

Blood Hawk

March 8, 2023



Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Saving Throws

Skills Perception +4

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 14

Languages --

Challenge 44934 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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 isn't incapacitated.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. Taking its name from its crimson feathers and aggressive nature, the **blood hawk** fearlessly attacks almost any animal, stabbing it with its daggerlike beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.