



SPILATERA

Spilateras are huge monstrosities that resemble multi-horned bears with a long, snake-like proboscis that launches from their mouths. Typically, the spilatera traps its prey by burrowing a hole into the earth or into the side of a rocky cliff. It then waits in the dark, using its camouflage to appear as the cave entrance. When a creature approaches, it attacks, using its proboscis to paralyze the creature. Then its claws to rend it to shreds. From there, the spilatera recedes into the darkness of its cave where it swiftly devours its victim. Often, inedible items such as armor, weapons, and even treasure

are found strewn about the spilatera's cave.

Spilateras are commonly found in the foothills surrounding the southern side of the Basilisk's Spine Mountain, particularly in the forests of the western Summer Land. Recently, spilateras have migrated over the mountains and through the Elegant Valley into the Wallingmiotta and even Gar Wabrizz. The centaur clans east of the Wallingmiotta have had a great deal of difficulty dealing with the invasive predator as it has started killing off the megafauna south of the Fairknot river.

SPILATERA

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 162 (12d12 + 84)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Charge. If the spilatera moves 20 feet straight toward a target and then hits it with a horn attack on the same turn, that target takes an extra 13 (3d8) piercing damage from the attack. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Stone Camouflage. The spilatera has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The spilatera makes three attacks: two with its claws and one with its proboscis.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Horns. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Proboscis. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 13 (1d12 + 7) piercing damage and the target must make a DC 18 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 minute. While poisoned, the creature is paralyzed. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.