

# Giant Porcupine

Large, Monstrosity, Unaligned

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**ARMOR CLASS**

14

**HIT POINTS**

59 (7d10 + 21)

**CHALLENGE**

2 | 450 XP

**PROFICIENCY**

+2

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+1
<b>Saving Throws</b>	N/A
<b>Skills</b>	N/A
<b>Senses</b>	Passive Perception 11
<b>Passive Perception</b>	11
<b>Languages</b>	None

**STR**16  
+3**DEX**12  
+1**CON**16  
+3**INT**2  
-4**WIS**12  
+1**CHA**5  
-3

## Traits

**Quilled Hide.** A creature that hits the porcupine with a melee attack while within 5 feet takes 3 Piercing damage.

**Defensive Curl.** If the porcupine has not moved on its turn, it has Advantage on Strength and Constitution saving throws until the start of its next turn.

## Actions

**Quill Tail.** Melee Attack Roll: +5, reach 10 ft. Hit: 9 (1d12 + 3) Piercing damage.

**Bite.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

**Quill Scatter (Recharge 5-6).** Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: 10 (3d6) Piercing damage. Success: Half damage.

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