

Red Infected

Version 1.00 (December 2023)

<https://www.dndbeyond.com/monsters/4078203-red-infected>



Medium Aberration, Chaotic Evil

Armor Class 14 Natural Armor

Hit Points 60 (10d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	6 (-2)	6 (-2)

Saving Throws STR +6, CON +4

Skills [Survival](#) +2

Damage Resistances Cold, Necrotic

Damage Immunities Acid

Condition Immunities [Charmed](#)

Senses Passive Perception 13

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

Hadaar Touched. Any Hadaar-based spell does not work on the Red Infected, and any magical darkness created by such spells Red Infected can seem as if the darkness was not there.

Actions

Tentacle Whip. *Melee Weapon Attack: +4 to hit, reach 10 ft., all targets in a line. Hit: 7 (1d6) [Bludgeoning Damage](#) and (1d6) [Necrotic Damage](#). If the creatures fail a DC 13 Strength Saving Throw, they are restrained.*

Acidic Spit. *Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 7 (2d4 + 2) [Acid Damage](#).*