DUALINK

Warusagi Bird

Thief Bird



One Piece Edition

Warusagi Birds are crane-like creatures found in dry, desert environments like the Sandora Desert. They use their deceptive nature to trick travelers into thinking they are dead, only to spring into action and snatch anything of value. Known as “thief birds,” they are mischievous and clever, with an instinct for survival by stealing and flying away before their victims realize what has happened. Despite their small size, they can be a significant nuisance for adventurers.

Behavior & Tactics

- Warusagi Birds often lie on the ground pretending to be dead, waiting for unsuspecting travelers to pass by so they can steal their belongings.
- They will only engage in combat if cornered. Always prioritizes their lives over the stolen belongings.

Warusagi Bird

Small beast, chaotic neutral

Armor Class: 13 (natural armour)
Hit Points: 18 (4d6 + 4)
Speed: 30 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	10 (+0)

Skills: Sleight of Hand +6, Stealth +5, Perception +3
Senses: Passive Perception 13
Languages: Common
Challenge: 1/4 (50 XP)

Thief’s Instincts. The Warusagi Bird has advantage on Sleight of Hand checks made to steal items from creatures within 5 feet of it. It can make a Sleight of Hand check as a bonus action when it is within 5 feet of a creature.

Feign Death. The Warusagi Bird can use an action to drop to the ground and appear dead. A successful DC 14 Insight check reveals that it is still alive. While feigning death, it has advantage on Dexterity (Stealth) checks, and creatures have disadvantage on attack rolls against it unless they can tell it is alive.

Opportunistic Thief. If a creature passes within 5 feet of the Warusagi Bird while it is feigning death, the bird can use its reaction to attempt to steal an item from the creature's belongings. The Warusagi Bird makes a Sleight of Hand check against the creature's Passive Perception. On a success, it steals a small object (such as a coin pouch or a piece of food). It then immediately flies up to 30 feet away without provoking oppotunity attacks.

Actions

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

