

BLACKWING

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Huge undead, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 180 (19d10 + 726)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Perception +8

Damage Resistances Cold

Damage Immunities Necrotic, Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 18

Languages Auran, Common

Challenge 8 (3,900 XP)

Terror Dive. If the blackwing is flying and dives at least 20 feet straight toward a target and then hits it with a melee weapon attack, the target must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of the blackwing's next turn.

Empty Bones. If the blackwing takes 15 or more bludgeoning damage from a single source, it must succeed on a DC 10 Constitution saving throw or lose its fly speed until it completes a Short or Long rest.

Actions

Multiattack. The blackwing makes two attacks with its Abductor Talons, one of which it may replace with its Throatripper Beak or Wail of Despair, if available.

Throatripper Beak. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing plus 11 (1d10) necrotic damage.

If the target is grappled, it additionally begins to bleed profusely. At the end of each of its turns, the target loses 4 (1d8) hit points and must make a DC 15 Constitution saving throw, with advantage if it received any magical healing since the end of its last turn, ending the effect on a success.

Abductor Talons. Talons. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 15). The blackwing may make this attack as a Bonus Action against a Frightened creature.

Wail of Despair (Recharge 5-6). The blackwing lets out a terrible cry. Each living creature within 60 feet that can hear it has disadvantage on Wisdom saves it makes before the end of the blackwing's next turn.

BLACKWING LORE

History DC 15: Undead servitors created from the corpses of giant eagles, blackwings patrol ancient sites they were created to guard. They often act as mounts and spies for powerful undead.

History DC 20: Blackwings rely on shock and terror tactics, combining the primal fear of their dives with supernaturally enhanced wailing to terrify their foes. While creatures that manage to take cover are somewhat inured to this approach, this suits the blackwing just fine, as its goal is always to divide its foes and pick them off one by one, starting with the slowest.

Nature DC 15: Blackwings are fairly resilient, but their wing bones are no stronger than those of the birds they were made from, and can be broken with sufficient bludgeoning force, an especially devastating tactic in any aerial battle.

BLACKWING TACTICS

Blackwings use their Terror Dive, pulling up and trying again on a different target if their first target succeeds on its saving throw. Once a creature fails, the blackwing focuses on it to the exclusion of all else until it is unconscious, then carries the creature back to its lair to pick through its belongings.

Against flying opponents, they use their speed and reach to employ hit-and-run tactics, picking off stragglers and separating their foes.



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