

# Giant Assassin Bug

Large, Monstrosity (Insect), Unaligned

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**ARMOR CLASS**

15

**HIT POINTS**

76 (8d10 + 32)

**CHALLENGE**

3 | 700 XP

**PROFICIENCY**

+2

**Speed** Walk 40 ft., Climb 30 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Stealth +4, Perception +3

**Senses** Darkvision 60 ft.; Passive Perception 13

**Passive Perception** 13

**Languages** None

**STR**17  
+3**DEX**14  
+2**CON**18  
+4**INT**2  
-4**WIS**12  
+1**CHA**4  
-3

## Traits

**Still Predator.** While motionless on bark, stone, or dry grass, the bug has Advantage on Dexterity (Stealth) checks.

**Impaling Ambush.** During the first round of combat, the bug deals 7 (2d6) extra Piercing damage to a creature it hits that has not yet taken a turn.

## Actions

**Piercing Beak.** Melee Attack Roll: +5, reach 10 ft. Hit: 12 (2d8 + 3) Piercing damage, and the target has the Grappled condition if it is Medium or smaller.

**Digestive Injection.** Constitution Saving Throw: one creature Grappled by the bug. Failure: 14 (4d6) Acid damage. Success: Half damage.

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