

Pit Fighter - Daari

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<https://www.dndbeyond.com/monsters/3519735-pit-fighter-daari>



Medium Humanoid (Goliath), Lawful Neutral

Armor Class 16

Hit Points 60 (5d12 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	10 (+0)

Saving Throws STR +6, CON +6

Skills [Athletics](#) +7, [Intimidation](#) +7, [Survival](#) +4

Damage Resistances Cold

Senses Passive Perception 11

Languages Common, Thieves' Cant

Challenge 3 (700 XP)

Proficiency Bonus +2

Reckless Attack. When they make their first attack on their turn, they can decide to attack recklessly, giving them advantage on melee weapon attack rolls using STR during this turn, but attack rolls against them have advantage until their next turn.

Danger Sense. They have advantage on DEX saving throws against effects that they can see while not [blinded](#), [deafened](#), or [incapacitated](#).

Actions

Multiattack. The creature can attack twice with its Nemesis Battleaxe.

Nemesis Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., single target. Hit: 9 (1d10 + 4) [Slashing Damage](#). If the target is struck with this weapon they can choose to curse themselves and their target with one of the following effects.

- The creature and the target can't regain hit points.
- The creature and the target subtract 1d4 from the next saving throw.
- The creature's attacks (including this attack) and spells deal an extra 1d8 [Necrotic Damage](#) to the target, and the target's attacks and spells deal an extra 1d8 [Necrotic Damage](#) to the creature.

Bonus Actions

Rage (3/Long Rest). For the next minute, this creature gains advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to [Bludgeoning Damage](#), [Piercing Damage](#), and [Slashing Damage](#). Their rage ends early if they are knocked unconscious or if their turn ends and they haven't attacked a hostile creature since their last turn or taken damage since then.

Frenzy. While raging, they can make a single melee weapon attack as a bonus action on each of your turns after this one. When the rage ends, they suffer one level of exhaustion.

Reactions

Stone's Endurance (3/Long Rest). When they take damage, they can use their reaction to reduce the damage taken by 1d12+4.

Description

This creature is holding the Nemeis Battleaxe.