Squirrel, Carnivorous Flying

**Diminutive Animal**

**HD:** 1/2d8 (2 hp)

**Init:** +2 (Dex)

**Speed:** 20 ft, fly 40 ft (clumsy)

**AC:** 16 (+4 size, +2 Dex)

**Attacks:** Bite +2 melee

**Damage:** Bite 1d2-4

**Face/Reach:** 1 ft by 1 ft/0 ft

**Special Attacks:**

**Special Qualities:** Scent

**Saves:** Fort +0 Ref +4 Will +2

**Abilities:** Str 3 Dex 15 Con 10 Int 2 Wis 14 Cha 6

**Skills:** Balance +3, Climb +6, Hide +3, Move Silently +5, Spot +2

**Feats:** Weapon Finesse (bite)

**Climate:** Cold and temperate forest

**Organization:** Swarm (3-18)

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** ---

The carnivorous flying squirrel is a relative of the common squirrel, with the ability to glide, and a taste for fresh meat. This squirrel has loose folds of skin on the insides of its legs, which give the squirrel its unique abilities. This little mammal cannot actually fly, but it glides through the air when it jumps out of a tree. They lair in communal nests in tree tops, where they sometimes bring small, shiny treasures.

**COMBAT**

Carnivorous flying squirrels are vicious little creatures, and attack larger targets in groups when the odds are at least 2 to 1. Their main method of attack is to jump out of a tree, silently gaining speed as they fall. For every 5 feet they glide, they gain a +1 to their attack roll.