

Quaggoth

Medium, Humanoid, Chaotic Neutral

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ARMOR CLASS

13

HIT POINTS

52 (8d8 + 16)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +1

Saving Throws N/A

Skills Athletics +5, Perception +3

Senses Darkvision 120 ft.; Passive Perception 13

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Languages Undercommon

STR17
+3**DEX**12
+1**CON**15
+2**INT**6
-2**WIS**12
+1**CHA**7
-2

Traits

Cavern Fury. When the quaggoth starts its turn with half its Hit Points or fewer, it deals 2 extra damage with melee attacks until the start of its next turn.

Sure Climber. The quaggoth has Advantage on ability checks made to climb natural stone, roots, or rough cavern walls.

Actions

Multiattack. The quaggoth makes two Claw attacks.

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

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

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