

Pech

Small, Humanoid, Neutral

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ARMOR CLASS

14

HIT POINTS

32 (5d6 + 15)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 25 ft., Burrow 10 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Athletics +4, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Common, Terran

STR

14
+2

DEX

14
+2

CON

16
+3

INT

11
+0

WIS

13
+1

CHA

9
-1

Traits

Stonecunning Laborer. The pech has Advantage on checks made to evaluate stonework, tunnels, and unstable caverns.

Miner's Endurance. The pech has Advantage on saving throws against Exhaustion caused by forced marches, cave air, or hard labor.

Actions

Stone Hammer. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Bludgeoning damage.

Shard Toss. Ranged Attack Roll: +4, range 20/60 ft. Hit: 5 (1d6 + 2) Piercing damage.

Bonus Actions

Duck into Stone. If adjacent to natural stone, the pech takes the Hide action.

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