



DEEP CROW

The only warning you'll get is that fearsome, far-off caw, echoing from the darkness like a death knell. For by the time those glowing red eyes fix on you, it's far too late to run ...

Some adventurers and sages whisper that deep crows were first spawned as the familiars of evil arcane casters, abandoned in the subterranean depths and left to grow to enormous size. Others claim these creatures were once normal crows transmuted by vile essence and viler powers. But one thing all agree on is that ending up a meal for one of these monstrosities is a too-real threat for those who stumble into their deadly lairs.

Though the deep crow most immediately resembles a massive version of its namesake bird, this creature is a unique form of avian insect. Seen up close, it can easily be discerned from any other giant bird by its insectoid maw, its four-clawed feet, and the cluster of red eyes that are the most unsettling part of its appearance.

DEEP CROW

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	8 (–1)	15 (+2)	14 (+2)

Saving Throws Con +8, Wis +6

Skills Perception +6, Stealth +11

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Deep Crow

Challenge 9 (5,000 XP)

Magic Resistance. The deep crow has advantage on saving throws against spells and other magical effects.

Shadow Stealth. While in dim light or darkness, the deep crow can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the deep crow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The deep crow makes three attacks: one with its mandibles and two with its claws.

Mandibles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the deep crow can't use its mandibles on another target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.