Fiendish Maggot

Medium fiend, chaotic evil

Armor Class 13 (natural)

HP 70 (11d8+21)

Speed 20 ft.

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 15 (+2) 3 (-4) 5 (-3) 4 (-4)

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 10 feet of the fiendish maggot must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the fiendish maggot’s stench for 24 hours.

Actions

Multiattack. The fiendish maggot makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4+3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) slashing damage.

Revision #1

Created 31 October 2024 15:34:46 by Andrej

Updated 31 October 2024 15:35:47 by Andrej