

Thanksgiving Serving #2: Turkey Swarm

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It's Thanksgiving this week and what better time to fill in some gaping holes in the D&D Monster Manual. Unexplainably, the turkey was left out and adventurers everywhere have been deprived of the chance to encounter one of these beautiful birds of prey(ed upon).

The Turkey Swarm is highlighted today. Straight from any farmer's nightmare, the turkey swarm will do anything to get where they're going. Nothing stands in their way!

Turkey Swarm CR 1/2

hp 8 (HD 2d8)
N Tiny Animal (Swarm)

Init +4; Senses Listen +4, Spot +5
AC 12, touch 12, flat-footed 11

Fort +0, Ref +3, Will +2
Speed 40 ft.; fly, average 50 ft.

Melee swarm +1 (1d4+1)

Base Atk +1
Abilities Str 7, Dex 11, Con 10, Int 2, Wis 14, Cha 4

Description: A turkey swarm is a rare and unnatural occurrence. A turkey flock will swarm if sufficiently frightened by a predator. A swarm loses its sense of fear and paranoia and will concentrate on getting past any person or persons that stand in the way its escape, ripping and tearing with its beaks and talons until a viable way through is found.

Combat: A turkey swarm is looking for escape. If given a sizeable opening, the turkey swarm will cease attacking and make for the opening. Also, if the party is attacking the swarm, it will forget the original threat and start to flee from the PCs. Because of this, a turkey swarm last for 2 rounds only.

DM Tips and Tricks

- The turkey swarm must see the party as being less threatening than another creature. This is a good way to introduce a large creature to the party while walking through the woods. The PCs might think that the swarm represents the immediate danger while the true danger has a chance to get closer for a surprise attack.

- A turkey flock could be found underground, being raised by goblins or orcs. While fleeing a PC party, the goblins (or whatever) might run through the turkey pens and purposely cause the turkeys to swarm. If this is the case, the swarm would normally last just two rounds since the goblins would most likely have continued their own flight.

All artwork in this series was provided by the ever-popular Devil Dan, a fan-favorite over at the Dundjinni mapping forums. Check out his recent free Monster Art Pack recently released on the download page. Although well-known for his top-down views of creatures, Devil Dan graciously produced a number of fabulous front view shots for this series. dDemonicAngels is the online identity of Bil White, a freelance writer living in Montreal. Bil still has nightmares about his last Thanksgiving dinner when he had to cook a turkey for his entire clan while his wife was out of town. Don't ask.