

Hook Horror

Large, Monstrosity, Neutral

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ARMOR CLASS

15

HIT POINTS

75 (10d10 + 20)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +0

Saving Throws N/A

Skills Perception +3

Senses Blindsight 60 ft., Darkvision 10 ft.; Passive Perception 13

Passive Perception 13

Languages Hook Horror

STR18
+4**DEX**10
+0**CON**15
+2**INT**6
-2**WIS**12
+1**CHA**7
-2

Traits

Echolocation. The hook horror cannot use its Blindsight while Deafened.

Keen Hearing. The hook horror has Advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The hook horror makes two Hook attacks.

Hook. Melee Attack Roll: +6, reach 10 ft. Hit: 11 (2d6 + 4) Piercing damage.

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