

Giant Thrumming Cockroach

Small beast, unaligned

Armor Class 15 (natural armour)

Hit Points 12 (2d6+5)

Speed 25 ft. Fly 10 ft.



<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
8 (-1)	10 (+0)	20 (+5)	1 (-5)	7 (-2)	2 (-4)

Saving Throws Constitution +7

Damage Resistance Radiant, Thunder

Senses Blindsight 30', passive Perception 8

Languages –

Challenge 1/4

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 2(1d6-1) piercing damage.

Thrum (Recharge 6). The cockroach vibrates its wing cases. All creatures within a 10 ft. radius must make a DC 15 Constitution saving throw or take 1d6 Thunder damage and have disadvantage on all attack rolls and ability checks until the end of their next turn. Cockroaches are immune to this ability.

This variety of giant cockroach can vibrate its wing cases to produce a low frequency sound which many creatures find disturbing.