

Fomorian

Huge, Giant, Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

149 (13d12 + 65)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

Speed

Walk 30 ft.

Initiative

+0

Saving Throws

N/A

Skills

Stealth +3, Perception +8

Senses

Darkvision 120 ft.; Passive Perception 18

Passive Perception

18

Languages

Giant, Undercommon

STR

23
+6

DEX

10
+0

CON

20
+5

INT

9
-1

WIS

14
+2

CHA

6
-2

Actions

Multiattack. The fomorian makes two Greatclub attacks and can use Evil Eye if available.

Greatclub. Melee Attack Roll: +9, reach 15 ft. Hit: 19 (3d8 + 6) Bludgeoning damage.

Evil Eye. Charisma Saving Throw: one creature the fomorian can see within 60 feet. Failure: Psychic damage and a magical curse or deforming effect.

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