

Giant Wasp

March 8, 2023



Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 10 (+0) | 1 (-5) | 10 (+0) | 3 (-4) |

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages --

Challenge 44928 (100 XP)

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison

damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.