



URSALOX

WYRM-HUNTER

Huge monstrosity, chaotic neutral

Armor Class: 15 (natural armor)

Hit Points: 187 (25d8 + 75)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws: Dex +6, Cha +4

Skills: Perception +6

Damage Immunities: Bludgeoning, piercing, and slashing damage from non-magical attacks

Senses: Darkvision 60 ft.; passive perception 16

Languages: Sylvan

Challenge: 9 (5,000 XP)

Legendary Resistance (1/day). If the Ursalox fails a saving throw, it may choose to succeed on it instead.

Magic Resistance. The Ursalox has advantage on all saving throws against magical effects.

Magic Weapons. The Ursalox's weapon attacks are magical.

Corrupted Magic. The Ursalox's attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. The Ursalox makes three **Sliver Sword** attacks.

Sliver Sword. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 2d8+5 slashing damage plus 2d4 necrotic damage.

Embodiment of Corruption (1/day). The Ursalox channels the corruption infesting its weapon to manifest twisted tree roots. It selects up to three targets within 120 feet of it that are on the ground. Each of these targets must make a Dexterity saving throw (DC 15). On a failure the target takes 5d6 bludgeoning damage and is restrained. When a creature restrained this way starts its turn it takes 5d6 bludgeoning damage as the roots tighten. It may repeat the saving throw at the end each of its turns, ending the effect on a success. A creature that succeeds on the initial saving throw takes 3d6 bludgeoning damage and is not restrained. After using this ability the Ursalox may move up to its speed towards a creature that failed the saving throw and make a **Sliver Sword** attack against it as a free action.

