

Thieving Varmint

Tiny beast, unaligned

Armor Class 13 (dexterity)

Hit Points 4 (1d4+1)

Speed 30 ft. climb 30 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
4 (-3)	16 (+3)	12 (+1)	4 (-3)	10 (0)	4 (-3)

Saving Throws Dexterity +5

Skills Acrobatics +5, Perception +2, Sleight of Hand +5, Stealth +5

Senses Blindsight 10 ft (whiskers), passive Perception 12

Languages cannot speak, but can understand simple instructions in one language.

Challenge 1/4

Keen hearing and smell. The varmint has advantage on Wisdom (Perception) checks that really on hearing or smell.

Cunning Actions. The varmint can take a bonus action on each of it's turns in combat, which it can use the Dash, Disengage or Hide action, make a Dexterity (Slight of Hand) check, or Use an Object. It can only use objects that it is physically capable of manipulating.

Evasion. When the varmint is subjected to an effect that allows it to make a dexterity saving throw for half damage it instead takes zero damage if it succeeds, and half damage if it fails.

Actions

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

Hit: 5 (1d4+3) piercing damage.