

GREATER WITCHCROW

CREATURE 3

CN**TINY****BEAST****Perception** +9**Languages** common, aklo, speak with birds**Skills** Acrobatics +10, Arcana +7, Stealth +10, Thievery +10**Str** -1, **Dex** +4, **Con** +1, **Int** +4, **Wis** +1, **Cha** +2**AC** 18; **Fort** +6, **Ref** +9, **Will** +6**HP** 42; **Resistances** cold 6**Speed** 20, fly 50**Melee** ♦ claws +8 (agile, finesse, unarmed), **Damage** 1d4+7 slashing**Innate Occult Spells** DC 17, attack +9 ; **2nd** *invisibility*; **1st** *ventriloquism*, *ill omen*; **cantrips (2nd)** *detect magic* **Constant** *speak with animals* (birds only)**Hexes Spells** 2 Focus Points, DC +17 , attack +9; **1st** *cackle*, *stumbling curse*; **cantrips (2nd)** *evil eye*

Apportation (occult, teleportation, ritual) In large enough groupings (such as a murder), greater witchcrows can perform a cooperative form of magic once per day to open a glowing ring in one place leading to somewhere else on the planet. This always entails a raucous aerial ritual, usually centered on those that wish to make use of this ability. The ritual functions like a teleportation circle, except it requires 1 minute of uninterrupted casting time, the circle doesn't need to be placed on a horizontal surface, and it is not invisible or hard to detect. After coming into existence, the edges of the circle glow and the effect stays in place for 1 minute. Most witchcrows loathe using this power, but some offer it as a service to those in need of quick travel, demanding a high price for such assistance-usually something in the bargainer's possession that is cherished, extremely valuable, and almost always magical.