

Sabertooth Beetle

Large, Monstrosity (Insect), Unaligned

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ARMOR CLASS

17

HIT POINTS

85 (10d10 + 30)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 30 ft., Burrow 10 ft.

Initiative +0

Saving Throws N/A

Skills Athletics +6

Senses Darkvision 60 ft.; Passive Perception 10

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Languages None

STR19
+4**DEX**10
+0**CON**16
+3**INT**2
-4**WIS**11
+0**CHA**4
-3

Traits

Armored Carapace. The beetle has Advantage on saving throws against effects that would knock it Prone.

Tusked Charge. If the beetle moves at least 20 feet straight toward a target and hits it with Tusks on the same turn, the target takes 7 (2d6) extra Piercing damage.

Actions

Tusks. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

Mandibles. Melee Attack Roll: +6, reach 5 ft. Hit: 9 (1d10 + 4) Slashing damage.

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