

GHIDDAR

Medium • Beast • Unaligned

Armor Class 16

Initiative -1 (9)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	2 (-4)	9 (-1)	6 (-2)

Skills Stealth +2

Senses tremorsense 30 ft., passive Perception 9

Languages -

CR 1/4 (XP 50, PB +2)



Poor Perception. The ghiddar has disadvantage on Wisdom (Perception) checks for things more than 30 feet away.

Sloped Wall Climb. The ghiddar can climb difficult surfaces, including along walls (but no ceilings), without needing to make an ability check, provided the surface has at least a slight slope to it.

Mountain Camouflage. The ghiddar has advantage on Dexterity (Stealth) checks made in mountainous terrain.

ACTIONS

Ram. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Rolling Ram. The ghiddar moves up to its speed in a straight line and must move at least 10 feet before it reaches the first target. The ghiddar can move through the spaces of Large or smaller creatures, stopping early if it impacts against a solid surface, in which case the ghiddar becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 11 (with disadvantage if rolling downhill), each creature whose space the ghiddar enters for the first time during this move. *Failure:* 10 (2d8 + 1) bludgeoning damage, and the target is knocked prone, incapacitated until the end of its next turn, and the ghiddar stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the ghiddar. If there is no unoccupied space, the target fails the save instead.

GHIDDAR — WEAKER

Armor Class 13

Initiative -1 (9)

Hit Points 4 (1d8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	10 (+0)	2 (-4)	9 (-1)	6 (-2)

Skills Stealth +2

Senses tremorsense 30 ft., passive Perception 9

Languages -

CR 0 (XP 10, PB +2)



Poor Perception. The ghiddar has disadvantage on Wisdom (Perception) checks for things more than 30 feet away.

Sloped Wall Climb. The ghiddar can climb difficult surfaces, including along walls (but no ceilings), without needing to make an ability check, provided the surface has at least a slight slope to it.

Mountain Camouflage. The ghiddar has advantage on Dexterity (Stealth) checks made in mountainous terrain.

ACTIONS

Ram. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 bludgeoning damage.

Rolling Ram. The ghiddar moves up to its speed in a straight line and must move at least 10 feet before it reaches the first target. The ghiddar can move through the spaces of Large or smaller creatures, stopping early if it impacts against a solid surface, in which case the ghiddar becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 10 (with disadvantage if rolling downhill), each creature whose space the ghiddar enters for the first time during this move. *Failure:* 3 (1d6) bludgeoning damage, and the target is knocked prone, incapacitated until the end of its next turn, and the ghiddar stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the ghiddar. If there is no unoccupied space, the target fails the save instead.

GHIDDAR — STRONGER

Armor Class 18

Initiative -1 (9)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 20 ft.,

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	2 (-4)	9 (-1)	6 (-2)

Skills Stealth +2

Senses tremorsense 30 ft., passive Perception 9

Languages -

CR 2 (XP 450, PB +2)



Poor Perception. The ghiddar has disadvantage on Wisdom (Perception) checks for things more than 30 feet away.

Sloped Wall Climb. The ghiddar can climb difficult surfaces, including along walls (but no ceilings), without needing to make an ability check, provided the surface has at least a slight slope to it.

Mountain Camouflage. The ghiddar has advantage on Dexterity (Stealth) checks made in mountainous terrain.

ACTIONS

Ram. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Rolling Ram. The ghiddar moves up to its speed in a straight line and must move at least 10 feet before it reaches the first target. The ghiddar can move through the spaces of Large or smaller creatures, stopping early if it impacts against a solid surface, in which case the ghiddar becomes incapacitated until the end of its next turn. *Dexterity Saving Throw:* DC 13 (with disadvantage if rolling downhill), each creature whose space the ghiddar enters for the first time during this move. *Failure:* 21 (4d8 + 3) bludgeoning damage, and the target is knocked prone, incapacitated until the end of its next turn, and the ghiddar stops its movement. *Success:* The target moves to an unoccupied space within 5 feet of the ghiddar. If there is no unoccupied space, the target fails the save instead.