

RAGING REDCAP

CREATURE 8

N**SMALL****FEY**

Perception +16; low-light vision, darkvision while raging

Languages Common, Sylvan

Skills Acrobatics +16, Athletics +18, Deception +11, Intimidation +18, Nature +14, Stealth +16

Str +6, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +3

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.

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 uses one to cast a divine spell, the redcap must attempt a DC 23 Will Save. It then becomes temporarily immune to all brandished religious symbols for 10 minutes. Critical success, the Redcap is unaffected; success, the Redcap is frightened 2; failure, the Redcap gains the fleeing condition for 1 round and becomes frightened 4.

Items Iron Boots, Red Cap (if a Red Cap loses it's 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 it has been turned red with Blood Soak. A cap has no benefit for creatures other than the red cap who made it), +1 Striking Scythe

AC 27; **Fort** +15, **Ref** +19, **Will** +14

HP 120 (fast healing 10, +11 while raging); **Weaknesses** cold iron 10, Divine Revulsion

Speed 50 feet, +1 movement speed while raging

Melee ♦ +1 striking scythe +18 (deadly d10, magical, trip), **Damage** 2d10+11 slashing

Melee ♦ iron boots +18 (agile, versatile B), **Damage** 2d6+11 piercing

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 persistent bleed damage.

Rage ♦ As the barbarian class ability; +11 HP, +6 melee damage, +10 movement speed, darkvision, -1 AC.

Furious Bully While raging, +2 circumstance bonus to Athletics checks for attack actions.

Deadly Cleave ➤ The Redcap reduces a creature to 0 hit points with a scythe strike; The redcap makes another scythe strike against a different creature, using the same multiple attack penalty as the scythe strike that triggered the reaction. This counts towards its multiple attack penalty.