

# GIANT STINK BEETLE

Large • Beast • Unaligned

**Armor Class** 15

**Initiative** +0 (10)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., tremorsense 30 ft., passive Perception 8

**Languages** -

**CR** 1 (XP 450; PB +2)



**Bloodied - Odor Shock.** While bloodied, creatures that have not yet succeeded on their saving throw against its Noxious Stench make that save with disadvantage. Creatures that have succeeded in the last hour lose their immunity and must save again to become immune once more.

**Noxious Stench.** *Constitution Saving Throw:* DC 12, any creature that starts its turn in a 10-foot emanation originating from the beetle. *Failure:* The target becomes incapacitated and spends its turn retching and reeling. *Success:* The target is immune to this effect for 1 hour.

## GIANT STINK BEETLE — WEAKER

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 11 (2d10)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., tremorsense 30 ft., passive Perception 8

**Languages** -

**CR** 1/8 (XP 25; PB +2)



**Noxious Stench.** *Constitution Saving Throw:* DC 10, any creature that starts its turn in a 5-foot emanation originating from the beetle. *Failure:* The target becomes incapacitated and spends its turn retching and reeling. *Success:* The target is immune to this effect for 1 hour.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Stink Spray (Recharges after a Rest).** *Constitution Saving Throw:* DC 12, each creature in a 30-foot cone. *Failure:* The target takes 7 (2d6) poison damage. *Success:* Half damage. *Failure or Success:* The target and everything it is wearing and carrying becomes imbued with a stench, giving it disadvantage on Dexterity (Stealth) checks. The stench can be removed by spending 2 hours cleansing the affected creature or object with soap and water.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Stink Spray (Recharges after a Rest).** *Constitution Saving Throw:* DC 10, each creature in a 15-foot cone. *Failure:* The target takes 3 (1d6) poison damage. *Success:* Half damage. *Failure or Success:* The target and everything it is wearing and carrying becomes imbued with a stench, giving it disadvantage on Dexterity (Stealth) checks. The stench can be removed by spending 1 hour cleansing the affected creature or object with soap and water.

# GIANT STINK BEETLE — STRONGER

**Armor Class** 16

**Initiative** +1 (11)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** blindsight 20 ft., tremorsense 60 ft., passive Perception 8

**Languages** -

**CR** 4 (XP 1,100; PB +2)



**Bloodied - Odor Shock.** While bloodied, creatures that have not yet succeeded on their saving throw against its Noxious Stench make that save with disadvantage. Creatures that have succeeded in the last hour lose their immunity and must save again to become immune once more.

**Noxious Stench.** *Constitution Saving Throw:* DC 13, any creature that starts its turn in a 15-foot emanation originating from the beetle. *Failure:* The target becomes incapacitated and spends its turn retching and reeling. *Success:* The target is immune to this effect for 1 hour.

## ACTIONS

**Multiattack.** The beetle makes two Ram attacks.

**Ram. Melee Weapon Attack:** +4, reach 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage.

**Stink Spray (Recharges after a Rest).** *Constitution Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* The target takes 14 (4d6) poison damage. *Success:* Half damage. *Failure or Success:* The target and everything it is wearing and carrying becomes imbued with a stench, giving it disadvantage on Dexterity (Stealth) checks. The stench can be removed by spending 3 hours cleansing the affected creature or object with soap and water.