

# Kenku

Medium, Humanoid, Chaotic Neutral

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**ARMOR CLASS**

13

**HIT POINTS**

13 (3d8)

**CHALLENGE**

1/4 | 50 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +3

**Saving Throws** N/A

**Skills** Stealth +5, Deception +3

**Senses** Passive Perception 10

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**Languages** Common, Auran

**STR**10  
+0**DEX**16  
+3**CON**10  
+0**INT**11  
+0**WIS**10  
+0**CHA**12  
+1

## Traits

**Borrowed Voice.** The kenku can mimic simple sounds and voices it has heard. A creature can identify the mimicry with a successful Wisdom (Insight) check contested by the kenku Charisma (Deception) check.

**Streetwise Flockmate.** The kenku has Advantage on Dexterity (Stealth) checks while another allied kenku is within 30 feet of it.

## Actions

**Shortsword.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

**Shortbow.** Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

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