

OVERCROW

The overcrow looks like a mundane crow wearing a small, red hat. Of course, it is much more than just an ordinary black bird. The overcrow possesses such a strong sense of self-awareness that any creature that comes within 100 feet of it begins to believe that it, too, is a crow.

One may wonder, "Where did overcrows come from?" The last scholar who asked this brave question returned from a 10-year quest gibbering like a loon. All he could say was "CHAR-LO-MAIN!" Once his madness was cured, the scholar had no memory of the "char-lo-main" or the origins of overcrows. Some knowledge is best left unsought.

Clever mages employ overcrows as traps in dungeons. As adventurers are distracted by their need to "caw!" and flap their wings, the dungeon's inhabitants rob the adventurers and leave them defenseless against the other dangers of the dungeon.

OVERCROW

Tiny monstrosity, neutral

Armor Class 12
Hit Points 12 (5d4)
Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 2 (-4) | 14 (+2) | 10 (+0) | 5 (-3) | 15 (+2) | 18 (+4) |

Skills Perception 14
Condition Immunities charmed
Senses passive Perception 14
Languages understands Common but doesn't speak
Challenge 1/8 (25 XP)

Aura of Caw. Each creature that starts its turn within 100 feet of the overcrow must make a DC 14 Wisdom saving throw. On a failed saving throw, a creature is charmed by the overcrow. A creature charmed in this way is incapacitated and can only flap its wings; if the creature lacks wings, it flaps its arms instead. The charmed creature is unable to speak and can only make "caw!" sounds. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. Additionally, the charmed effect ends if the creature moves more than 100 feet away from the overcrow or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to all overcrows' Auras of Caw for the next 24 hours.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



Special thanks to Patron Charlie Rhodes for the inspiration on this one.