



GESHLING NEWBORN - Monstrosity

Small and mischievous, Geshling Newborns are abandoned to fend for themselves at birth. They inhabit the uppermost reaches of deep oceans, riding playfully on strong stormwinds. They will rarely venture any deeper, unless actively seeking out a potential pack. Many larger sea creatures would happily make a quick meal of a stray Geshling.

Kleptomaniacs. It is not uncommon for a Geshling Newborn to snag a trinket or even an exposed finger from an unsuspecting sailor then deftly dart away with the prize. If the Newborn brings enough of these bones or shiny objects, a pack may accept them.

Slip'n Slide. Newborns are fast and slippery troublemakers, often using an attacker's momentum to expedite their getaway. Their thin, membranous wings hum with a delicate buzz, allowing them to flit effortlessly across the ocean's surface. Razor sharp teeth and claws slice through skin and bone with ease. While not incredibly dangerous in their own right a Geshling Newborn can be a substantial nuisance when it hunts a wayward ship, picking away at the crew until its greed is satisfied.

GESHLING NEWBORN

Small Monstrosity, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 20

Speed 35 ft., fly 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Dex +4

Skills Acrobatics +4, Sleight of Hand +6, Stealth +4

Damage Resistances Bludgeoning

Senses darkvision 30 ft., passive perception 12

Languages none

Challenge 1 (200 XP)

Proficiency Bonus +2

Slippery. Any check made to grapple, catch or otherwise restrain a Newborn is made at disadvantage.

Sticky Fingers. When the Newborn successfully steals something it may immediately move 10 ft in any direction without provoking attacks of opportunity.

Bounce. If the Newborn is hit by a melee attack it may use a reaction to immediately move 10 ft in any direction, without provoking opportunity attacks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, one target. Hit: 5 (1d6+2) piercing damage. The target must succeed a DC 10 dexterity saving throw, on a failed save the Newborn steals one exposed finger or toe. If the target's hands and feet are adequately protected the Newborn instead may steal one small item they are carrying such as a glove, boot, pouch or dagger.

Claw. *Melee Weapon Attack:* +4 to hit, one target. Hit: 8 (2d6+2) piercing damage.