

# CANNIBAL

Small or Medium • Humanoid • Any Alignment

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

**Skills** Athletics +5, Perception +3, Survival +3

**Gear** greataxe, hide, javelin

**Senses** passive Perception 13

**Languages** Common

**CR** 3 (XP 700; PB +2)



**Fearless.** The cannibal has advantage on saving throws against being frightened.

**Pack Tactics.** The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The cannibal makes two attacks, using Greataxe or Javelin in any combination. It can replace one of these attacks with a use of Grab and Bite.

**Greataxe.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5, reach 5 ft or range 30/120 ft. *Hit:* 6 (1d6 + 3) piercing damage.

**Grab and Bite.** *Strength Saving Throw:* DC 13, one creature within 5 feet of the cannibal that it can see. *Failure:* 8 (2d4 + 3) piercing damage, and the target becomes grappled (escape DC 13). Further, the target's hit dice maximum is reduced by 1. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

## REACTIONS

**Cannibalism.** *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.

# CANNIBAL — WEAKER

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 26 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	13 (+1)	10 (+0)

**Skills** Athletics +5, Perception +3, Survival +3

**Gear** greataxe, hide, javelin

**Senses** passive Perception 13

**Languages** Common

**CR** 1/2 (XP 100; PB +2)



**Fearless.** The cannibal has advantage on saving throws against being frightened.

**Pack Tactics.** The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Greataxe.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 8 (1d12 + 2) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4, reach 5 ft or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

**Grab and Bite.** *Strength Saving Throw:* DC 12, one creature within 5 feet of the cannibal that it can see. *Failure:* 4 (1d4 + 2) piercing damage, and the target becomes grappled (escape DC 12). Further, the target's hit dice maximum is reduced by 1. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

## REACTIONS

**Cannibalism.** *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.

# CANNIBAL — STRONGER

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

**Saving Throws** Str +7, Dex +7

**Skills** Athletics +6, Perception +4, Survival +4

**Gear** greataxe, hide, javelin

**Senses** passive Perception 14

**Languages** Common

**CR** 6 (XP 2,300; PB +3)



**Fearless.** The cannibal has advantage on saving throws against being frightened.

**Pack Tactics.** The cannibal has advantage on an attack roll against a creature if at least one of the cannibal's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The cannibal makes two attacks, using Greataxe or Javelin in any combination. It can replace one of these attacks with a use of Grab and Bite.

**Greataxe.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +7, reach 5 ft or range 30/120 ft. *Hit:* 11 (2d6 + 4) piercing damage.

**Grab and Bite.** *Strength Saving Throw:* DC 15, one creature within 5 feet of the cannibal that it can see. *Failure:* 11 (3d4 + 4) piercing damage, and the target becomes grappled (escape DC 15). Further, the target's hit dice maximum is reduced by 1. The target dies if this reduces its hit dice maximum to 0. Otherwise, the reduction lasts until the target finishes a long rest.

## REACTIONS

**Cannibalism.** *Trigger:* The cannibal reduces a creature to 0 hit points. *Response:* The cannibal uses its Grab and Bite against the target.