

Tressym

Tiny beast, Unaligned



Armor Class 12

Hit Points 5 (2d4)

Speed 40ft., climb 30ft., fly 40ft.

Str 3 (-4) **Dex** 15 (+2) **Con** 10 **Int** 4 (-3) **Wis** 12 (+1) **Cha** 10

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages --

Challenge 0 (0 or 10 XP)

Keen Smell. The tressym has advantage on Wisdom (Perception) checks that rely on smell.

Poison Sense. The tressym can detect whether a substance is poisonous by taste, touch, or smell.

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.