

Redcap Powrie

Small, Fey, Chaotic Evil

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ARMOR CLASS

15

HIT POINTS

60 (8d6 + 32)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Athletics +5, Intimidation +3

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Common, Sylvan

STR

16
+3

DEX

14
+2

CON

18
+4

INT

10
+0

WIS

11
+0

CHA

9
-1

Traits

Iron Boots. The powrie has Advantage on Strength checks made to shove or resist being shoved.

Blood Frenzy. The powrie has Advantage on melee attack rolls against a creature that does not have all its Hit Points.

Actions

Multiattack. The powrie makes two Wicked Sickle attacks.

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

Boot Stomp. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Bludgeoning damage, and the target must succeed on a Strength saving throw or fall Prone.

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