

Mastiff

Medium, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

5 (1d8 + 1)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +2

Saving Throws N/A

Skills Perception +3

Senses Passive Perception 13

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Languages None

STR13
+1**DEX**14
+2**CON**12
+1**INT**3
-4**WIS**12
+1**CHA**7
-2

Traits

Keen Hearing and Smell. The mastiff has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

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