

# PTERAFOLK

## PTERAFOLK FLOCKLING

Medium monstrosity (pterafolk), neutral evil

Armor Class 11 (Natural Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Senses Passive Perception 12

Languages Common, Draconic  
Challenge M2 (200 XP)

**Minion.** If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

**Dive Attack.** If the pterafolk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack scores a critical on a 19-20.

### Actions

**Scrabbleclaw Flurry (Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 slashing damage.

### Reactions

**Flocking Dart.** As a reaction to being targeted with an attack by a creature it can see, the pterafolk changes the attack's target to a different pterafolk within 5 feet of it.

## PTERAFOLK FLOCKLING TACTICS

Flocklings attempt to overwhelm a target with sheer weight of attacks, swarming it then departing if its allies come to its aid. They try to end their turn within 5 feet of a more powerful pterafolk to shift attacks onto it.

## PTERAFOLK PELTER TACTICS

If attacking in a group, pelters target the creature farthest from its allies and dive attack it in sequence with their Claw Rake until it is knocked unconscious, the first to strike provoking an attack of opportunity to grant its allies advantage. They use their swoop to reach an altitude of 30 feet to prepare for their next dive, but prefer to use their movement on their turn to keep out of enemy reach rather than setting up their Dive Attack.

If attacking alone, pterafolk alternate between using their Hurl Stone, then landing to use their Battering Wings against primarily ranged enemies, or use their dive attack against a more melee-focused group, targeting the least physically formidable and ending each turn in the air.

## PTERAFOLK DANGLER TACTICS

Danglers preferentially target spellcasters, typically waiting until another pterafolk gives them advantage on their attack, then swooping in to hit one with their slipnoose. Once they have a creature grappled, they attack its allies with their Claw Rake, while always ending their turn off the ground to prevent the grappled creature from casting spells. If a grappled creature proves too troublesome, they Dash straight up and then drop it 100+ feet.

## PTERAFOLK LORE

**History DC 15:** Bands of pterafolk often live alongside a spirit naga that acts as a mediator within the tribe and a conduit to the higher reptilian powers.

**History DC 25:** Pterafolk, along with lizardfolk, nagas, and many others collectively called scalekind, are thought to have been created in the early days of the world by a long-dead creator race called the Sarrukh.



## PTERAFOLK PELTER

*Large monstrosity (pterafolk), neutral evil*

**Armor Class** 12 (Natural Armor)  
**Hit Points** 52 (8d10 + 8)  
**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

**Skills** Perception +2, Survival +2  
**Senses** Passive Perception 12  
**Languages** Common, Draconic  
**Challenge** 1 (200 XP)

**Dive Attack.** If the pterafolk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack scores a critical on a 19-20.

**Attack Sequence.** If the pterafolk hits a creature with a melee attack and then leaves its reach, attacks by other pterafolk against that creature are made at advantage until the beginning of the pterafolk's next turn.

### Actions

**Multiattack.** The pterafolk makes two attacks with its Claw Rake.

**Claw Rake.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage. If this attack was made at advantage, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

**Hurl Stone (Recharges when the pterafolk ends its turn on the ground).** One creature directly beneath the pterafolk must succeed on a DC 12 Dexterity saving throw or take 14 (4d6) bludgeoning damage.

**Battering Wings (Recharge 5-6).** The pterafolk beats its wings, sending a flurry of air and debris forward in a 10 foot cone. Each creature in the area must succeed on a DC 12 Strength saving throw or take 10 (3d6) bludgeoning damage and be pushed 5 feet away. A creature that fails this save by 5 or more falls prone, additionally. The pterafolk's speed is reduced to 0 until the beginning of its next turn.

### Reactions

**Swoop.** As a reaction to being targeted with a ranged attack by a creature it can see, the pterafolk imposes disadvantage on the attack and moves up to half its fly speed.

## PTERAFOLK DANGLER

*Large monstrosity (pterafolk), neutral evil*

**Armor Class** 13 (Natural Armor)  
**Hit Points** 90 (12d10 + 24)  
**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	11 (+0)

**Skills** Athletics +5, Perception +2, Survival +2  
**Senses** Passive Perception 12  
**Languages** Common, Draconic  
**Challenge** 3 (200 XP)

**Dive Attack.** If the pterafolk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack scores a critical on a 19-20.

**Attack Sequence.** If the pterafolk hits a creature with a melee attack and then leaves its reach, attacks by other pterafolk against that creature are made at advantage until the beginning of the pterafolk's next turn.

### Actions

**Multiattack.** The pterafolk makes two melee attacks, one of which may be with its Slipnoose.

**Claw Rake.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) slashing damage. If this attack was made at advantage, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

**Slipnoose.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: The target is grappled (escape DC 12). While a creature grappled in this way is carried aloft by the pterafolk, it is restrained and can't speak or breathe.

**Battering Wings (Recharge 5-6).** The pterafolk beats its wings, sending a flurry of air and debris forward in a 10 foot cone. Each creature in the area must succeed on a DC 12 Strength saving throw or take 10 (3d6) bludgeoning damage and be pushed 5 feet away. A creature that fails this save by 5 or more falls prone, additionally. The pterafolk's speed is reduced to 0 until the beginning of its next turn.

### Reactions

**Sudden Drop.** As a reaction to being hit with an attack by a creature it has grappled, the pterafolk releases the grapple. The attacker must reroll the attack, taking the lower of the two rolls.

**Swoop.** As a reaction to being targeted with a ranged attack by a creature it can see, the pterafolk imposes disadvantage on the attack and moves up to half its fly speed.

