

ANCHORITE OF TALOS

Medium humanoid (orc), chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 9 (-1) | 15 (+2) | 12 (+1) |

Skills Nature +1, Stealth +3, Survival +4

Senses Darkvision 60 Ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Frantic Charge. When the anchorite takes the Dash action, it may make one melee attack as a Bonus Action. If this attack hits, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Shapechanger. As a Bonus Action, the anchorite can polymorph into a boar or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The anchorite makes two melee attacks.

Thunderclaw Gauntlet (Humanoid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing plus 4 (1d8) thunder damage and the target is pushed 5 ft. away.

Tusks (Boar Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. A prone creature takes an additional 3 (1d6) piercing damage.

Crackling Animus (Humanoid Form Only, 1/Day, 3rd Level Spell). The anchorite releases a bolt of lightning in a 100 ft. line that is 5 ft. wide. Each creature in the area must succeed on a DC 12 Dexterity saving throw or take 21 (6d6) lightning damage, or half as much on a success.

Then, each creature in the area that died since the end of the anchorite's last turn is returned to life with 1 hit point.

Reactions

Foaming Defiance (Boar Form Only). As a reaction to taking damage that would reduce it to 0 hit points, the anchorite makes a DC 10 Constitution saving throw. On a success, the anchorite is instead reduced to 1 hit point.

If triggered by piercing damage or a critical hit, this saving throw is made at disadvantage.

ANCHORITE OF TALOS LORE

Nature DC 15: Anchorites of talos all are endowed with a form of magical therianthropy that grants them a remarkable degree of resilience while in their animal forms, though not quite the invulnerability of true lycanthropes.

Religion DC 10: Talos, thought by some to be an aspect of the orcish god Gruumsh, is a god of the raging storm. Among his mandates is the exercise of power for its own sake; followers are obligated to shape the world around them to their will, if one has the power to do so, and the obligation to seek power if one has it not.

Religion DC 15: While anchorites of talos do not maintain a central base of operation, they are known to periodically gather at a glade called The Circle of Thunder to perform certain ritual observances.

ANCHORITE OF TALOS TACTICS

Anchorites of Talos start by attacking with their Frantic Charge and Thunderclaw Gauntlets, depending on range, but switch to their boar form if an enemy is prone or if they start to get low on health. In a group of several anchorites, one or two will begin with their Crackling Animus, with the others reserving theirs for when they can revive one or more allies while also harming their enemies. An anchorite alone always uses its Crackling Animus at the first opportunity.



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