

Creatures

COCKATRICE

The cockatrice is a type of wild fowl, a deadly cousin of the basilisk known for its ability to turn creatures to stone. They are sometimes hunted for their petrifying venom, which can either be used as a poison or made into an antivenom.

Terminology

They typically live in broods or flocks. It is called a brood if there are no females and a flock if there is at least one. Small cockatrice, the most commonly-encountered variety, are all male. Their female counterparts are known as great cockatrice for their enormous size.

General Biology and Habitat

Cockatrice are carnivores. In the wild, they often maim and kill small prey such as lizards, snakes, or mice. If their pack grows large enough they may go after larger prey such as cows, horses, or deer.

Their nests are usually in bushes or low-hanging trees. They especially like to congregate near elderberry bushes.



Behavior

Cockatrice are social birds, typically hunting in groups of twelve (12) to forty-eight (48). Much like regular chickens they establish a “pecking order.” The most aggressive and hardy among them bullying the others into submission. They rely on their numbers and speed to overwhelm prey and turn them to stone so that they cannot escape. Once petrified, the cockatrice usually shatters their victims and takes the pieces to their nest to be eaten later like a frozen dinner.

Courtship

The cockatrice vie for the attention of a great cockatrice (a female) by fighting the other cockatrice and attempting to demonstrate physical prowess as well as wits. The cockatrice that can steal and maintain the most eggs in their nest is usually chosen.

Nesting and Laying Behavior

Male cockatrice do not lay their eggs, they are granted them from a great cockatrice. That said, cockatrice prefer to sit in nests that have eggs in them and will actively steal eggs from other cockatrice. Any cockatrice that breaks an egg during this process is immediately maimed and killed by the others.

COCKATRICE

Small monstrosity, unaligned

Armor Class 10

Hit Points 12 (3d6 + 3)

Speed 20 ft., fly 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 4 | 13 | 12 | 2 | 10 | 4 |
| (-3) | (+1) | (+1) | (-4) | (+0) | (-3) |

Saving Throws Dex +3

Senses Darkvision 30ft., Passive Perception 12

Challenge 1/2

Aggressive. As a bonus action, the cockatrice can move up to its speed towards a hostile creature it can see.

Reckless. At the start of its turn, the cockatrice can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

GREAT COCKATRICE

The great cockatrice is a female cockatrice. They demand their own categorization and discussion because they are nearly four times the size of male cockatrice. They are incredibly rare and their aggression makes male cockatrice seem tame in comparison. They can move three times faster than male cockatrice and have significantly more endurance.

General Biology and Habitat

Great cockatrice are gruesome carnivores. They have been known to play with prey, petrifying them repeatedly and carefully dismembering only the parts that make it hard to run away.

They typically build their nests on top of trees or rocky outcrops. Cockatrice are known to build nests beneath them in the undergrowth.

Behavior

Great cockatrice do not socialize with other cockatrice, male or female. They command a wide territory, sometimes as large as a 6-mile radius.

Courtship

A great cockatrice demands the cockatrice it is going to mate with to demonstrate ferocity and wits to match its own. When it is satisfied with the mating demonstrations, it will choose a suitor. If the suitor is not to the great cockatrice's liking, they have been known to kill them afterwards.

Nesting and Laying Behavior

Great cockatrice lays dozens of eggs over several days. She will keep some of the eggs in her own nest, which eventually develop into great cockatrice. The remaining eggs are distributed to the nests of regular cockatrice.

GREAT COCKATRICE

Large Monstrosity, unaligned

Armor Class 15

Hit Points 102 (12d10 + 36)

Speed 60 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 10 | 20 | 14 | 4 | 12 | 6 |
| (+0) | (+5) | (+2) | (-3) | (+1) | (-2) |

Saving Throws Dex +8, Con +5

Skills Perception +4

Senses Darkvision 60 ft., passive Perception 14

Challenge 8

Legendary Resistance (1/day). If the great cockatrice fails a saving throw, it can choose to succeed instead.

Aggressive. As a bonus action, the great cockatrice can move up to its speed towards a hostile creature it can see.

Reckless. At the start of its turn, the great cockatrice can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The great cockatrice makes three consecutive melee attacks: one with its beak and two with its talons.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 5) piercing damage, and the target must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Legendary Actions

The great cockatrice can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The great cockatrice regains spent legendary actions at the start of its turn.

Detect (Costs 1 Action). The great cockatrice makes a Wisdom (Perception) check.

Bite (Costs 1 Action). The great cockatrice makes a bite attack.

Petrifying Gaze (Costs 2 Actions). The great cockatrice narrows its focus on a single creature within 60 feet. The target must succeed on a DC 12 Constitution saving throw against being magically petrified. If the saving throw is failed by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

A Great Cockatrice's Lair

Great Cockatrice make their nests deep in the belly of forests between the understory and the canopy. They favor low trees where they can pounce on passing prey below.

A great cockatrice encountered in its lair has a challenge rating of 10.

Lair Actions

On initiative count 20 (losing initiative ties), the great cockatrice takes a lair action to cause one of the following effects; the great cockatrice can't use the same effect two rounds in a row:

- 1d4 - 1 new cockatrices enter the encounter within 90 feet of the great cockatrice.
- Each cockatrice within 30 feet of the great cockatrice must use their reaction to attack a creature other than the great cockatrice. If there are no eligible targets, the cockatrice attack themselves.
- The great cockatrice regurgitates petrified remains onto the field, creating a 20-foot square of difficult terrain.

Regional Effects

- The region containing a great cockatrice's lair is warped by the great cockatrice's presence, which creates one or more of the following effects:
- Intermittent, echoing clucking can be heard coming from all directions within 6 miles of the lair.
- Dismembered meat cubes with clean edges like broken rock litter the ground within 1 mile of the lair, forming difficult terrain.



PEBBLE GOLEM

These little golems were the invention of Strazahr, an estranged wizard that lived on an especially rocky shore. He sought companionship, but could not summon a familiar nor had the gold for a true golem, and so the Pebble Golem was born.

These tiny constructs are assembled from a few pebbles and about 50 gold in materials. Faces are sometimes etched or drawn onto their surface, but this is purely cosmetic. After the incantations are performed, they can understand their creator and are eager to please them, much like a dog but with less cleanup.

Eventually Strazahr shared his instructions for creating Pebble Golems. They became popular toys for noble children and led to the conception of the “pet rock.”



PEBBLE GOLEM

Tiny construct, unaligned

Armor Class 10

Hit Points 9 (2d6 + 2)

Speed 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 8 | 3 | 12 | 8 | 8 | 10 |
| (-1) | (-3) | (+1) | (-1) | (-1) | (+0) |

Damage Vulnerabilities Bludgeoning

Damage Resistances Poison, Psychic, Piercing and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Tremorsense 10ft., passive Perception 9

Languages Understands the languages of its creator but can't speak

Challenge 0

False Appearance. While the stone remains motionless, it is indistinguishable from a normal stone.

Forward Momentum. As a bonus action, the stone can move up to its speed in the same direction that it last moved.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Actions

Roll. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) bludgeoning damage.

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