

Nothic

Medium, Aberration, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

45 (7d8 + 14)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +3

Saving Throws N/A

Skills Arcana +3, Insight +4, Stealth +5, Perception +4

Senses Truesight 30 ft.; Passive Perception 14

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Languages Undercommon

STR12
+1**DEX**16
+3**CON**14
+2**INT**12
+1**WIS**11
+0**CHA**9
-1

Traits

Secret Hunger. The nothic has Advantage on Wisdom (Insight) checks made against a creature it can see within 30 feet.

Warped Perception. A creature that starts its turn within 10 feet of the nothic has Disadvantage on the first Wisdom (Perception) check it makes before the end of that turn.

Actions

Multiattack. The nothic makes two Claw attacks.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.

Rotting Glare. Constitution Saving Throw: one creature the nothic can see within 30 feet. Failure: 13 (3d8) Necrotic damage. Success: Half damage.

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