

Thri-kreen

Medium, Humanoid, Chaotic Neutral

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ARMOR CLASS

15

HIT POINTS

39 (6d8 + 12)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Survival +3, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Thri-kreen; limited telepathy 60 ft.

STR

12
+1

DEX

16
+3

CON

14
+2

INT

9
-1

WIS

13
+1

CHA

8
-1

Traits

Desert Spring. The thri-kreen long jump and high jump distances are doubled if it has moved at least 10 feet on foot this turn.

Chitin Guard. While not wearing heavy armor, the thri-kreen has a natural armor AC of 15.

Actions

Multiattack. The thri-kreen makes two Claw attacks and one Gythka attack.

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Slashing damage.

Gythka. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage.

Chatkcha. Ranged Attack Roll: +5, range 30/120 ft. Hit: 6 (1d6 + 3) Slashing damage.

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