



SNAPDAX, APEX OF THE HUNT

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	25 (+7)	20 (+5)	8 (-1)	14 (+2)	16 (+3)

Saving Throws Dex +13, Con +11, Wis +8

Skills Perception +14, Stealth +19

Senses darkvision 120 ft., passive Perception 24

Languages —

Challenge 18 (20,000 XP)

Blood Frenzy. Snapdax has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Sight and Smell. Snapdax has advantage on Wisdom (Perception) checks that rely on sight or smell.

Legendary Resistance (1/Day). If Snapdax fails a saving throw, it can choose to succeed instead.

Pounce. If Snapdax moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, Snapdax can make one claw attack against it as a bonus action.

ACTIONS

Multiattack. Snapdax makes three claw attacks, or it makes one claw attack and uses Mutation Helix.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Mutation Helix. Snapdax releases a coiling bolt of necrotic energy at one creature it can see within 30 feet of it. The target must make a DC 19 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save or half as much damage on a successful one. Snapdax then gains temporary hit points equal to the amount of damage the target takes.

REACTIONS

Reactive Mutation. When Snapdax fails a saving throw or takes 30 or more damage in a single turn, it can use Mutation Helix and gain resistance to a damage type of its choice until the next time it uses Mutation Helix.

LEGENDARY ACTIONS

Snapdax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Snapdax regains spent legendary actions at the start of its turn.

Claw Attack. Snapdax makes a claw attack.

Daunting Roar. Snapdax can let out an especially menacing roar. Each creature of its choice within 60 feet of it that can hear it must succeed on a DC 17 Wisdom saving throw or become frightened of Snapdax until the end of the creature's next turn.

Nightmare Prowl. Snapdax moves up to half its speed. This movement doesn't provoke opportunity attacks.