Dretch

Small fiend

AC: 11
HP: 18
Speed: 20 ft., swim 10 ft., climb 10 ft., crawl 10 ft.
CR: 1/4

STR 12 · DEX 11 · CON 12 · INT 5 · WIS 8 · CHA 3

Fetid Cloud. Constitution Saving Throw: DC 11, each creature in a 10-foot Emanation originating from the dretch. Failure: The target has the Poisoned condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions. Rend. Melee Attack Roll: +3, reach 5 ft. 4 (1d6 + 1) Slashing damage.

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