

AARAKOCRA

Monstrous Humanoid

HIT DICE: 2d8+1

INITIATIVE: +1 (Dex)

SPEED: 20 ft., fly 70 ft. (average)

AC: 16 (+1 Dex, +5 natural)

ATTACKS: javelin +2 melee (fly); claws +2 melee; beak +2 melee

DAMAGE: javelin 1d6 (X2 w/ dive attack); claw 1d4; beak 1d4

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Dive attack (+4 attack & +2 damage w/ javelin)

SPECIAL DEFENSES: Group Summon

SAVES: Fort +3, Ref +1, Will +3

ABILITIES: Str 11, Dex 13, Con 11, Int 8, Wis 10, Cha 7

SKILLS: Balance +5, Climb +2, Intuit Direction +4, Spot +4

FEATS: Flyby Attack (p. 11, MM)

CLIMATE/TERRAIN: Temperate and warm mountains

ORGANIZATION: Flight (1-10), or tribal (11-30 [1d20+10])

CHALLENGE RATING: 1

TREASURE: None or Standard (javelins mostly)

ALIGNMENT: Neutral good

ADVANCEMENT: 2-4 HD (large), 4-8 HD (Huge)

The aarakocra are a race of intelligent birdmen that live on the peaks of the highest mountains, spending their days soaring on the thermal winds in peace and seclusion.

Aarakocra are on average five feet tall and a generally large wingspan of 20 feet. About halfway along each wing is a hand with three human sized digits and an opposable thumb. An elongated fourth finger extends along the length of the wing and locks in place for flying. Though the wind hands cannot grasp anything during flight, they are nearly as useful as human hands when on ground (with its wings folded back). The wind muscles anchor in a bony chest plate that provides the aarakocra with extra protection (hence, +5 natural AC). The powerful legs end in four sharp claws that can unlock and fold back to reveal another pair of functional hands, also with three human-sized fingers and an opposable thumb. The hand bones, like the rest of the aarakocra's skeleton, are hollow and fragile.

Aarakocra faces resemble a cross between parrots and eagles, but this can of course vary. They generally have gray-black beaks and black eyes set frontally in their heads that help to provide binocular vision. Plumage color varies from tribe to tribe, but generally males are red, orange, and/or yellow while females are brown and gray.

Aarakocra speak their own language, the language of the giant eagles, and, on occasion, Common (10% likelihood).

COMBAT: In aerial combat, an aarakocra fights with either their claws or heavy fletched javelins that they clutch in their lower hands. An aarakocra typically carries half a dozen javelins (usually normal, but occasionally one may find superior or even masterwork among aarakocras who are part of larger successful tribes) strapped to its chest in individual sheaths. The javelins, which can be used for throwing or stabbing, inflict 1-6 points of damage. An aarakocra will always save its last javelin for stabbing purposes rather than throwing it.

Dive attack: Owing to the aarakocra's remarkable skill at throwing javelins in the air, it occurs none of the penalties for aerial missile fire. Its favorite attack thus is to dive at the victim while clutching a javelin in each hand, then pulling out of the dive at a 45-degree angle (average maneuverability) just as it reaches its target, and strike with a blood-curdling shriek. This attack gains a +4 bonus to attack and causes double damage, but an aarakocra must dive from at least 140 feet to execute it properly.

Group Summon: Five aarakocra, which must include one shaman, can summon a medium air elemental by chanting and performing an intricate dance for three melee rounds. The summoned medium air elemental will comply with the aarakocras' request for a favor, though it will not endanger its life on their behalf. Meaning the elemental may assist in combat, but only until its hit points reach half way and then it may or may not un-summon itself.

An aarakocra is reluctant to engage in grappling or ground combat, since its fragile light bones are easily broken. Though rarely used

except when cornered, an aarakocra's beak can bite for 1-4 points of damage.

HABITAT/SOCIETY: Aarakocra live in small tribes of about 11-30 members. Each tribe has a hunting territory of about 10,000 square miles with colorful banners and pennants marking the boundaries.

Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest males serve as the tribe's leader. In tribes of more than 20 members, the second oldest male member serves as the shaman, leading simple religious ceremonies involving the whistling of melodic hymns at sunset on the first day of a new month. Males spend most of their waking hours hunting for food and occasionally treasure, such as gems and other shiny objects. Females spend eight months of the year incubating their eggs, passing the time by fabricating javelins and other tools from wood and stone. While resting on their backs, aarakocras can use all four hands at the same time to weave boundary pennants, javelin sheaths, and other useful objects from vines and feathers.

Aarakocra are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

ECOLOGY: have little to do with other species, including neighboring aarakocra tribes, and leave their home territory only in extreme circumstances. They rarely encounter humans except for an occasional foray into the rural community to snatch a stray farm animal; this is not an intentionally malicious act, as aarakocra are unable to distinguish between domestic and wild animals. A human venturing into an aarakocra-inhabited territory may be able to convince one to serve as a guide or other such service in exchange for a shiny jewel or coin.