

Giant Weasel

Medium, Beast, Unaligned

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ARMOR CLASS

13

HIT POINTS

9 (2d8)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR

11
+0

DEX

16
+3

CON

10
+0

INT

4
-3

WIS

12
+1

CHA

5
-3

Traits

Keen Hearing and Smell. The weasel has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

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