



## ANUBIAN WARRIOR

Anubians are reclusive jackal-headed humanoid that live in the deepest recesses of the desert. Each member of the Anubian tribe is raised within a strict warrior culture to mold them into fierce combatants.

While their reputation as warriors is widely known, outsiders fear and distrust them due to their secretive natures. The location of their hidden city is a closely guarded secret, and while many have attempted to find them, none have ever returned.

**Fearless Fighters.** The Anubians believe that there is no greater accomplishment than to die bravely in battle. They do not retreat and often fight to the death, even against overwhelming odds.

**Tribal Warriors.** Stalwart defenders of their tribes, these warriors train to fight as a unit. While a single Anubian warrior is a challenging foe on the field of battle, a company of them can lay waste to an army three times its size.

**Nomadic Mercenaries.** As part of their training, Anubian warriors are often sent out into the world to seek combat experience and knowledge. They usually can be found in pairs working as caravan guards or other mercenary work.

art credit: shutterstock

### ANUBIAN WARRIOR

Medium humanoid, lawful neutral

**Armor Class** 16 (half plate)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws** Con +5

**Skills** Athletics +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Anubian, Common

**Challenge** 3 (700 XP)

**Brave.** The anubian has advantage on saving throws against being frightened.

**Cunning Action.** On each of its turns, the anubian can use a bonus action to take the Dash, Disengage, or Hide action.

**Keen Senses.** The anubian has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

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

#### ACTIONS

**Multiattack.** The anubian makes two Sickle attacks and one Bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone

**Sickle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.