

RASGAX HOWLER

From the highlands of Northern Omeria come the Rasgax tribes. A nomadic people, the Rasgax focus their efforts on combating the belligerent races of the north, including orcs, frost giants, and c'nuim iteah. Rasgax have fair to reddish skin and blonde or red hair. Their eyes are often deep scarlet or sometimes even bright red. Rare among humans, they have the ability to see in the dark.

Most Rasgax cover their bodies and faces in ritualistic tattoos. They often wear animal hides with cloth kilts or flowing capes. Some fight nude and smear their body in mud and animal feces as a deterrent, lending further credence to the legend that they are part animal.

RASGAX HOWLER

Medium humanoid (Rasgax human), any chaotic alignment

Armor Class 16 (hide armor, shield)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orcish
Challenge 2 (450 XP)

Rasgax Resilience. The howler has advantage on saving throws against becoming blinded.

Reactive Attack. As long as the howler isn't surprised, it can use its bonus action on its first turn to make a single weapon attack.

Actions

Multiattack. The howler uses its Howl if it is able. It then makes two melee attacks with its spear.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when wielded with two hands as a melee weapon.

Howl (1/Day). The howler emits an unearthly howl. Each creature within 60 feet of the howler that can hear it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature is frightened of the howler for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this howler's Howl for 24 hours.

