

Cave Fisher

Medium, Monstrosity, Unaligned

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ARMOR CLASS

15

HIT POINTS

76 (9d8 + 36)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 20 ft., Climb 30 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3

Damage Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR16
+3**DEX**16
+3**CON**18
+4**INT**3
-4**WIS**12
+1**CHA**5
-3

Traits

Ceiling Angler. The cave fisher has Advantage on Dexterity (Stealth) checks while clinging to ceilings or cave walls.

Sticky Filament. A creature hit by the cave fisher Filament Hook has its Speed reduced by 10 feet until the end of its next turn.

Actions

Multiattack. The cave fisher makes two attacks: Claw and Filament Hook.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.

Filament Hook. Ranged Attack Roll: +5, range 30/90 ft. Hit: 10 (2d6 + 3) Piercing damage, and the target is pulled up to 10 feet toward the cave fisher if Medium or smaller.

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