

# Pit Fighter - Nesali

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<https://www.dndbeyond.com/monsters/3514750-pit-fighter-nesali>



*Medium Humanoid (Yuan-Ti), Chaotic Neutral*

**Armor Class** 12 *Natural Armor*

**Hit Points** 44 (5d10 + 17)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	14 (+2)	8 (-1)

**Saving Throws** STR +6, DEX +4

**Skills** [Animal Handling](#) +5, [Nature](#) +2, [Stealth](#) +5

**Damage Resistances** Poison

**Senses** Passive Perception 12

**Languages** Common, Draconic, Thieves' Cant

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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**Horde Breaker.** Once on each of its turns when it makes a weapon attack, it can make another attack with the same weapon against a different creature that is within 5 ft. of the original target and within range of its weapon.

**Spellcasting.** The creature is a 5-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Ranger spells prepared:

Cantrips (at will): Poison Spray

1st level (4 slots): Alarm, Animal Friendship(Snakes only), Detect Magic, Goodberry

2nd level (2 slots): Barkskin, Suggestion(Snakes only)

## Actions

**Multiattack.** The creature can attack twice with its Double-Bladed Scimitar.

**Double-Bladed Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., single target. *Hit:* 9 (2d4 + 4) Slashing Damage.

## Bonus Actions

**Nature's Mantle.** The creature can use the Hide action while lightly obscured.

## Description

This creature holds a Natures Mantle.