

Hoard Scarab

Tiny, Monstrosity, Unaligned

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ARMOR CLASS

13

HIT POINTS

7 (3d4)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 20 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3

Damage Resistances Acid

Senses Darkvision 30 ft.; Passive Perception 13

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Languages None

STR

4
-3

DEX

16
+3

CON

10
+0

INT

2
-4

WIS

12
+1

CHA

5
-3

Traits

Treasure Skitter. The scarab has Advantage on Dexterity (Stealth) checks while among coins, gems, bones, or broken armor.

Hoard Sense. The scarab can smell precious metals and gems within 30 feet that are not behind total cover.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 3 (1d4 + 1) Piercing damage plus 2 (1d4) Acid damage.

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