EBON OWL

Small • Fey • Neutral



Armor Class 16 **Initiative** +6 (16)
Hit Points 54 (12d6 + 12)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	13 (+1)	9 (-1)	17 (+3)	16 (+3)

Saving Throws Dex +6, Wis +6, Cha +6
Skills Perception +9, Stealth +6
Senses truesight 60 ft., passive Perception 19
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
CR 5 (XP 1,800; PB +3)

Avoidance. If the owl is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Talons. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) slashing damage, and the owl can choose one of the following additional effects:

- *Charisma Saving Throw:* DC 14. *Failure:* The target is affected by the *banishment* spell as long as the owl maintains concentration, up to 1 minute (as if concentrating on a spell).
- *Constitution Saving Throw:* DC 14, one Large or smaller creature. *Failure:* The target, including everything it is wearing, becomes Tiny and is grappled by the owl (escape DC 14). While Tiny, the target's weapon attacks deal only 1 damage, and it has disadvantage on Strength checks and saving throws. The effect ends when the grapple ends.
- *Wisdom Saving Throw:* DC 14. *Failure:* 27 (5d10) psychic damage. *Success:* Half damage.

EBON OWL — WEAKER



Armor Class 15 **Initiative** +4 (14)
Hit Points 28 (8d6)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	7 (-2)	15 (+2)	14 (+2)

Saving Throws Dex +4, Wis +4, Cha +4
Skills Perception +6, Stealth +4
Senses truesight 30 ft., passive Perception 16
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
CR 2 (XP 450; PB +2)

Avoidance. If the owl is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Talons. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) slashing damage, and the owl can choose one of the following additional effects:

- *Charisma Saving Throw:* DC 12. *Failure:* The target is affected by the *banishment* spell as long as the owl maintains concentration, up to 1 minute (as if concentrating on a spell).
- *Constitution Saving Throw:* DC 12, one Large or smaller creature. *Failure:* The target, including everything it is wearing, becomes Tiny and is grappled by the owl (escape DC 14). While Tiny, the target's weapon attacks deal only 1 damage, and it has disadvantage on Strength checks and saving throws. The effect ends when the grapple ends.
- *Wisdom Saving Throw:* DC 12. *Failure:* 13 (3d8) psychic damage. *Success:* Half damage.

EBON OWL — STRONGER



Armor Class 17
Initiative +7 (17)
Hit Points 82 (15d6 + 30)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	15 (+2)	11 (+0)	19 (+4)	18 (+4)

Saving Throws Dex +7, Wis +7, Cha +7
Skills Perception +11, Stealth +7
Senses truesight 60 ft., passive Perception 21
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
CR 8 (XP 3,900; PB +3)

Avoidance. If the owl is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Talons. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage, and the owl can choose one of the following additional effects:

- *Charisma Saving Throw:* DC 15. *Failure:* The target is affected by the *banishment* spell as long as the owl maintains concentration, up to 1 minute (as if concentrating on a spell).
- *Constitution Saving Throw:* DC 15, one Large or smaller creature. *Failure:* The target, including everything it is wearing, becomes Tiny and is grappled by the owl (escape DC 14). While Tiny, the target's weapon attacks deal only 1 damage, and it has disadvantage on Strength checks and saving throws. The effect ends when the grapple ends.
- *Wisdom Saving Throw:* DC 15. *Failure:* 39 (6d12) psychic damage. *Success:* Half damage.