

Tiny Beast, Unaligned

AC		Init.		HP		Speed			CR					
11		+1 (11)		1 (1d4 - 1)		5 ft., Fly 60 ft.			0 (XP 10; PB +2)					
				MOD	SAVE						MOD	SAVE		
STR		3	-4	-4	DEX		13	+1	+1	CON		8	-1	-1
INT		2	-4	-4	WIS		12	+1	+1	CHA		7	-2	-2

Skills Perception +3, Stealth +3

Senses Darkvision 120 ft., Passive Perception 13

Languages —

TRAITS

*Flyby.* The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

*Keen Hearing and Sight.* The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

*Talons. Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.