

This document contains the description and rules for the wycrow, inspired by the monsters of the *Legend of Grim rock* game series by Almost Human Ltd.



The Wycrow

“Blast it all! We’ve wycrows in tha chimneys again!

Call in the sootjacks and send them up th’ flume.

Quick-like now, before we have ta quench the forge!”

- Krennvold Rockhammer, forgemaster of the Silverstone Colony

Description: An abominable cross between a wyvern and a crow, the wycrow is a fearsome pack hunter. Bodily the size of a small human with a stunted wingspan of some 2.5 metres (~8'), the wycrow lacks the sharp-tipped tail of its larger cousins. Instead the wycrow relies on its sharp talons and large, shovel-like beak to wreak havoc among its prey. Some claim the creature to be simply a gruesome evolutionary mishap, while a few scholars claim its origins to be similar to those of the owlbear, rooted in twisted wizardly experiments of a bygone age. Certainly the reports that some wycrows possess unprecedented powers of lightning would seem to support the claims of a magical origin.

Ecology and environment: Wycrows are usually found in areas riddled with caverns and passages. The creatures find no difference between natural or man-made hollows, and are often among the first squatters in any abandoned underground cavern complexes. They are uniquely capable hunters in such environments, harrying their prey and communicating among the pack with caws and squawks almost indistinguishable from those of mundane crows and ravens.

Wycrow packs behave very similarly to prides of lions. They usually consist of a few males and a host of female wycrows. The species is sexually dimorphic. Female wycrows have a hefty beak, a tough, mottled-grey hide and sharp claws. The males sport a blue hide, ranging from a dark, almost black colouring to a bright azure; their beaks are much less pronounced and their claws are smaller. The males are no less dangerous however, for they can spit lightning. They use this power to hunt, and it is said that a wycrow bull only eats well-singed meat.

Wycrow nest in the walls of their chosen cave systems, the females digging burrows into cavern walls with their powerful beak. These nests are usually found safely hidden in tall vertical tunnels and flumes, and many a dwarven city has had continued issues with wycrow infestations in their hidden chimneys.

Wycrow lay eggs which hatch after 3 months of incubation, and mature in roughly a half a year. The eggs have an excellent natural camouflage, resembling head-sized ovoid rocks. Most underground demi-humans view the wycrow as pests, and destroy their eggs on sight. However, some cave giant tribes are said to have domesticated wycrow, treating them as pets and even training them to speak much like parrots. Certainly, anyone who has come across these foul beasts will not disparage their predatory intellect and cunning.

Female wycrow: *Init:* +2; *Atk:* beak +5 (1d8) or dive +3 (2d6, see special); *AC:* 15; *HD:* 1d10; *MV:* 15' or 30' fly; *Act:* 1d20; *SP:* dive attack, if the crowern has room to charge it will swoop in, attack and fly away, avoiding retaliation; *Saves:* Fort +4, Ref +2, Will +2; *AL:* N.

Male wycrow: *Init:* +2; *Atk:* claws +2 (2d4) or spit lightning +5 (2d8, see special); *AC:* 14; *HD:* 1d12; *MV:* 15' or 30' fly; *Act:* 1d20; *SP:* spit lightning, range 30', has to succeed in DC 10 Fort save to use again; *Saves:* Fort +2, Ref +4, Will +3; *AL:* N.