

EXPANDED AVIANS



HOME BREW

by Soniverse Labs

AVIAN BEASTS

The Material Plane is home to a wide variety of airborne beasts that take many shapes and sizes sporting plumages full of colorful feathers or displaying leathery wings similar to that of a dragon or a fiend. Nearly every biome imaginable on the material plane is home to some species of airborne beasts, even unusual locations such as the subterranean caverns of the Underdark and the tempermental waves of the ocean.

PARROTS

Parrots are quite an amusing creature thanks to its unique ability for mimic voices. They have a keen memory capable of remembering sounds and repeating phrases that it has overheard. On top of its talent for mimicry, parrots are known for their color plumage often coming in multiple vibrant hues of color. As a result, the parrot has become a very popular pet among humanoids and is especially valued as a familiar by spellcasters thanks to its above average intelligence.

PARROT TACTICS

Parrots are not aggressive creatures by nature. When attacked, they will attempt to divert and frustrate their opponent using their mimicry along with snarky comments. Whenever, it has the opportunity to escape, it will attempt to flee or simply seek out help.

Dire parrots tend to be a bit more dangerous using their powerful beak to snap the bones of any creature foolish enough to challenge it.

MURDER CROW FLOCK

Just like the parrot, crows and ravens share a similar talent for mimicry. Since they are very common, crows are often seen has easier alternative for a familiar instead of the exotic parrot. Also their limited intelligence makes them less prone to have the rather difficult and sarcastic personalities parrots seem to develop.

Another advantage crows seems to possess is that they are very social creatures by nature. Oftentimes they will flock together to find food or to harass and drive out predators. This tactics has often been used to the advantage of many magic users which often rile up and control large deadly swarms known as murder crow flocks. These flocks are swirling masses of black feathers that emit an earsplitting cacophony of caws that engulfs its victims picking the flesh from their targets bones.

MURDER CROW FLOCK TACTICS

The first sign of a murder crow flock is the sound a terrifying cacophony of cawing. Targets of the flock often find themselves surrounded in a funnel of black feathers often blocking out the creature's sight of the sky. Once trapped, creatures are engulfed in a storm a piercing beaks. However, the most terrifying part of a murder crow attack is not just terrible cawing but the undertones of voices and screams of individuals the crows may have previously attacked or slain.

When one encounters a murder crow flock, it is often a fight to the death as these swarms primarily forged by some magical influence that has taken control of the crows. Only by disrupting the source of magic controlling the flock can a flock of murder crows be stopped with the exception destroying it.

DACTYL

Dactyls are large airborne reptilians that are often confused for small dragons or wyverns. However, these creatures are actually not draconian in origin and are actually closer related to large reptilian beasts known as dinosaurs. They come many variations as some exhibit down feathers similar to fur, sport proud manes of color plumage, or are lined with glistening scales.

TYRANT DACTYL

The tyrant dactyl is the dominant predator of the skies second only to the roc. These beasts have colossal wingspans of spanning over 50ft. in width. These creatures are equipped with long but powerful jaws capable of grabbing and lighting the largest of prey in a single bite. Thanks to its sheer size and surprising speed, it normally is capable of killing its prey instantly in a single dive, Its agility allows its to acquire its prey quickly before lifting back up into the skies for despite its large and terrifying form, it is quite vulnerable on the ground.

IMP DACTYL

The imp dactyl is the tiny relative to the tyrant. These creatures are disarmingly adorable often covered in short fuzzy feather or brightly colored plumes. However, they are devious little hunters that rely on numbers to hunt prey. These tiny creatures can be compared to tiny piranhas as they swarm larger creatures pelting it with thousands of bites before darting out of its reach.

UMBER DACTYL

The umber dactyl is a freakish best that lives in the darkest subterranean tunnels. Living underground has caused it to lose its ability to see instead it relies sensing the body heat of prey. This creature stalks the ceilings of caverns slinking through the shadows like an invisible wraith before diving upon its foe to kill it in one lethal swoop. If its prey manages to survive its first strike, it nimbly flies back to the cover of shadow to prepare its next strike.



PARROT

tiny beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 1 (1d4-1)

Speed 5ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
3(-4)	15 (+2)	8(-1)	8 (-1)	12 (+1)	17 (+3)

Skills Perception +3, Persuasion +5, Deception +5

Senses passive Perception 13

Challenge 0(10 XP)

Languages Can speak and understand Common and Auran

Speech Mimic The parrot can only speak by using its mimicry trait

Mimicry The parrot can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell their imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Beak. +4 to hit; 5ft., , one target. *Hit* 1 slashing damage.

