

Deep Rothé

Medium, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

22 (4d8 + 4)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +0

Saving Throws N/A

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR16
+3**DEX**10
+0**CON**13
+1**INT**2
-4**WIS**12
+1**CHA**5
-3

Traits

Cave Grazer. The rothé ignores difficult terrain caused by loose stone, fungus mats, and shallow cave water.

Sure-Hoofed. The rothé has Advantage on Strength and Dexterity saving throws made to resist falling Prone.

Actions

Gore. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage.

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