

COROLLAX

Source: 3e *Monster Manual 2*.

A corollax is a curious, mischievous bird that dwells in tropical climates. Native to the Feywild, they have migrated to the natural world and are sometimes even found on other planes with suitable climates. Corollaxes look like parrots, but shimmer with a distorting halo of color when under direct sunlight.

Large Colonies: Corollaxes prefer to dwell amongst large numbers of their kind. Such a colony usually spans across several closely-packed trees. The corollaxes chatter ceaselessly during daylight hours, feeding on insects, fruit, berries and seeds.

Curious and Mischievous, but Easily Startled: A corollax is very curious by nature, investigating new creatures in its territory, odd noises and smells, etc. However, corollaxes are also easily startled, and once they are startled, chaos ensues. Once one has unleashed a *blast of colors*, others nearby are likely to respond, especially those caught in such a blast, and the jungle suddenly becomes a mess of garish, confusing hues.

Parrot-Like Talents: Although most corollaxes don't speak or understand any languages, they have the parrot's natural facility with imitation and the intellect of an imbecile. Thus, a few (usually domesticated) corollaxes actually do speak a language, albeit crudely. Far more can parrot words or phrases without truly understanding them.

Corollax

Tiny fey magical beast

Level 1 Minion Controller

XP 25

HP 1; a missed attack never damages a minion

Initiative +3

AC 15; **Fortitude** 11; **Reflex** 15; **Will** 14

Perception +2

Speed 2, fly 8

STANDARD ACTIONS

(mbasic) Claws * At Will

Attack: Melee 0 (one creature); +6 vs. AC.

Hit: 4 damage.

(close) Blast of Colors (illusion) * At Will

Attack: Close blast 2 (each nonblind creature in blast); +5 vs. Will.

Hit: The target is dazed (save ends).

First Failed Save: The target is instead dazed and slowed (save ends).

Miss: The target grants combat advantage until the end of its next turn.

TRIGGERED ACTIONS

Distorting Halo (illusion) * Encounter

Trigger: An attack hits the corollax.

Effect (Immediate Interrupt): The corollax shifts 2 squares.

Str 1 **Dex** 17 **Wis** 14

Con 11 **Int** 3 **Cha** 16

Alignment unaligned

Languages -