

# TANARUKK

## TANARUKK SCARBEARER

*Medium fiend (demon), chaotic evil*

**Armor Class** 14 (Natural Armor)  
**Hit Points** 114 (12d8 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

**Skills** Intimidation +2, Perception +2  
**Damage Resistances** Fire, Poison  
**Senses** Darkvision 60 ft., Passive Perception 12  
**Languages** Abyssal, Common, Orc  
**Challenge** 5 (1,800 XP)

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

**Magic Resistance.** The tanarukk has advantage on saving throws against spells and other magical effects.

**Unbridled Rage.** Whenever the tanarukk moves, it must move directly toward the creature that most recently took hostile action against it, if it can see one.

### Actions

**Multiattack.** The tanarukk makes three melee attacks, one of which may be with its bite.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. On a critical hit, the target must succeed on a DC 15 Constitution saving throw or lose an ear.

**Fist.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage. Instead of dealing damage, the tanarukk may grapple a creature (escape DC 15) or shove it prone.

**Skulcleaver Greatsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. This attack is made at advantage against a grappled creature.

### Reactions

**Fury Unleashed.** As a reaction to passing a saving throw against a spell or magical effect, the tanarukk erupts into flame. Until a creature takes an action to extinguish it, the tanarukk and any creature grappled by it takes 5 (1d10) fire damage at the start of each of its turns, and deals an additional 5 (1d10) fire damage with each of its attacks.

## TANARUKK FIRESPEAKER

*Medium fiend (demon), chaotic evil*

**Armor Class** 16 (Natural Armor)  
**Hit Points** 186 (16d12 + 96)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	23 (+6)	17 (+3)	9 (-1)	9 (-1)

**Saving Throws** DEX +5, CON +10, WIS +3  
**Skills** Intimidation +2, Perception +3  
**Damage Resistances** Fire, Poison  
**Senses** Darkvision 60 ft., Passive Perception 13  
**Languages** Abyssal, Common, Orc  
**Challenge** 10 (5,900 XP)

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

**Magic Resistance.** The tanarukk has advantage on saving throws against spells and other magical effects.

**Burning of Aeons.** Whenever the tanarukk takes fire damage, it gains 10 temporary hit points.

### Actions

**Multiattack.** The tanarukk makes three melee attacks, one of which may be with its bite.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. On a critical hit, the target must succeed on a DC 15 Constitution saving throw or lose an ear.

**Fireburst Fist.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage and the target suffers an additional effect:

- If the target was not on fire, it catches fire. Until someone takes an action to extinguish it, the creature takes 5 (1d10) fire damage at the start of each of its turns.
- If the target was on fire, it unleashes an explosion of flame. Each creature within 20 ft. must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) fire damage and be knocked prone, or half as much damage on a success.

### Reactions

**Fury Unleashed.** As a reaction to passing a saving throw against a spell or magical effect, the tanarukk erupts into flame. For the next minute, the tanarukk and any creature grappled by it takes 5 (1d10) fire damage at the start of each of its turns, and deals an additional 5 (1d10) fire damage with each of its attacks.