

TERROR BIRD

Source: 1e *Monster Manual* (axe beak) and 3e *Fiend Folio* (terror bird)

Terror birds are predatory birds large enough to treat human and demihuman creatures as prey. Intermediary in behavior between behemoths and conventional birds, there are many types of terror bird, some of which have even been domesticated. However, all are carnivores and not too fussy about what they eat, so they cannot be left unattended around livestock, pets or children.

Axe Beak

Medium natural beast (bird)

Level 4 Soldier

XP 175

An axe beak is named for its vicious beak, which is as long as a man's hand and viciously sharp. Axe beaks cannot be domesticated or trained. An axe beak can run at great speeds and for a considerable distance, but is motivated by hunger and easily distracted by food.

HP 58; **Bloodied** 29

Initiative +6

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Axe Beak * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+7 damage (1d10+17 on a critical hit).

Effect: The axe beak marks the target until the end of the axe beak's next turn.

TRIGGERED ACTIONS

Enthusiastic Charger * Encounter

Trigger: The axe beak charges.

Effect (Free Action): The axe beak gains a +4 bonus to speed until the end of its turn.

Skills Endurance +11

Str 18 **Dex** 14 **Wis** 14

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Young Axe Beak

Small natural beast (bird)

Level 4 Minion Soldier

XP 44

HP 1; a missed attack never damages a minion

Initiative +6

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Axe Beak * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 6 damage. If the target has been hit by two or more other axe beaks since the end of its last turn, it is also knocked prone.

Skills Endurance +11

Str 18 **Dex** 14 **Wis** 14

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Kocho

Medium natural beast (bird, mount)

Level 6 Skirmisher

XP 250

A kocho is a flightless bird that is commonly used as a mount on Cydra. However, a kocho is fairly difficult to maintain, given that it needs fresh meat and tends to try to eat other nearby mounts and pack animals. Kocho are foul-tempered at best.

HP 70; Bloodied 35
AC 20; Fortitude 18; Reflex 20; Will 18
Speed 8

Initiative +9
Perception +5

TRAITS

Sturdy Mount (mount)

A kocho can serve as a mount for a humanoid of up to Medium size.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC. This attack scores a critical hit on a natural 19 or 20.

Hit: 1d10+9 damage. If this attack scores a critical hit, it gains a +1d4 bonus to critical severity.

(mbasic) Kick * At Will

Requirement: The kocho may not be carrying a rider.

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 2d6+7 damage and the kocho pushes the target 1 square.

TRIGGERED ACTIONS

Vicious Mount (mount) * Recharge when the kocho moves or shifts

Requirement: The kocho must be mounted by a creature of its level or higher with the Mounted Combat feat.

Trigger: The kocho's rider hits an enemy adjacent to the kocho with a melee attack.

Effect (Free Action): The kocho uses *bite* against the attack's target as a free action.

Str 15 Dex 19 Wis 15
Con 14 Int 2 Cha 10

Alignment unaligned

Languages -

Predatory Terror Bird

Level 8 Brute

Large natural beast (bird)

XP 350

HP 108; Bloodied 54

Initiative +8

AC 18; Fortitude 22; Reflex 20; Will 19

Perception +12

Speed 8

STANDARD ACTIONS

(mbasic) Talon Rake * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 3d8+7 damage.

(melee) Slashing Talons * At Will

Attack: Melee 1 (one creature); +11 vs. Reflex.

Hit: 3d8+7 damage, the predatory terror bird pushes the target 1 square and the target falls prone.

(close) Flurry of Talons * Encounter

Requirement: The predatory terror bird must be bloodied.

Attack: Close burst 1 (each enemy in burst); +9 vs. Reflex.

Hit: 4d8+7 damage, the predatory terror bird pushes the target 1 square and the target falls prone.

Skills Endurance +13

Str 20 Dex 19 Wis 16

Con 18 Int 2 Cha 11

Alignment unaligned

Languages -

Bird of Pandos

Level 11 Skirmisher

Large natural beast (mount)

XP 600

A bird of Pandos is one of the few types of terror birds that can fly. A close relative of the kocho, the bird of Pandos is named for Pandos the Mute, one of the Companions of Dexter, a paladin who tamed the first of the breed to be used as a mount. Birds of Pandos are rare and expensive, but loyal and significantly smarter than most other terror birds.

HP 109; **Bloodied** 54
AC 24; **Fortitude** 22; **Reflex** 25; **Will** 23
Speed 7, fly 10

Initiative +12
Perception +8

STANDARD ACTIONS

(mbasic) Talons * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 3d6+9 damage.

Flyby Attack (mount) * At Will

Requirement: The bird of Pandos must be mounted by a rider of at least 11th level.

Effect: The bird of Pandos flies up to half its speed. At any point during this movement, either it or its rider may make a melee basic attack against one target within reach. Neither the bird of Pandos nor its rider trigger opportunity attacks from this movement.

Str 17 **Dex** 21 **Wis** 17
Con 13 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Terror Bird Apex Predator Level 16 Elite Skirmisher

Large natural beast (bird)

XP 2,800

HP 316; **Bloodied** 158
AC 29; **Fortitude** 30; **Reflex** 29; **Will** 27
Speed 8

Initiative +15
Perception +13

Saving Throws +2; **Action Points** 1

TRAITS

Deadly Skirmisher

If the terror bird apex predator is at least 4 squares from where it started its turn, it deals an extra 2d8 damage with melee attacks.

STANDARD ACTIONS

(mbasic) Talon * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 3d8+7 damage.

Dash and Slash * At Will

Effect: The terror bird apex predator moves up to 6 squares. This movement does not trigger opportunity attacks. At any points during the move, it uses *talon* twice.

MINOR ACTIONS

(melee) Tearing Beak * At Will 1/round

Requirement: The terror bird apex predator must be bloodied.

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 1d10+2 damage.

Skills Endurance +19
Str 24 **Dex** 20 **Wis** 20
Con 22 **Int** 3 **Cha** 12

Alignment unaligned

Languages -