

Egg Hunter Hatchling

Tiny, Monstrosity, Unaligned

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ARMOR CLASS

14

HIT POINTS

31 (7d4 + 14)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 20 ft.

Initiative +4

Saving Throws Dex +6

Skills Stealth +6, Perception +3

Damage Resistances Acid

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR6
-2**DEX**18
+4**CON**14
+2**INT**3
-4**WIS**12
+1**CHA**6
-2

Traits

Egg Thief. The hatchling has Advantage on Dexterity (Stealth) checks while in nests, warrens, rubble, or hoards.

Skittering Packling. The hatchling can move through the space of creatures larger than itself but cannot end its movement there.

Actions

Bite. Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Piercing damage plus 7 (2d6) Acid damage.

Acid Spit (Recharge 5-6). Dexterity Saving Throw: one creature within 30 feet. Failure: 18 (4d8) Acid damage. Success: Half damage.

Bonus Actions

Scamper. The hatchling takes the Dash or Disengage action.

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