Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.

Giant Vulture

Large beast

AC: 10
HP: 22
Speed: 10 ft., fly 60 ft.
CR: 1

STR 15 · DEX 10 · CON 15 · INT 6 · WIS 12 · CHA 7

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.