**AXEBEAK**

**Large Beast**

**Hit Dice:** 3d10+9 (19 hp)  
**Initiative:** +3 (Dex)  
**Speed:** 60 ft  
**AC:** 14 (-1 size, +3 Dex, +2 natural)  
**Attacks:** 2 claws +4 melee, bite –1 melee  
**Damage:** Claw 1d6+3, bite 2d6+1  
**Face/Reach:** 5 ft by 5 ft/10 ft  
**Special Qualities:** Darkvision 60 ft, low-light vision  
**Saves:** Fort +6, Ref +6, Will +1  
**Abilities:** Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10  
**Skills:** Listen +2, Spot +3  

**Climate/Terrain:** Temperate and warm land  
**Organization:** Solitary, pair, or flock (3-6)  
**Challenge Rating:** 2  
**Treasure:** None (eggs are worth 50-80 gp each)  
**Alignment:** Always neutral  
**Advancement:** 4-5 HD (Large); 6-9 HD (Huge)

The axebeak is a prehistoric flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter, and has a strong, thick neck and sharp beak.

The immense head and long neck are covered in short white feathers. The body is covered in dense black feathers with a white underbelly and tail. The legs are covered in yellow scales. The axebeak makes a honking noise that can be clearly heard up to one-half mile away.

An axebeak lair will contain 1d4 eggs worth 50-80 gp each. Hatchlings fetch the same value on the market.

**COMBAT**

The axebeak attacks by kicking with its clawed feet and biting with its beak. It is a very aggressive hunter and will run down its prey should an opponent flee. If hungry, an axebeak will attack until it or its prey is dead.

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The Axebeak first appeared in the 1e MM (Gary Gygax, 1977).