DIRE PARROT

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 20 (3d10+3)

Speed 5ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
13(+1)	17 (+3)	13(+1)	8 (-1)	14 (+2)	17 (+3)

Skills Perception +4, Persuasion +5, Deception +5

Senses passive Perception 14

Challenge 2(450 XP)

Languages Can speak and understand Common and Auran

Speech Mimic The parrot can only speak by using its mimicry trait

Mimicry The parrot can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell their imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Multiattack The dire parrot can make one attack with its beak and one with its talons

Beak. +5 to hit; 5ft., , one target. *Hit* 10(2d6+3) slashing damage.

Talon +5 to hit; 5ft., , one target. *Hit* 8(2d4+3) slashing damage.

Wing Attack +5 to hit; 10ft., , all targets in range. *Hit* 7(2d6+3) bludgeoning damage. If the target is a creature, it must succeed a DC 11 Strengths saving throw or be knocked prone on a failed saving throw..



MURDER CROW FLOCK

Huge swarm of tiny beasts, unaligned

Armor Class 13 (Natural Armor)

Hit Points 77 (14d12-14)

Speed 5ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	8(-1)	3(-4)	12(+1)	16(+3)

Skills Perception +5, Deception +6, Persuasion +6, Intimidation +6

Senses passive Perception 15

Damage Resistances bludgeoning; piercing; slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Challenge 5 (1800 XP)

Flock The Murder Crow flock can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm cannot regain hitpoints or gain temporary hitpoints

Flock Tactics The murdercrow flock can enter another creatures space without penalty to its movement. A creature that first enters or starts its turn with the swarm's space takes 10(4d4)piercing damage and must treat the area as difficult terrain..

Cackling Cacaphony Any creature that is not a crow or raven that starts its turn within 30ft. of the murder crow flock and can hear it must succeed a DC 14 Wisdom saving throw or become frightened until the end of its next turn. On a success, the creature is immune to being frightened in this manner for 24 hours.

Reactive The Murder Crow flock can take a reaction at the end of every creature's turn. This reaction can only be used to take opportunity attacks.

Mimicry The murder crow flock can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell their imitations with a successful DC 14 Wisdom (Insight) check.

Keen Sight and Smell The murder crow flock has advantage on Wisdom(Perception) checks that rely on sight or smell

Actions

Multiattack The murder crow flock can make two beak attacks on its turn. If it has less than half its hitpoint maximum, it only makes one beak attack.

Beak. +6 to hit, 5ft., , all targets in its space. Hit 13(4d4+3) piercing damage.



TYRANT DACTYL

Huge Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 84 (8d12+32)

Speed 10ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
20(+5)	13 (+1)	18(+4)	2 (-4)	15 (+2)	5 (-3)

Skills Acrobatics +4, Perception +8

Senses passive Perception 18

Challenge 7 (2900 XP)

Dive Attack If the tyrant dactyl is flying and dives at least 40 feet toward a target and then hits with a bite attack, the attack deals an extra 14 (4d6) damage to the target.

Flyby The tyrant dactyl doesn't provoke an opportunity attack when it flies out of an enemy's reach

Siege Monster The tyrant dactyl deals double damage to buildings and structures

Actions

Bite. +8 to hit; 10ft., , one target. *Hit* 26(6d6+5) piercing damage. If the target is a creature that is Large or smaller, that creature must succeed a DC 16 Strength saving throw or become grappled and restrained. For the duration of this grapple, the Tyrant dactyl cannot make bite another target. It can use its bonus action to make a bite attack against another creature within range.

Wing. +8 to hit; 10ft., , all targets within range. *Hit* 25(3d12+5) bludgeoning damage. Creature's hit by the attack must succeed a DC 16 Strength saving throw or be pushed back 10ft. and fall prone. The tyrant dactyl can fly up to 40ft. as part of this action.



IMP DACTYL

Tiny Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (3d4+3)

Speed 5ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	13 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +6

Senses passive Perception 16

Challenge 1/2 (100 XP)

Flyby The imp dactyl can fly outside a creature's reach without provoking opportunity attack

Pack Tactics The imp dactyl has advantage on an attack roll against a creature if at least one of the imp dactyl's allies are within 5ft. of the creature and the ally is not incapacitated

Blood Frenzy When imp dactyl takes the Attack action against a creature below its hitpoint maximum, it can make an additional bite attack against a creature as part of that action.

Keen Sight and Smell The Imp dactyl has advantage on Wisdom (Perception) checks relying on sight or smell

Actions

Bite. +5 to hit; 5ft., one target. Hit 6(1d4+3) piercing damage.

