

Grung Wildling

Small, Humanoid (Grung), Neutral Evil

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ARMOR CLASS

14

HIT POINTS

27 (6d6 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Swim 25 ft., Walk 25 ft., Climb 25 ft.

Initiative +3

Saving Throws Dex +5

Skills Stealth +5, Survival +3, Perception +3

Damage Resistances Poison

Condition Immunities Poisoned

Senses Passive Perception 13

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Languages Grung

STR8
-1**DEX**16
+3**CON**12
+1**INT**8
-1**WIS**12
+1**CHA**10
+0

Traits

Amphibious. The wildling can breathe air and water.

Poisoned Skin. A creature that grapples the wildling or is hit by its Spear takes 3 (1d6) Poison damage.

Actions

Multiattack. The wildling makes two Spear attacks.

Spear. Melee or Ranged Attack Roll: +5, reach 5 ft. or range 20/60 ft. Hit: 6 (1d6 + 3) Piercing damage plus 3 (1d6) Poison damage.

Bonus Actions

Jungle Hop. The wildling jumps up to 15 feet without provoking Opportunity Attacks if it starts in water, plants, or difficult terrain.

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