

Abyssal Wretch

Medium, Fiend (Demon), Chaotic Evil

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ARMOR CLASS

11

HIT POINTS

22 (4d8 + 4)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+1
Saving Throws	N/A
Skills	N/A
Damage Resistances	Cold, Fire, Lightning
Damage Immunities	Poison
Condition Immunities	Poisoned
Senses	Darkvision 60 ft.; Passive Perception 9
Passive Perception	9
Languages	Understands Abyssal but cannot speak clearly

STR14
+2**DEX**12
+1**CON**12
+1**INT**5
-3**WIS**8
-1**CHA**6
-2

Traits

Abyssal Hunger. The wretch has Advantage on melee attack rolls against creatures below half their Hit Points.

Pit-Born Body. The wretch has Advantage on saving throws against poison and disease.

Actions

Claw. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.

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