

Neogi Hatchling

Tiny, Aberration, Lawful Evil

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ARMOR CLASS

13

HIT POINTS

10 (4d4)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Understands Deep Speech but cannot speak

STR

4
-3

DEX

16
+3

CON

10
+0

INT

8
-1

WIS

10
+0

CHA

9
-1

Traits

Wall Skitter. The hatchling can climb difficult surfaces, including ceilings, without an ability check.

Pack Hunger. The hatchling has Advantage on attack rolls against creatures within 5 feet of another neogi or allied aberration.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

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