

## FALVORA

Tiny • Beast • Unaligned

**Armor Class** 13

**Initiative** +5 (15)

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	7 (-2)

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

**Senses** darkvision 60 ft., passive Perception 16

**Languages** -

**CR** 1/8 (XP 50; PB +2)

**Calm.** The falvora has advantage on saving throws against being charmed or frightened.

**Familiar.** The falvora can serve another creature as a familiar.

### ACTIONS

**Talons.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) slashing damage.

## FALVORA — WEAKER

**Armor Class** 12

**Initiative** +4 (14)

**Hit Points** 2 (1d4)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	5 (-3)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 30 ft., passive Perception 13

**Languages** -

**CR** 0 (XP 10; PB +2)

**Calm.** The falvora has advantage on saving throws against being charmed or frightened.

**Familiar.** The falvora can serve another creature as a familiar.

### ACTIONS

**Talons.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 2 slashing damage.

## FALVORA — STRONGER

**Armor Class** 13

**Initiative** +6 (16)

**Hit Points** 36 (8d4 + 16)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	14 (+2)	6 (-2)	16 (+3)	7 (-2)

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

**Senses** darkvision 60 ft., passive Perception 17

**Languages** -

**CR** 1 (XP 200; PB +2)



**Tail Plume (1/Day).** *Wisdom Saving Throw:* DC 11, one Beast or Humanoid within 5 feet of the falvora that it can see. *Failure:* The target becomes affected by the *calm emotions* spell for 1 minute. The target can voluntarily fail this save.

### BONUS ACTIONS

**Disorienting Shriek (Recharge 6).** *Wisdom Saving Throw:* DC 11 (a target immune to being deafened is immune to this effect), one creature within 5 feet of the falvora. *Failure:* On failure, the next attack roll against has advantage until the start of the target's next turn.

**Tail Plume (1/Day).** *Wisdom Saving Throw:* DC 10, one Beast or Humanoid within 5 feet of the falvora that it can see. *Failure:* The target becomes affected by the *calm emotions* spell for 1 minute. The target can voluntarily fail this save.

### BONUS ACTIONS

**Disorienting Shriek (Recharges after Short or Long Rest).** *Wisdom Saving Throw:* DC 10 (a target immune to being deafened is immune to this effect), one creature within 5 feet of the falvora. *Failure:* On failure, the next attack roll against has advantage until the start of the target's next turn.

**Calm.** The falvora has advantage on saving throws against being charmed or frightened.

**Familiar.** The falvora can serve another creature as a familiar.

## **ACTIONS**

**Talons.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

**Tail Plume (2/Day).** *Wisdom Saving Throw:* DC 11, one Beast or Humanoid within 5 feet of the falvora that it can see. *Failure:* The target becomes affected by the *calm emotions* spell for 1 minute. The target can voluntarily fail this save.

## **BONUS ACTIONS**

**Disorienting Shriek (Recharge 5-6).** *Wisdom Saving Throw:* DC 11 (a target immune to being deafened is immune to this effect), one creature within 5 feet of the falvora. *Failure:* On failure, the next attack roll against has advantage until the start of the target's next turn.