UMBER DACTYL

Medium Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 33 (6d8+6)

Speed 10ft., 10ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Stealth +7, Perception +6

Senses blindsight 120ft., passive Perception 16

Challenge 3 (700 XP)

Flyby The Umber dactyl can fly outside a creature's reach without provoking opportunity attack

Spider Climb The umber dactyl can climb difficult surfaces without having to make an ability check

Ambusher The Umber dactyl has advantage on attack rolls against surprised creatures. If it takes the Attack action against a surprised creature, it can make an additional bite attack as part of that action

Dive Attack If the umber dactyl is flying and dives at least 30 feet toward a target and then hits with a bite attack on the same turn, the attack deals an extra 11 (3d6) damage to the target.

Shadow Wings The Umber Dactyl can use its bonus action to Hide as long as it is in dim light or darkness. While in darkness, the Umber dactyl is invisible to creatures that rely on darkvision to perceive it.

Keen Sight The Umber dactyl has advantage on Wisdom (Perception) checks relying on sight

Actions

Bite. +5 to hit; 5ft., one target. Hit 10(2d6+3) piercing damage.

DIRE GOOSE

Don't let the somewhat comical appearance and gait of the dire goose fool you. Dire geese are malevolent beasts that will become extremely violent at a whim or when it does not get its way. Dire geese populate the coasts of lakes and rivers in large flocks often migrating from spot to spot. Although their diet primarily consists of small aquatic prey, their interactions with humans has caused them to prefer food from civilization instead. In fact, to the misfortune of a town's population, some dire geese have shifted their entire migration patterns to visit cities they prefer instead of lakes or rivers.

DIRE GOOSE TACTICS

However, when near populated regions, they are quite a nuisance (and a dangerous one at that). Whenever they see a humanoid, they coyly approach the individual with an expectation of food. When food is not offered they begin to threaten the individual with a series of hisses and grumbling honks. However giving them food only makes the problem worse, once one goose is given food, others in the vicinity home in on the target expecting a share as well.

If food is completely refused or the individual attempts to drive them off, the geese erupts into a murderous rage of honks and hisses proceeding to charge and bite the individual with its bill. To make things worse, when one goose erupts into a violent fury, the others follow suit. Quickly, a single angry goose can transform into a mob of furious water fowl. Once angered, these geese are near impossible to put down. Their sheer fury seems to give them an unnatural vigor as they seek to violently correct the slights done against them. Because of this, one must be extremely tactful and clever to remove dire geese from an populated area.

TERROR BIRD

The terror bird is the largest of all flightless birds roaming across forests and plains in small packs. Despite being pack hunters, the terror bird prefers to hunt creatures smaller than it. It seems to have a particular appetite for humanoids as many tend to be very slow and seemingly defenseless to these carnivorous birds. Once they have their prey in their sights, they relentless hunt down that creature using its keen eyesight to decipher even the most well camouflaged of prey. Thanks to its surperior speed, immobilizing its prey with powerful kicks as its scissor-like beak cleaves into its prey.

TERROR BIRD TACTICS

Terror birds prefer to hunt smaller prey in packs of about 5(2d4). It is unnaturally stealthy for its large size, often sneaking up to its prey and overwhelming it with a sudden burst of speed. The terror bird prefers a short dash to overtake its prey but is capable of sprinting for long distances to chase down prey. Its first tactic is to cripple its prey using its powerful kicks to knock its prey down midstride. Then it use its powerful bone-crushing beak to tear into its vulnerable prey.

Despite being pack hunters, terror birds are quite selfish and refuse to share. As a result, they tend to target multiple victims at a time so each members has its own share to avoid infighting. Despite being quite competitive with one another, they are quick to come to the defense of another. When another creature attempts to steal their prey or attacks an injured member, the whole pack will gang up on that creature in a flurry of kicks and bites.

PENGUINS

Penguins are another species of flightless birds that resides in the arctic regions of the world, although they have been known to make their homes in more temperate environments. They make up for their lack of flight with their underwater agility practically flying underwater. They have also developed a unique form of transportation while in frigid climates. Using their bellies, can slide as high speeds across the snow and ice to reach their destination. They are very social creatures living in massive flocks that have been known to number in the hundreds or thousands taking up miles of coastline.

DIRE PENGUINS

Although most penguins are very peaceful creatures by nature, dire penguins can be quite territorial. Dire penguins are almost always found in the midst of flocks of normal penguins. These behemmoths seem to act as guardians protecting their smaller kin from any predator. At the first sight of danger, squads of these penguins meet the threat head-on using their sheer size to knock their opponents off-balance. Some civilizations living in these regions have learned to tame these creatures using them as mounts as well as guardians to protect penguin farms.



