
- +2 **Investigation** (Int)
- +0 **Medicine** (Wis)
- +2 **Nature** (Int)
- ◉ + **Perception** (Wis)
- +0 **Performance** (Cha)
- +0 **Persuasion** (Cha)
- +2 **Religion** (Int)
- +3 **Sleight of Hand** (Dex)
- ◉ +5 **Stealth** (Dex)
- +0 **Survival** (Wis)

LANGUAGES
Undercommon, Common