

Giant Owl

Large, Beast, Neutral

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ARMOR CLASS

12

HIT POINTS

19 (3d10 + 3)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed

Fly 60 ft., Walk 5 ft.

Initiative

+2

Saving Throws

N/A

Skills

Stealth +4, Perception +5

Senses

Darkvision 120 ft.; Passive Perception 15

Passive Perception

15

Languages

Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

STR13
+1**DEX**15
+2**CON**12
+1**INT**8
-1**WIS**13
+1**CHA**10
+0

Traits

Flyby. The owl doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has Advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. Melee Attack Roll: +3, reach 5 ft. Hit: 8 (2d6 + 1) Slashing damage.

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