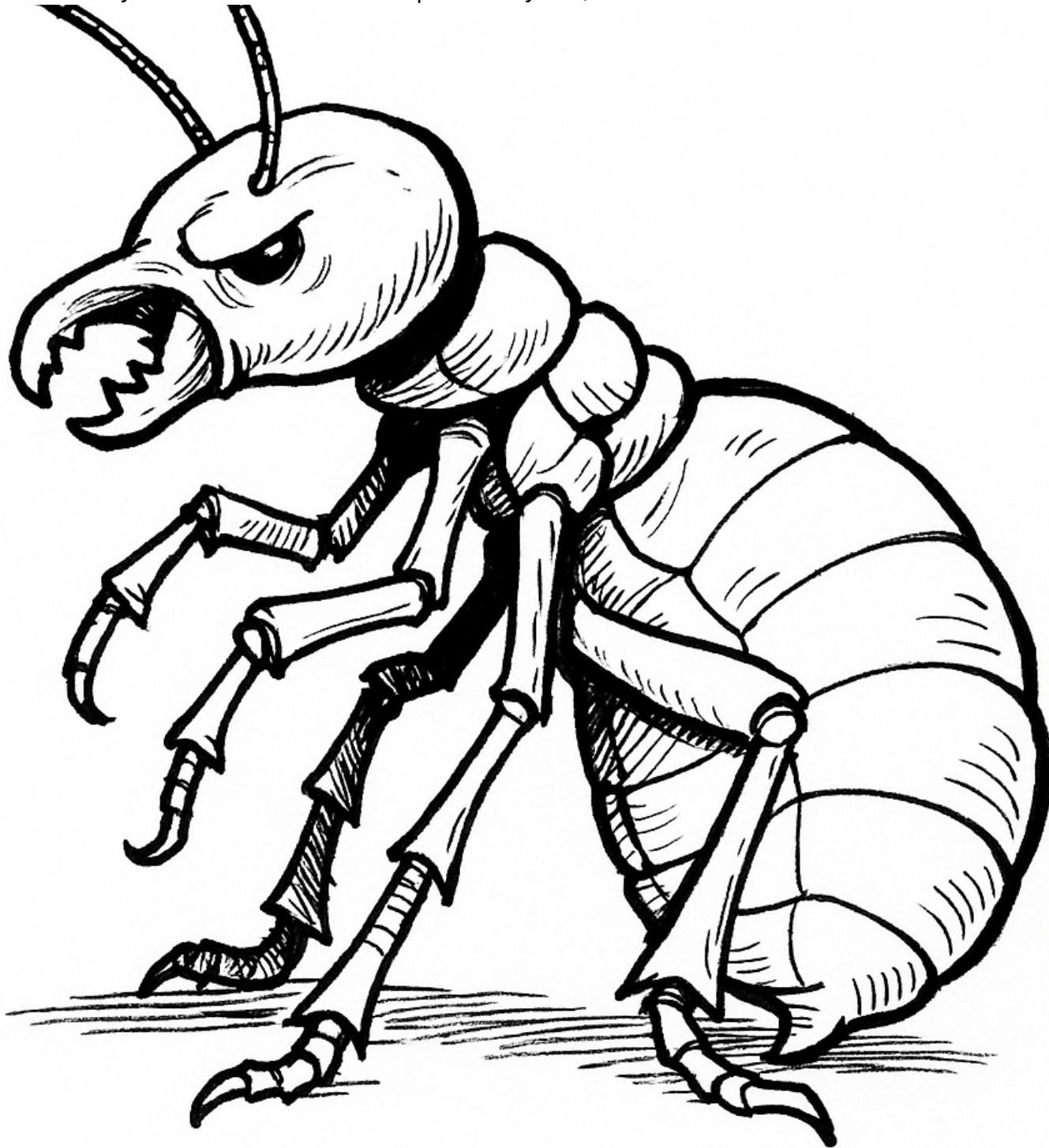


Termite, Giant

written by CresthavenRPG Guru | January 23, 2020



Uncommon | Medium | Neutral | Insect

Termites are known as “silent destroyers” because of their ability to chew through wood, flooring and even wallpaper undetected.

Armor Class	Hit Points	Move
15	20 (5 Hit Dice)	walk 45 ft burrow 60 ft
Appearing	3d6	

Habitat Forest, Underground, Urban

Negotiation no

Morale DC 14

Challenge 1.2 (360 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

2 1 2 -3 0 -3

Combat

Has 1 attack. Hit Bonus +2. Damage: Bite. 1d4 +2

Treasure

Individual: None

Lair: None