

CHAOS MONSTER

Medium Monstrosity, Chaotic evil

Armour Class 10 (natural armour)

Hit Points 4 (1d8)

Speed 6 hex

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	9 (-1)	20 (+5)	14 (+2)

Skills Perception +5

Damage Immunities Poison

Senses Blindsight 12 hex, Darkvision 12 hex

Languages –

Challenge 0 (10)

Proficiency Bonus +2

Water adversity. Chaos monsters have an adversity to water. They don't get damage from it, but they do shy away from it and they can and will not swim.

ACTIONS

Acid Spray (Recharge 6). The monsters spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw taking **10 (3d6)** acid damage on a failed save, or half as much damage on a successful one.

Horns. Melee Weapon Attack: +6 to hit, reach 1 hex, one target. ***Hit:*** **10 (1d12 + 4)** bludgeoning damage.