Otyugh

Large Aberration, Neutral

AC 14 (natural armor)

Initiative +0

HP 104 (11d10 + 44)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

INIT

	STR	DEX	CON	INT	WIS	CHA
Score	16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)
Save	+3	+0	+7	-2	+1	-2

Senses passive Perception 11, darkvision 120 ft.

Languages Otyugh; telepathy 120 ft. (doesn't allow the receiving creature to respond telepathically)

CR 5 (1,800 XP)

Actions

Bite. Melee Attack Roll: +6, reach 5 ft. 12 (2d8 + 3) Piercing damage, and the target has the Poisoned condition. Whenever the Poisoned target finishes a Long Rest, it is subjected to the following effect. Constitution Saving Throw: DC 15. Failure: The target's Hit Point maximum decreases by 5 (1d10) and doesn't return to normal until the Poisoned condition ends on the target. Success: The Poisoned condition ends.

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks.

Tentacle. Melee Attack Roll: +6, reach 10 ft. 12 (2d8 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two tentacles.

Tentacle Slam. Constitution Saving Throw: DC 14, each creature Grappled by the otyugh. Failure: 16 (3d8 + 3) Bludgeoning damage, and the target has the Stunned condition until the start of the otyugh's next turn. Success: Half damage only.