DIRE GOOSE

Large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 23 (3d10+6)

Speed 20ft., 60ft. fly, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	2(-4)	10(+0)	10(+0)

Skills Acrobatics +5, Perception +2

Senses passive Perception 12

Challenge 2 (450 XP)

Aggressive The Dire Goose can use its bonus action to move up to its full movement speed against a hostile creature.

Hold Breath The dire goose can hold its breath up to 10 minutes

Pack Tactics The Dire Goose has advantage on attack rolls against a creature if at least one of the Dire Goose's allies is within 5ft. of the creature and the ally isn't incapacitated

Charge If the goose uses 20ft. of its walking speed to move in a straight line towards a target and hits it with a bite attack on the same turn, the target takes an additional 9(2d8) bludgeoning damage.

Fury If the goose takes the Attack action while it is below half its hitpoint maximum, it can make an additional bite attack against that creature.

Relentless If the Dire Goose drops to 0 hitpoints, it can make a DC 10 Constitution saving throw or regain 1 hitpoint at the start of its next turn. On a successful save, the DC for this ability increases by 5 for each consecutive successful save. This ability resets after a short or long rest.

Actions

Bite. +5 to hit:, 5ft., , one target. *Hit* 8(1d8+3) bludgeoning damage.

Wing +5 to hit:, 5ft., , all targets in range. *Hit* 6(1d6+3) bludgeoning damage. If the goose is on the ground, it can fly up to 30ft. as part of this action.

Honk All creatures other than another goose with a 30ft. of the Dire Goose that can hear it must succeed a DC 12 Wisdom saving throw or become frightened for one minute. Creatures can repeat this saving throw at the end of each of its turns to end this effect. Upon succeeding its saving throw, the creature is immune to being frightened in this manner for the next 24 hours.



TERROR BIRD

Large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d10+18)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16 (+3)	16(+3)	2 (-4)	15 (+2)	10 (+0)

Skills Athletics +5, Acrobatics +5, Stealth +5, Perception +6

Senses passive Perception 16

Challenge 3(700 XP)

Predatory Instincts The terror bird has advantage on initiative checks

Ambush Hunter The Terror bird has advantage on attacks against surprised creature. If it takes the Attack action against a surprised creature, it can make an additional bite attack as part of that action

Keen Sight The Terror Bird has advantage on Wisdom(Perception) checks that rely on sight

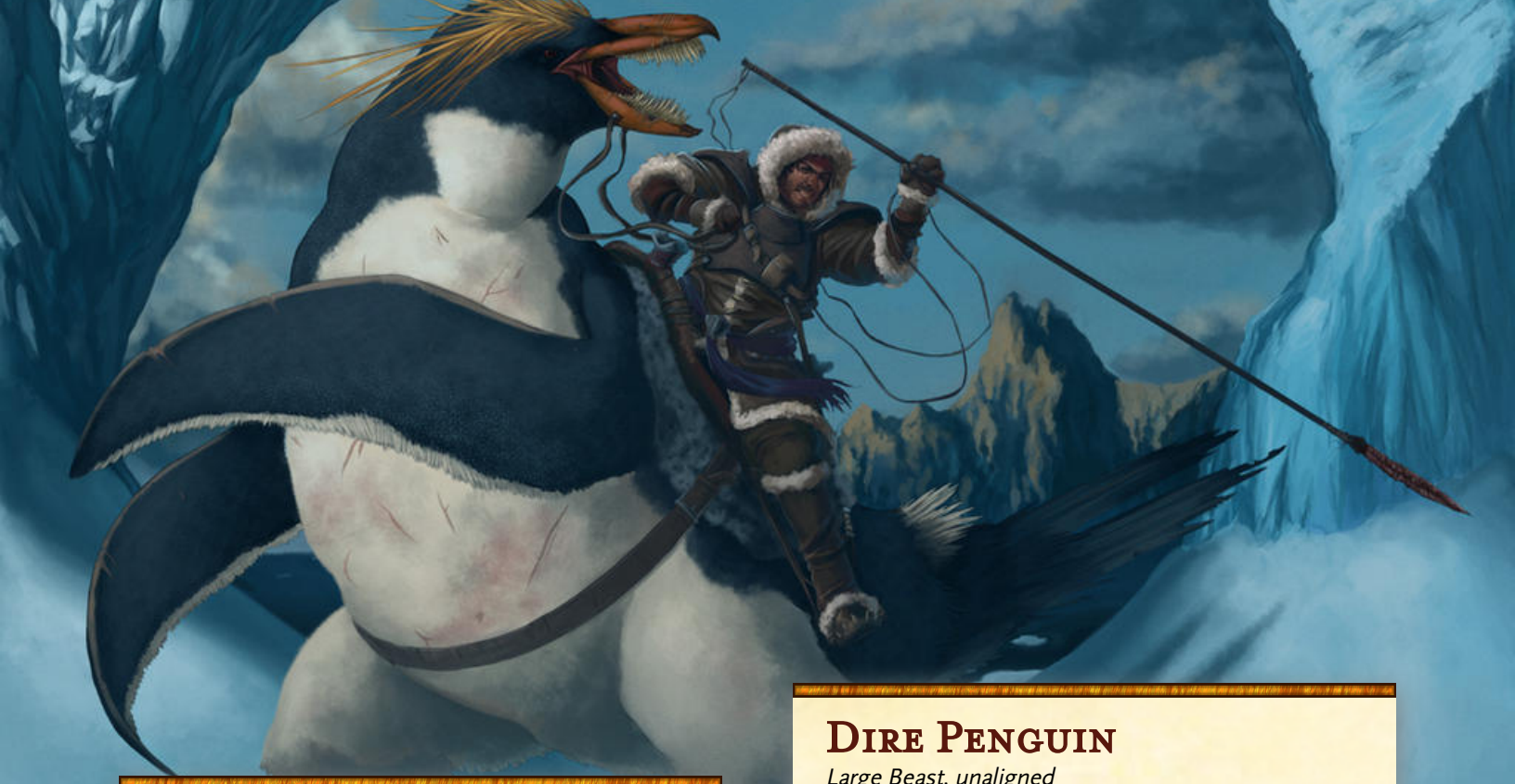
Pack Tactics The Terror Bird has advantage on attack rolls against a creature if at least one of the Terror's allies is within 5ft. of the creature and the ally isn't incapacitated

