



## NEMRANT

Nembrants are vicious monstrosities with gorilla-like figures that roam the depths of the Deepshade. Their leathery skin ranges in shades of dark greens and grey, and coarse, black fur covers the lower half of their bodies. Nembrants are more cunning than their brutish appearance suggests, a necessity to survive in their nomad warrior caste societies.

Nembrants are fanatical worshippers of Kurgath, an archfiend of the Abyss who enslaved their kind as shock warriors in his demonic horde. The archfiend formed tribes that believe that only the strong deserve to live, respecting strength in combat above all. Because of this warlike philosophy, nembrant tribes are kept small and packed with powerful warriors. They are purists who look down on any who use unnatural weapons.

**Cults of Kurgath.** The worship of the archfiend Kurgath often pits nembrants against the priestesses of the spider goddess of their hated rivals, the drow.

**Savage Raiders.** As a strict warrior society, nembrants survive by constantly raiding for food and supplies. Their war parties regularly strike aboveground settlements before returning to a temporary fortified position. It is rare for anyone to survive one of these raids.

## NEMRANT

*Large monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

**Saving Throws** Str +7, Con +6

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Proficiency Bonus:** +3

**Aggressive.** As a bonus action, the nembrant can move up to its speed toward a hostile creature that it can see.

**Brute.** A melee weapon deals one extra die of its damage when the nembrant hits with it (included in the attack).

**Grappler.** The nembrant has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Multiattack.** The nembrant makes two Fist attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the nembrant uses its Body Slam on it.

**Fist. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

**Body Slam.** The nembrant slams a Medium or smaller creature grappled by it onto the ground. The slammed creature takes 6 (1d12) bludgeoning damage, is knocked prone, and must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.