

YRTHAK

YRTHAK LORE

Nature DC 10: Yrthaks are blind and eyeless, but can detect prey from miles away by sound. They are said to be attracted by rhythmic noises and intrigued by music, though both facts are often overrelied upon by would-be yrthak tamers, at their own danger.

Nature DC 15: Hunting yrthaks use the horn-like resonance chamber protruding from their foreheads to emit deadly lances of concentrated sonic energy, which are powerful enough even to shatter stone. Though ordinarily solitary creatures, yrthaks can communicate over vast distances with their complex language of clicks, whistles, and chirps, and will often call for aid from others of their kind when in distress.

Nature DC 20: Yrthaks hear with their tongues, with vastly reduced acuity when they must close their mouths to eat or sleep.

History DC 20 Even highly trained Yrthaks will refuse to target others of their kind with their sonic lances, possibly an adaptation born from their innate vulnerability to sonic assaults and total reliance on their heightened sense of hearing.

YRTHAK TACTICS

Yrthaks are relatively intelligent and cautious, and will make exploratory attacks with their Resonation chamber, then gauge whether to continue a fight based on how vigorously their prey responds. If the party fail to significantly wound it in the first turn, they continue to attack with their Resonation Chamber, then swoop to attack the most injured creature with their Shoveljaw Snap and carry it off to devour in peace.

If fighting multiple foes with ranged attacks, they wait for later in the round to use their swoop while their Resonation Chamber is preparing so they can position themselves to catch more targets in its area.

YRTHAK

Huge monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 68 (8d12 + 16)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	11 (+0)

Skills Perception +9

Senses Blindsight 5 miles (blind beyond this radius), Passive Perception 9

Languages Yrthak

Challenge 9 (5,000 XP)

Dive Attack. If the yrthak is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack scores a critical on a 18-20.

Tongue-Hearing. While the yrthak has a creature grappled, the range of its blindsight is reduced to 15 feet.

Actions

Shoveljaw Snap. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 31 (4d12 + 5) piercing damage and the target is grappled and restrained (escape DC 17).

Resonation Chamber. A humming whistle begins to build in the yrthak's horn-like protrusion. At the beginning of the yrthak's next turn, it chooses one of the following effects:

- **Sonic Lance.** A magically focused stream of vibrations bursts forth in a 60 foot long line that is 5 feet wide. Each creature in the area must succeed on a DC 15 Constitution saving throw or take 36 (8d8) thunder damage, or half as much on a success.
- **Stoneburst.** The yrthak sonically shatters the earth in a 10 foot radius centered on a point it can see within 60 feet. Each creature in the area must succeed on a DC 15 Constitution saving throw or take 28 (8d6) piercing damage and be knocked prone, or take half as much on a success.

Reactions

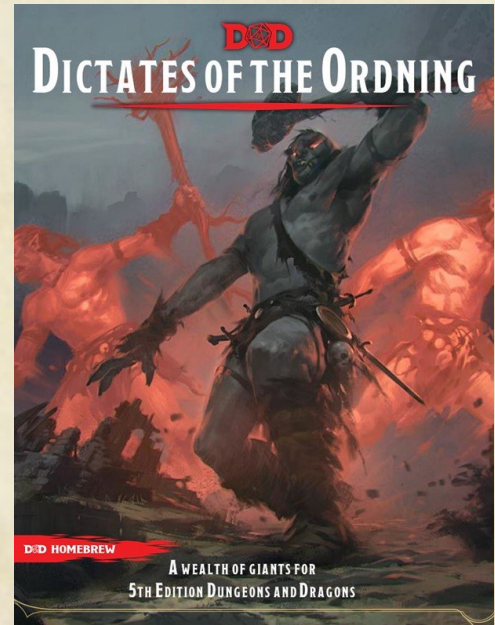
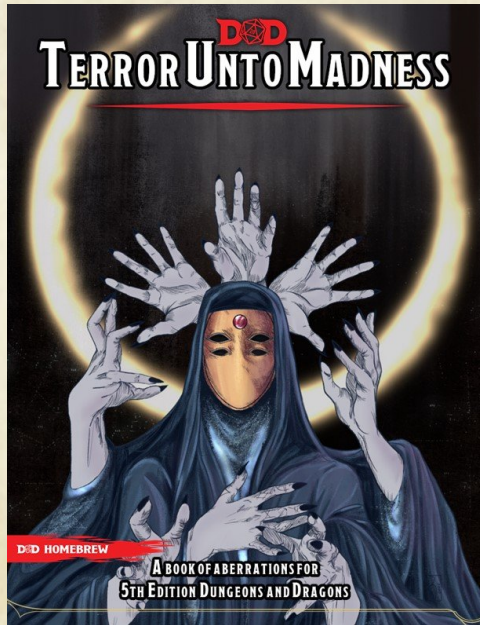
Swoop. As a reaction to being targeted with a ranged attack by a creature it can sense with its blindsight, the yrthak imposes disadvantage on the attack and moves up to half its fly speed.



ART CREDITS

- Yrthak by Sam Wood
- Bisk, Goblin King by [Rae Elderidge](#)

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A large illustration of a green goblin-like character with a crown, sitting on a red patterned rug. The character is holding a glowing blue orb. Surrounding the character are stacks of gold coins, books (one titled 'CONFLUX CREATURES' and another 'NASTY BOYS'), a pineapple, a bag of loot, and various items. Several red banners with the Patreon logo and the text 'Become a patron' are scattered around the scene. A small blue dragon and a small lion are also visible. A large red banner at the bottom of the illustration says 'Become a patron'.

