

The Wretched

Small, Monstrosity (Sorrowsworn), Neutral Evil

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ARMOR CLASS

13

HIT POINTS

22 (5d6 + 5)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 20 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4

Damage Resistances Necrotic, Psychic

Condition Immunities Frightened

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Understands Common but speaks in sobs and scraps

STR10
+0**DEX**14
+2**CON**12
+1**INT**6
-2**WIS**10
+0**CHA**6
-2

Traits

Misery Mob. The wretched has Advantage on attack rolls against a creature if another wretched is within 5 feet of that creature.

Needful Claws. The wretched can climb difficult surfaces without an ability check if it is moving toward a living creature.

Actions

Claw. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.

Bonus Actions

Scramble Closer. The wretched moves up to 10 feet toward a creature it can see.

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