

COCKATRICE CR 1/2



COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

COCKATRICE

The cockatrice looks like a hideous hybrid of lizard, bird, and bat, and it is infamous for its ability to turn flesh to stone. These omnivores have a diet that consists of berries, nuts, flowers, and small animals such as insects, mice, and frogs—things they can swallow whole. They would be no threat to anything else if not for their fierce and frenzied response to even a hint of danger. A cockatrice flies into the face of any threat, squawking and madly beating its wings as its head darts out to peck. The smallest scratch from a cockatrice's beak can spell doom as its victim slowly turns to stone from the injury.

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