

Hadozee Warrior

Medium, Humanoid (Hadozee), Any Alignment

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

12

HIT POINTS

22 (4d8 + 4)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft., Glide true

Initiative +2

Saving Throws Dex +4, Wis +3

Skills Perception +3

Senses Passive Perception 13

Passive Perception 13

Languages Common plus one language

STR12
+1**DEX**14
+2**CON**12
+1**INT**12
+1**WIS**12
+1**CHA**12
+1

Traits

Battlefield Training. Hadozee Warrior has Advantage on ability checks related to boarding actions, wildspace travel, rigging, or shipboard movement.

Disciplined Footwork. Hadozee Warrior can move through allied creatures' spaces but cannot end movement there.

Actions

Weapon. Melee or Ranged Attack Roll: +4, reach 5 ft. or range 30/120 ft. Hit: 6 Piercing or Slashing damage.

Boarding Weapon. Melee Attack Roll: +4, reach 5 ft. Hit: 6 Slashing damage.

Ranged Shot. Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 Piercing damage.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/hadozee-warrior>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/hadozee-warrior>