

Tiny Beast, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
14 (natural armor)	2 (1d4)	10 ft., fly 40 ft.	1/8 (25 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.