

PEBBLEJAW

Tiny • Beast • Unaligned

Armor Class 12

Initiative +0 (10)

Hit Points 10 (3d4 + 3)

Speed 30 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

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



Hold Breath. The pebblejaw can hold its breath for 10 minutes.

Pack Tactics. The pebblejaw has advantage on an attack roll against a creature if at least one of the pebblejaw's allies is within 5 feet of the creature and the ally doesn't is not incapacitated.

ACTIONS

Slowing Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage, and the target is poisoned until the end of its next turn. While poisoned that way, the target's speed is reduced by 10 feet, and it can't use reactions.

Pebble Spit. *Dexterity Saving Throw:* DC 11, one creature within 20 feet of the pebblejaw that it can see. *Failure:* 3 (1d4 + 1) bludgeoning damage.

Alarm Shriek. The pebblejaw emits a shriek audible in a 300-foot emanation originating from it. *Constitution Saving Throw:* DC 11, each creature (except pebblejaws) in a 10-foot emanation originating from the pebblejaw. *Failure:* The target becomes deafened until the end of its next turn.

PEBBLEJAW — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 2 (1d4)

Speed 30 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	3 (-4)	11 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

CR 0 (XP 10; PB +2)



Hold Breath. The pebblejaw can hold its breath for 10 minutes.

Pack Tactics. The pebblejaw has advantage on an attack roll against a creature if at least one of the pebblejaw's allies is within 5 feet of the creature and the ally doesn't is not incapacitated.

ACTIONS

Slowing Bite. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 piercing damage, and the target is poisoned until the end of its next turn. While poisoned that way, the target's speed is reduced by 10 feet, and it can't use reactions.

Pebble Spit. *Dexterity Saving Throw:* DC 10, one creature within 20 feet of the pebblejaw that it can see. *Failure:* 1 bludgeoning damage.

Alarm Shriek. The pebblejaw emits a shriek audible in a 300-foot emanation originating from it. *Constitution Saving Throw:* DC 10, each creature (except pebblejaws) in a 5-foot emanation originating from the pebblejaw. *Failure:* The target becomes deafened until the end of its next turn. *Failure or Success:* This sound is audible within 300 feet.

PEBBLEJAW — STRONGER

Armor Class 13

Initiative +0 (10)

Hit Points 31 (7d4 + 14)

Speed 30 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

CR 1 (XP 200; PB +2)



Hold Breath. The pebblejaw can hold its breath for 10 minutes.

Pack Tactics. The pebblejaw has advantage on an attack roll against a creature if at least one of the pebblejaw's allies is within 5 feet of the creature and the ally doesn't is not incapacitated.

ACTIONS

Slowing Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage, and the target is poisoned until the end of its next turn. While poisoned that way, the target's speed is reduced by 10 feet, and it can't use reactions.

Pebble Spit. *Dexterity Saving Throw:* DC 12, one creature within 20 feet of the pebblejaw that it can see. *Failure:* 7 (2d4 + 2) bludgeoning damage.

Alarm Shriek. The pebblejaw emits a shriek audible in a 300-foot emanation originating from it. *Constitution Saving Throw:* DC 12, each creature (except pebblejaws) in a 15-foot emanation originating from the pebblejaw. *Failure:* The target becomes deafened until the end of its next turn. *Failure or Success:* This sound is audible within 300 feet.