

Doombat

Small, Monstrosity, Unaligned

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ARMOR CLASS

13

HIT POINTS

27 (6d6 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Fly 40 ft., Walk 10 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Perception +3

Senses Blindsight 60 ft.; Passive Perception 13

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Languages None

STR

8
-1

DEX

15
+2

CON

12
+1

INT

3
-4

WIS

12
+1

CHA

7
-2

Traits

Echo Hunter. The doombat ignores Disadvantage caused by darkness when attacking a creature it can hear.

Cave Skimmer. The doombat does not provoke Opportunity Attacks from creatures it has not attacked this turn while flying in darkness or dim light.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Piercing damage.

Dread Screech (Recharge 5-6). Constitution Saving Throw: creatures of the doombat choice within 15 feet that can hear it. Failure: 7 (2d6) Thunder damage and the target cannot take Reactions until the start of its next turn. Success: Half damage only.

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