CLUBNEK

Medium-Size Beast
Hit Dice: 2d10+2 (13 hp)
Initiative: +0 (Dex)
Speed: 30 ft
AC: 12 (+2 natural)
Attacks: 2 claws +3 melee, beak -2 melee
Damage: Claw 1d6+2, beak 1d8+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Sprint
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 14, Dex 10, Con 12, Int 5, Wis 10, Cha 9
Skills: Jump +6, Listen +4, Spot +3
Climate/Terrain: Temperate forest and plains
Organization: Flock (2-8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium-Size); 5-6 HD (Large)

A clubnek is a large form of flightless bird, related to an ostrich. They have feathers in varying shades of green, and their hard bony beaks are a dull yellow. They are herbivores, mostly found wandering forests and meadowlands.

COMBAT
Clubneks are not aggressive unless they are threatened. Their actions in combat are erratic and unpredictable. The bird’s favorite method of attack is to jump at an opponent with both of its clawed feet, while jabbing with its beak.

Sprint (Ex): Once every five rounds, a clubnek can make a burst of high speed, reaching a maximum speed of 60 feet for that round.