

GASHADOKURO

Gargantuan undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	7 (-2)	25 (+7)	6 (-2)	11 (+0)	11 (+0)

Saving Throws Str +14, Wis +5

Skills Athletics +14

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 240 ft., passive Perception 10

Languages None

Challenge 17 (18,000 XP)

Rattling. The gashadokuro is always accompanied by the sound of rattling teeth. Creatures with a passive Perception score of 16 or greater notice this noise and become aware of danger nearby, gaining advantage on initiative checks.

Invisible Walker. The gashadokuro is invisible when it moves. If it takes any other action it becomes visible and can't turn invisible again until at least one hour has passed. While invisible it leaves behind no tracks or other traces of its passage.

Devil's Sight. Magical darkness doesn't impede the gashadokuro's darkvision.

Night Dweller. The gashadokuro only appears at night. It enters into the border regions of the ethereal plane when the first light of dawn is seen, and roams there until it can step again into the material plane, well after sundown.

Actions

Multiattack. The gashadokuro makes two attacks, only one of which can be a vorpal bite.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (4d6 + 9) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained..

Vorpal Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Large or smaller creature grappled by the gashadokuro. *Hit:* 16 (2d6 + 9) slashing damage. If the target is a creature that has at least one head and the attack roll was a 20, the gashadokuro cut off one of the creature's heads. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head or has legendary actions. Such a creature instead takes an extra 28 (6d8) slashing damage from the hit.