

Shadow Mastiff

Medium, Monstrosity, Neutral Evil

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ARMOR CLASS

14

HIT POINTS

58 (9d8 + 18)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Perception +3

Damage Vulnerabilities Radiant

Damage Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

Passive Perception 13

Languages None

STR16
+3**DEX**14
+2**CON**14
+2**INT**5
-3**WIS**13
+1**CHA**10
+0

Traits

Shadow Blend. While in dim light or darkness, the mastiff has Advantage on Dexterity (Stealth) checks.

Dread Hound. The mastiff has Advantage on attack rolls against Frightened creatures.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Piercing damage plus 4 (1d8) Necrotic damage.

Bay of Gloom (Recharge 5-6). Wisdom Saving Throw: creatures of the mastiff choice within 20 feet that can hear it. Failure: The target is Frightened until the end of its next turn.

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