Actions

Multiattack The terror bird can make a bite and kick attack

Bite. +5 to hit:, 5ft., , one target. *Hit* 16(2d12+3) piercing damage.

Kick+5 to hit:, 5ft., , one target. *Hit* 14(2d10+3) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be pushed back 10ft. and knocked prone



PENGUIN

small Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 11 (2d6+4)

Speed 20ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
7(-2)	14 (+2)	14(+2)	2 (-4)	10 (+0)	10 (+0)

Skills Perception +4

Senses passive Perception 12

Damage Resistances Cold

Challenge 1/4 (50 XP)

Ice Walk The penguin can move across and climb icy surfaces without needing to make an ability check and difficult terrain composed of ice or snow doesn't cost it extra movement.

Ice Glide While on icy or snowy surfaces, the penguin's walking speed is doubled and it can take the Dash action as a bonus action.

Nimble Swimmer The penguin can swim outside the reach of an enemy creature without provoking opportunity attack

Actions

Bite. +4 to hit:, 5ft., , one target. *Hit* 4(1d4+2) piercing damage.

DIRE PENGUIN

Large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 57 (6d10+24)

Speed 30ft., 60ft. swim

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

Skills Perception +4

Senses passive Perception 12

Damage Resistances Cold

Challenge 2 (450 XP)

Ice Walk The penguin can move across and climb icy surfaces without needing to make an ability check and difficult terrain composed of ice or snow doesn't cost it extra movement.

Ice Glide While on icy or snowy surfaces, the penguin's walking speed is doubled and it can take the Dash action as a bonus action.

Nimble Swimmer The penguin can swim outside the reach of an enemy creature without provoking opportunity attack

Dive Attack If the Dire Penguin is in water and swims at least 30ft. in a straight line and makes a beak attack on the same turn, it deals an additional 11(3d6) piercing damage.

Charge If the Dire Penguin moves at least 30ft. in a straight line and makes a slide attack on the same turn, it deals an additional 11(3d6) piercing damage.

Actions

Bite. +5 to hit:, 5ft., , one target. *Hit* 10(2d6+3) piercing damage.



EAGLE TEMPLATE

small Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (3d4+3)

Speed 10ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +6

Senses passive Perception 16

Challenge 1/2 (100 XP)

Keen Sight The eagle has advantage on Wisdom (Perception) checks that rely on sight

Flyby The eagle can fly outside a creature's reach without provoking opportunity attack

Skydive If the eagle is flying and dives at least 30ft. toward a target and then hits it with a beak attack, the attack deals an additional 8 (3d4) piercing damage.

