

Rock Roach

Small, Monstrosity (Insect), Unaligned

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ARMOR CLASS

15

HIT POINTS

27 (6d6 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +1

Saving Throws N/A

Skills Stealth +3

Damage Resistances Bludgeoning from nonmagical attacks

Senses Darkvision 60 ft., Tremorsense 30 ft.; Passive Perception 10

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Languages None

STR12
+1**DEX**13
+1**CON**12
+1**INT**2
-4**WIS**10
+0**CHA**4
-3

Traits

Stone-colored Shell. The roach has Advantage on Dexterity (Stealth) checks made while pressed against stone, rubble, or cave walls.

Skittering Carapace. If the roach moves at least 20 feet straight toward a creature and hits it on the same turn, the target takes 3 extra Bludgeoning damage.

Actions

Mandibles. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Piercing damage.

Rubble Scrape. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Slashing damage.

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