



SHOCKWING

Built from imp bones and imbued with arcane energy, shockwings blend effortlessly into the shadows. The necromancers who create these tiny undead often use them as spies, looking through their eyes. Despite their diminutive size, their arcane energy and fiendish bones make them resistant to magic and turn undead effects, making them difficult to defeat. They can fire a shock of lightning to stun their enemies when needing to flee.

Nimble. Flying from shadow to shadow, these tiny undead are extraordinarily elusive and difficult to catch.

Resistant. Shockwings are resistant to magic and turn undead effects.

Shocking Grasp. Shockwings can expend their arcane energy once daily to blast their targets with lightning. They use this as a last resort before fleeing from overpowering odds.

SHOCKWING

Tiny undead, chaotic evil

Armor Class 13
Hit Points 21 (6d4 + 6)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Elusive. The shockwing can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Magic Resistance. The shockwing has advantage on saving throws against spells and other magical effects.

Turn Resistance. The shockwing has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The shockwing makes two Talon attacks.

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Shocking Grasp (1/Day). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn. The shockwing has advantage on the attack roll if the target is wearing armor made of metal.