Actions

Beak +5 to hit; 5ft., , one grappled target. *Hit* 7 (1d6+3) piercing damage.

Talons +5 to hit; 5ft., , one target. *Hit* 8 (2d4+3) piercing damage. If the creature is Tiny, it is grappled and restrained (escape DC 10). While grappled in this manner, the eagle cannot talon attack against another creature. For the duration of this grapple, the eagle can use its bonus action to make a beak attack against that creature.

DIRE EAGLE TEMPLATE

large Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 23 (3d10+6)

Speed 10ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	2 (-4)	14 (+2)	6 (-2)

Skills Athletics +5, Acrobatics +5, Perception +6

Senses passive Perception 16

Challenge 3 (700 XP)

Keen Sight The eagle has advantage on Wisdom (Perception) checks that rely on sight

Flyby The eagle can fly outside a creature's reach without provoking opportunity attack

Skydive If the eagle is flying and dives at least 30ft. toward a target and then hits it with a beak attack, the attack deals an additional 14 (4d6) piercing damage.

Actions

Beak +5 to hit; 5ft., , one grappled target. *Hit* 7 (2d6+3) piercing damage.

Talons +5 to hit; 5ft., , one target. *Hit* 10 (2d6+3) piercing damage. If the creature is Medium or smaller, it is grappled and restrained (escape DC 13). While grappled in this manner, the eagle cannot talon attack against another creature. For the duration of this grapple, the eagle can use its bonus action to make a beak attack against that creature.

Osprey

- **Movement** 30ft. swim

Hold Breath The osprey can hold its breath up to 10 minutes..

Nimble Swimmer The osprey can swim outside the reach of a creature without provoking opportunity attack

Dusk Eagle

- **Senses** Darkvision 60ft.
- **Challenge** increases by 1

Nocturnal Hunter The dusk eagle has advantage on initiative checks at night or in darkness

Shadow Wings The dusk eagle can use its bonus action to Hide while in dim light or darkness. While in darkness, the moon eagle is invisible to creatures that rely on darkvision to see it..

Mithril Eagle

- **Challenge** increases by 1

Spell Turning The eagle has advantage on saving throws against any spell that targets only the eagle (not an area). If the eagle's saving throw succeeds, the spell has no effect on the eagle and instead targets the caster.

Mithril Feathers Whenever the eagle takes damage from a critical hit, it takes normal damage instead.

EAGLES

Eagles are probably the most common airborne predator in most regions on the Material Plane. Eagles are quite capable hunters equipped with sharp talons and a razor sharp beak. However, their most potent weapon is their speed wherein they can dive from incredible heights to swoop down on their prey often killing it in one blow. If their prey survives its initial strike, eagles tends to carry their prey to high altitudes and then drop it letting gravity finish the job.

They come in many colors and varieties but they are almost always recognizable due to their beautiful plumage. Their somewhat noble and regal appearance often caused them to be well respected among civilization serving as political symbols or military mounts and spies.

OSPREY

The osprey is a sea-loving variant of the eagle that has adapted specifically to hunt underwater prey. Its feathers are coating with a unique lining that allows it to dive into the water with ease allowing it to pursue and capture prey hidden underneath the waves. Unlike most birds, it is quite a capable swimmer and is able to be remain underwater for short periods of times.

DUSK EAGLE

Although most eagles primarily hunt during the day, the dusk eagle prefers has adapted to hunt specifically at night. They can be identified by their raven-like feathers that seem to merge with the shadows when under the cover of night which allows it to swoop down onto unsuspecting prey.

MITHRIL EAGLE

This beautiful eagle is easily recognizable thanks to its glittering feathers that seem to give off a metallic sheen. These feathers have the unique ability to shrug off the harshest of blows and reflect magical effects. Unfortunately, these traits have made these eagles the target of poachers causing their numbers to dwindle significantly.



OWL TEMPLATE

small Beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 11 (3d4+3)
Speed 10ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5, Perception +6
Senses passive Perception 16
Challenge 1/2 (100 XP)

Keen Sight and hearing The owl has advantage on Wisdom (Perception) checks that rely on hearing and sight

Flyby The owl can fly outside a creature's reach without provoking opportunity attack

Ambusher The owl has advantage on attacks against surprised creatures and deals an additional 7 (2d6) damage to a surprised creature

Skydive If the owl is flying and dives at least 30ft. toward a target and then hits it with a talon attack, the attack deals an additional 5 (2d4) piercing damage.

Actions

Talons +5 to hit; 5ft., , one target. *Hit* 8(2d4+3) piercing damage. If the creature is Tiny, it is grappled and restrained (escape DC 10). While grappled in this manner, the owl cannot talon attack against another creature.

