

Pit Fighter - Atlan

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<https://www.dndbeyond.com/monsters/3513107-pit-fighter-atlan>



Medium Humanoid (Air Genasi), Chaotic Neutral

Armor Class 16 Natural Armor

Hit Points 57 (8d10 + 13)

Speed 45 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	12 (+1)	9 (-1)	15 (+2)	7 (-2)

Saving Throws STR +3, CON +3

Skills [Acrobatics](#) +7, [Survival](#) +5

Damage Resistances Lightning

Senses Passive Perception 12

Languages Common, Thieves' Cant

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Action Surge (1/Short Rest). On this creature's turn, they can choose to go all out. This creature can now take additional action.

Second Wind (1/Short Rest). On this creature's turn as a Bonus Action, to regain 1d10+5 hit points.

Ki Points (3/Short Rest). This creature's training allows them to harness the mystic energy of ki. Each of the following abilities uses 1 Ki point

- **Flurry of Blows (1 Ki).** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.
- **Patient Defense (1 Ki).** Take the Dodge action as a bonus action on your turn.
- **Step of the Wind (1 Ki).** Take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.
- **Fangs of the Fire Snakes (1 Ki).** As an action, unarmed strikes increase by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals an extra 1d10 fire damage.
- **Fist of Four Thunders (1 Ki).** As an action, you can cast the [Thunderwave](#).

Actions

Strikes of Speed. The creature can make a 2 Monk's Fist attacks or a Monk's Fist and a Bow of Green Draconic Wings attack as an Attack action.

Monk's Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., single target. *Hit:* 6 (1d4 + 4) [Bludgeoning Damage](#).

Bow of Green Draconic Wings. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., single target. *Hit:* 14 (1d8 + 6) [Piercing Damage](#) and (1d6) [Poison Damage](#).

Reactions

Deflect Missiles. Deflect or catch the missile when you are hit by a ranged weapon attack. The damage taken from the attack is reduced by 1d10 +7. If damage is reduced to 0 and have a free hand, 1 ki point may be spent to make a ranged attack (as with a monk weapon) with a range of 20/60.

Description

This creature has Bracers of Archery and The Bow of Green Draconic Wings.