DIRE CORBY

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 14 (+1 Dex, +3 natural)
Attacks: 2 claws +5 melee
Damage: Claw 1d6+4
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Darkvision 60 ft
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 16, Dex 12, Con 13, Int 6, Wis 10, Cha 8
Skills: Climb +6, Hide +4, Listen +4, Spot +4
Feats: Blind-Fight

Climate/Terrain: Any underground
Organization: Solitary, gang (2-5), or flock (6-11)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 3-4 HD (Medium-size); 5-6 HD (Large)

Dire corbies make their home deep beneath the surface world in the caverns of the Underdark. They are a race of bipedal birdmen, though over the generations they have lost the power of flight. Their wings have long since developed into two powerful arms that end in rock-hard talons. Their bodies are covered in black feathers and their beak is gold.

Dire corbies hunt in packs, running down their prey, shrieking loudly as they do so. They speak broken Common.

COMBAT
Dire corbies always fight to the death, attacking with their claws in combat.