

# Chitine

*Small, Monstrosity, Chaotic Evil*

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**ARMOR CLASS**

14

**HIT POINTS**

27 (6d6 + 6)

**CHALLENGE**

1/2 | 100 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft., Climb 30 ft.

**Initiative** +3

**Saving Throws** N/A

**Skills** Stealth +5, Athletics +2

**Damage Resistances** Poison

**Senses** Darkvision 60 ft.; Passive Perception 11

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**Languages** Undercommon

STR

**10**  
+0

DEX

**16**  
+3

CON

**12**  
+1

INT

**10**  
+0

WIS

**12**  
+1

CHA

**8**  
-1

## Traits

**Web Walker.** The chitine ignores movement restrictions caused by webbing.

**Ceiling Ambusher.** The chitine has Advantage on Dexterity (Stealth) checks while climbing or hanging above its target.

## Actions

**Multiattack.** The chitine makes two Hooked Dagger attacks.

**Hooked Dagger.** Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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