

FOXGULL

Small • Beast • Unaligned

Armor Class 13

Initiative +3 (13)

Hit Points 18 (4d6 + 4)

Speed 30 ft., fly 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	9 (-1)

Skills Acrobatics +5, Perception +5

Senses passive Perception 15

Languages -

CR 1/2 (XP 100; PB +2)

noying Screeching. Each creature other than a foxgull in a 20-foot emanation originating from the foxgull has disadvantage on ability checks.

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

Pack Tactics. The foxgull has advantage on an attack roll against a creature if at least one other foxgull is within 5 feet of the creature and that foxgull is not incapacitated.

FOXGULL — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 10 (3d6)

Speed 30 ft., fly 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Skills Acrobatics +3, Perception +2

Senses passive Perception 12

Languages -

CR 1/8 (XP 25; PB +2)

Annoying Screeching. Each creature other than a foxgull in a 10-foot emanation originating from the foxgull has disadvantage on ability checks.

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

Pack Tactics. The foxgull has advantage on an attack roll against a creature if at least one other foxgull is within 5 feet of the creature and that foxgull is not incapacitated.

FOXGULL — STRONGER

Armor Class 14

Initiative +4 (12)

Hit Points 66 (12d6 + 24)

Speed 30 ft., fly 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	4 (-3)	14 (+2)	9 (-1)

Skills Acrobatics +6, Perception +6

Senses passive Perception 16

Languages -

CR 3 (XP 700; PB +2)



ACTIONS

Beak. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

ACTIONS

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

ACTIONS

Beak. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d6 + 4) piercing damage.

Annoying Screeching. Each creature other than a foxgull in a 30-foot emanation originating from the foxgull has disadvantage on ability checks.

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

Pack Tactics. The foxgull has advantage on an attack roll against a creature if at least one other foxgull is within 5 feet of the creature and that foxgull is not incapacitated.

ACTIONS

Multiattack. The foxgull makes two Beak attacks.

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