DIRE OWL TEMPLATE

large Beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 23 (3d10+6)
Speed 10ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	16 (+3)	14(+2)	2 (-4)	14 (+2)	10 (+0)

Skills Athletics +5, Acrobatics +5, Stealth +7, Perception +6
Senses darkvision 120ft., passive Perception 16
Challenge 3 (700 XP)

Keen Sight and hearing The owl has advantage on Wisdom (Perception) checks that rely on hearing and sight

Flyby The owl can fly outside a creature's reach without provoking opportunity attack

Ambusher The owl has advantage on attacks against surprised creatures and deals an additional 7 (2d6) damage to a surprised creature

Skydive If the owl is flying and dives at least 30ft. toward a target and then hits it with a talon attack on the same turn, the attack deals an additional 11 (3d6) piercing damage.

Actions

Talons +5 to hit; 5ft., , one target. *Hit* 10(2d6+3) piercing damage. If the creature is Medium or smaller, it is grappled and restrained (escape DC 13). While grappled in this manner, the owl cannot talon attack against another creature.

Snow Owl

- **Damage Resistances** Cold
- **Challenge** increases by 1

Snow Camouflage The owl has advantage on Dexterity(Stealth) checks it makes in snowy or icy terrain. While these conditions are met, it can use its bonus action to Hide.

Snow Sight The owl's vision is not obscured by fog, snowfall, or similar effects caused by snow or ice

Snow Cloak The owl counts as invisible to creatures that rely on sight to see it provided there is ample snowfall

Devil Owl

- **Skills** Intimidation +4
- **Challenge** increases by 1

Frightening Gaze Creatures that first enter or start its turn within 30ft. of the owl and can see it must succeed a DC 12 Wisdom saving throw or become frightened until the start of its next turn. Upon a successful saving throw, creatures are immune to being frightened in this manner for 24 hours.

Twilight Owl

Shadow Wings The owl has advantage can use its bonus action to Hide while in dim light or darkness. While in darkness, the twilight owl is invisible to creatures with darkvision

Shadow Sight The twilight owl can see in magical darkness.

Rock Owl

- **Movement Speed** 30ft., 30ft. burrow
- **Challenge** increases by 1

Stony Camouflage The owl has advantage on Dexterity(Stealth) checks it makes in rocky terrain. While these conditions are met, it can use its bonus action to Hide.

False Appearance While motionless, the rock owl is indistinguishable from a rock.

OWLS

Whereas eagles dominate the skies during the day, the owl is the ruler of the night. Although the owl lacks the speed of an eagle, it more than compensates for this disparity thanks to its reputation as an ambush hunter. It thrives on taking its prey by surprise using its keen hearing to hear the slightest noise. The owl's feather have specifically adapted to fly silently causing its prey to not realize the threat until to late.

Much like eagles, owls are quite revered by many humanoid societies and are often used as political figures or mounts of war.

SNOW OWLS

The snow owl is known for its white plumage that allows it to blend into the surrounding snow or ice. Furthermore, these feather have a slight illusory effect that allows the snow owl to blend into oncoming snowfall. Because of this, the snow owl is perfectly adapted to hunt in the harshest of blizzards taking advantage of any prey unfortunate to find itself stranded in the storm.

DEVIL OWL

The devil owl is a very intimidating beast thanks to its feathery tufts on its head that resemble that of a fiendish horn. However, the true source of its frightening appearance is its wings. When the owl fully spreads its wings, its feathers seem to have patterns resemble terrifying eyes or a terrible maw. The owl uses these marking to scare away rivals or threats seeking to steal its kill.

TWILIGHT OWL

The twilight owl is the ideal nocturnal predator. Its eyes have been perfectly adapted to see in any form of darkness while is plumage perfectly merges into the shadows of night. As a result, the unfortunate victims of this predator never know what hit them until its too late as a shadow dives out of the shadow with talons extended.

ROCK OWL

The rock owl is a curious breed as it prefers to live in subterranean tunnel carved out by its powerful legs. Much like their other kin, they are patient ambush hunters. Rock owls have been known to sit motionless for hours, nearly indistinguishable from a rock before they swoop in on unsuspecting prey.



GIANT BAT TEMPLATE

Large Beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 33 (6d10)
Speed 10ft., 10ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	2(-4)	17(+3)	6(-2)

Skills Acrobatics +5, Perception +7
Senses blindsight 60ft., passive Perception 17
Challenge 1/2 (100 XP)

Keen hearing The bat has advantage on Wisdom(Perception) checks that rely on hearing

Echolocation The bat can't use its blindsight while deafened

Spider Climb The bat can climb difficult surface without having to make an ability check

Actions

Bite +5 to hit:, 5ft., , one target. *Hit* 8(2d4+3) piercing damage.

