

Almiraj

Small, Beast, Unaligned

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ARMOR CLASS

13

HIT POINTS

7 (2d6)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +4

Senses Passive Perception 14

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Languages None

STR

6
-2

DEX

16
+3

CON

10
+0

INT

2
-4

WIS

14
+2

CHA

10
+0

Traits

Skittish Dash. The almiraj has Advantage on Dexterity saving throws if it moved at least 20 feet since the start of its turn.

Jungle Horn. The almiraj has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Horn. Melee Attack Roll: +5, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

Bonus Actions

Bolt. The almiraj takes the Dash action.

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