

Redcap

Small, Fey, Chaotic Evil

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ARMOR CLASS

15

HIT POINTS

55 (10d6 + 20)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 25 ft.

Initiative +1

Saving Throws N/A

Skills Athletics +6, Intimidation +1

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Common, Sylvan

STR

18
+4

DEX

12
+1

CON

15
+2

INT

10
+0

WIS

10
+0

CHA

9
-1

Traits

Iron Boots. The redcap has Advantage on checks and saving throws made to resist being pushed or knocked Prone.

Blood-Soaked Fury. The redcap deals 3 extra damage with melee attacks against creatures below half their Hit Points.

Actions

Multiattack. The redcap makes two Wicked Sickle attacks.

Wicked Sickle. Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Slashing damage.

Iron Boot Kick. Melee Attack Roll: +6, reach 5 ft. Hit: 11 (2d6 + 4) Bludgeoning damage, and the target must succeed on a Strength saving throw or fall Prone.

Bonus Actions

Murderous Hop. The redcap jumps up to 15 feet toward a hostile creature it can see without provoking Opportunity Attacks.

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CONTENT NOTICE

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