BAT SWARM TEMPLATE

Large swarm of tiny beasts, unaligned

Armor Class 13 (Natural Armor)
Hit Points 33 (6d10)
Speed 10ft., 10ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
5(-2)	16(+3)	11(+0)	2(-4)	17(+3)	6(-2)

Skills Acrobatics +5, Perception +7
Senses blindsight 60ft., passive Perception 17
Damage Resistances bludgeoning; piercing; slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Challenge 2(450 XP)

Keen hearing The bat has advantage on Wisdom(Perception) checks that rely on hearing

Echolocation The bat can't use its blindsight while deafened

Spider Climb The bat can climb difficult surface without having to make an ability check

Swarm The bat swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm cannot regain hitpoints or gain temporary hitpoints

Swarm Tactics The bat swarm can enter another creature's space without penalty to its movement. A creature that first enters or starts its turn with the swarm's space takes 5(2d4)piercing damage and must treat the area as difficult terrain..

Actions

Multiattack The bat can make two bite attacks. If it has less than half its hitpoint maximum, it makes one bite attack

Bite +5 to hit:, 5ft., , all targets in its space.. *Hit* 8(2d4+3) piercing damage.

Vampiric Bats

- **Damage Resistances** Poison; Necrotic
- **Challenge** increases by 1

Poison Resistance The vampiric bat has advantage on saving throws against being poisoned and disease

Blood Sense The vampiric bats can pinpoint the location of a creature below half its hitpoint maximum within 1 mile of it. This feature fails if the target does not have blood

Blood Frenzy When the vampiric bat takes the Attack action against a creature below half its hitpoint, it can make one additional bite attack as part of that action.

Blood Drinker The vampire bat regains hitpoints equal to half the number dealt from its bite attack.

Plague Bats

- **Damage Resistances** Necrotic
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned, Diseased
- **Challenge** increases by 1

Plague Bringer Creatures poisoned by the plague bat cannot regain hitpoints for the duration of the poison. This effect can be ended by *Lesser Restoration* or greater magic. On a successful save, creatures are immune to being poisoned in this manner for 24 hours.

Plague Fang When the plague bat bites a creature, it must succeed a DC 12 saving throw or take an additional 7(2d6) poison damage and become poisoned. On a success, it takes half damage and is not poisoned.

Umbur Bats

- **Skills** Stealth +7
- **Challenge** increases by 1

Shadow Wings The bat has advantage can use its bonus action to Hide while in dim light or darkness. While in darkness, the umbur bat is invisible to creatures with darkvision

BATS

Out of all airborne beasts, bats are the most peculiar for they are neither bird nor reptile, but instead mammalian in origin. Bats prefer to live in dark subterranean environments or to come out at night. Because of these tendencies, they actually don't rely on sight to see but rely on their keen hearing to perceive their surroundings through echolocation. Most bats are relatively harmless but their giant kin are popular choices for battle mounts due to their versatility in any environment. Additionally, large swarms of bats often can prove to be equally dangerous as they will ceaselessly barrage their opponents with bites when threatened or placed under some magical command.

VAMPIRIC BATS

Vampiric bats are one of the only bats that are actively aggressive to humanoids. They primarily subsist on a diet of blood often flying out in large swarms hunting down and swarming any living being they come across sucking it dry of blood. Thankfully, such feeding frenzies are predictable as they tend to occur monthly before their retreat back to their caverns to hibernate and rest until the next feast.

However, their desire for blood and keen senses make them very useful servants to entities such as vampires. While under the control of magic, they become much more dangerous as they are no longer bound by their natural instincts.

PLAGUE BATS

Plagues bats are primarily scavengers feasting on anything they can get their little jaws on. Their innate resistance to poisons and toxins allow them to be able to endure any negative effects of their diet. However, this makes them a carrier for many vile diseases. When threatened, these bats will attempt to bite their foes which then inflicts it with terrible diseases.

Thankfully getting bitten by a plague bat tends to only happen when one threatens them but they are numerous accounts where these bats have been controlled via magic to spread death and ruin to surrounding communities.

UMBUR BATS

Umbur bats originate from the darkest reaches of the Underdark. They have adapted to seemingly vanish under the cover of darkness allowing them to evade detection of many denizens of the Underdark that have the ability to see in the dark. This ability makes them prized mounts allowing their riders to sneak behind enemy lines practically unseen.

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