

Stirge

Tiny, Beast, Unaligned

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ARMOR CLASS

14

HIT POINTS

2 (1d4)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Fly 40 ft., Walk 10 ft.

Initiative +3

Saving Throws N/A

Skills N/A

Senses Darkvision 60 ft.; Passive Perception 9

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Languages None

STR

4
-3

DEX

16
+3

CON

11
+0

INT

2
-4

WIS

8
-1

CHA

6
-2

Actions

Blood Drain. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage, and the stirge attaches to the target. While attached, it drains blood at the start of each of its turns.

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