Swan
Medium-size Animal

HD: 1d8+2 (6 hp)
Init: +3 (Dex)
Speed: 10 ft, fly 50 ft (poor)
AC: 16 (+3 Dex, +3 natural)
Attacks: 2 wings +3 melee, 1 bill +2 melee
Damage: Wing 1, bill 1d2
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Blind

Special Qualities:
Saves: Fort +2 Ref +5 Will +0
Abilities: Str 10 Dex 16 Con 14 Int 4 Wis 11 Cha 10
Skills: Listen +4, Spot +4, Swim +6
Feats: Weapon Finesse (wing, bill)
Climate: Temperate marsh and aquatic
Organization: Solitary or flock (2-16)
Treasure: None
Alignment: Always neutral

Advancement: 2-3 HD (Medium-Size)

Swans are beautiful aquatic birds that inhabit rivers, ponds, lakes, and marshes. These avains are peaceful creatures, and spend most of their time floating on the water in family groups. If a lone swan is encountered, it is always male, but otherwise a group of swans is formed of mated pairs and their young. Very rarely, a swanmay will be found swimming with a flock of swans, in her swan form.

COMBAT
Swans are not aggressive and will usually fly or swim away when threatened. If their acute senses detect intruders, all swans join in a loud warning chorus and flee. They will, however, defend a nest of eggs or their young. In combat, the adult swans attack forcefully with a flying leap, trying to blind and disorient the intruder.

Blind (Ex): If a swan hits an opponent with any of its wing or bill attacks, the opponent will be blinded and confused for that round and the following one, if he fails a Reflex save (DC 12).

Skills: Swans receive a +6 racial bonus to Listen and Spot checks.

Monstrous Manual II (Gary Gygax, 1983)