

Blood Hawk

Small, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

7 (2d6)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Fly 60 ft., Walk 10 ft.

Initiative +2

Saving Throws N/A

Skills Perception +6

Senses Passive Perception 16

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Languages None

STR6
-2**DEX**14
+2**CON**10
+0**INT**3
-4**WIS**14
+2**CHA**5
-3

Traits

Pack Tactics. The hawk has Advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bloodied.

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