

# REDCAP ASSASSIN

## CREATURE 10

CE

SMALL

FEY

**Perception** +19; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +20, Athletics +24, Deception +18, Intimidation +20, Nature +17, Stealth +20

**Str** +5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +2, **Cha** +3

**Red Cap** (necromancy, primal) A redcap's woolen hat is dyed with the blood of its victims. If the redcap loses its cap, it no longer benefits from fast healing and takes a -4 status penalty to its damage rolls. It can create a new cap in 10 minutes, but that cap doesn't grant its powers until the redcap has turned it red with Blood Soak. A cap has no benefit for creatures other than the redcap who made it.

**Blood Soak** ♦ (manipulate) The redcap dips its cap in the blood of a slain foe. The foe must have died in the last minute, and the redcap must have helped kill it. The redcap gains a +4 status bonus to damage rolls for 1 minute.

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**AC** 29; **Fort** +18, **Ref** +22, **Will** +17

**HP** 140 (fast healing 10)

**Divine Revulsion** (emotion, fear, mental) If a redcap sees a creature brandish a religious symbol of a good deity (which requires an interact action by that creature) or use one to cast a divine spell, the redcap must attempt a DC 26 Will save. It then becomes temporarily immune to all brandished religious symbols for 10 minutes.

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**Speed** 50 feet

**Melee** ♦ scythe +23 (deadly 1d10, trip), **Damage** 2d6+9 slashing

**Melee** ♦ boot +21 (agile, versatile B), **Damage** 2d6+5 piercing

**Deadly Cleave** ⤵ **Trigger** The redcap reduces a creature to 0 Hit Points with a scythe Strike.

**Effect** The redcap makes another scythe Strike against a different creature, using the same multiple attack penalty as the scythe Strike that triggered this reaction. This counts toward its multiple attack penalty.

**Stomp** ♦ The redcap Strides up to half its Speed and makes a boot Strike at any point during that movement. If the boot Strike hits a prone creature, it deals an extra 2d6+2 persistent bleed damage.