

# Giant Vulture

March 8, 2023



Large beast, neutral evil

**Armor Class** 10

**Hit Points** 22 (3d10 + 6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

**Saving Throws**

**Skills** Perception +3

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 13

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Pack Tactics.** The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The vulture makes two attacks: one with its beak and one with its talons.

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

**Talons.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage. A **giant vulture** has advanced intelligence and a malevolent bent. Unlike its smaller kin, it will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.