

PETTRIN BIRD

A Pettrin Bird is a larger, bipedal bird similar to an ostrich in appearance, about 7 feet tall and weighs about 300 lbs. The wings it possesses looks like a pair bat wings.

This is a very intelligent bird. They roam around arid regions with hot climates looking for food.

These are desert and savannah roaming birds that can fly with wings their wings only by using a psionic power that lightens their body.

They mate for life and both guard the young. Males guard the females while they are waiting for the young to hatch. Their nests are in tall grass while the parents are above in a tree watching. They don't eat while guarding the eggs. Hatching takes about 3 to 4 weeks and the gestation cycle is 6 months.

Pettrin birds have amazing eyesight. They can see clearly even in low and dim lit areas as if it were full daylight. They also can attack by raking with their feet with razor claws or bite with the beak. The most amazing thing about pettrin birds is their innate abilities of to lighten their bodies to allow flight, blend in with the surroundings, and suppressing their need for food and water for days on end. But, the most amazing ability is there high-pitched screeching scream. They use this scream to temporarily stun their prey when they attack. Another tactic that they use is their chameleon-like ability to hide in a raised area (hill, tree, etc.) and wait for prey. When they come by, they drop down and using their scream.

Medium Animal

Hit Dice: 3d8+3 (Con) (16 hp).

Initiative: +3 (Dex).

Speed: 30 ft., Fly 60 ft.(poor).

AC: 15 (+3 Dex, +2 Natural).

Attacks: 2 Rake +1 melee (-1 Str), Bite +5 melee (finesse).

Damage: d4-1 (Rake), d6 (Bite).

Face/Reach: 5 ft. x 5ft./5 ft.

Special Attacks: Scream, Wing Buffet.

Special Qualities: Spell-like Abilities, Low-Light Vision.

Saves: Fort: +3, Ref.: +6 (+3 Dex), Will: +1.

Abilities: Str: 8, Dex: 16, Con: 16, Int: 4, Wis: 10, Cha: 4.

Skills: Spot +10*, Listen +6, Hide +8*. * +6 Racial bonus [included].

Feats: Weapon Finesse (bite).

Climate/Terrain: Arid Regions, Savannah, Desert.

Organization: Solitary or Clutch (2 parents, 1 to 3 hatchlings).

Challenge Rating: 1/2 (Hatchling), 3 (Young Adult), 5 (Adult).

Treasure: None.

Alignment: Neutral.

Advancement Range: Small (1-2 HD; Hatchling), Medium (3-4 HD; Young Adult), Large (5-6 HD; Adult).



COMBAT

Pettrin birds usually wait until they can ambush prey. They sit until the prey is close enough, then they burst forward in great speed and use the scream to stun the prey. Other tactics are waiting in a raised area to ambush from above, also using the screaming ability. If cornered, they will fight until the threat is gone, killed, or they are killed. This also applies with the young.

Spell-like Abilities (Sp): 'At will' – *Levitate* and *Blur*. As cast by a sorcerer equal level/HD.

Suppression (Su): The pettrin bird can suppress their body's need for food and water for upto a month is need be. This means they suffer no penalties from starvation. The effect lasts until the bird eats.

Low-Light Vision: The pettrin bird has standard Low-Light vision.

Scream (Su): This is their high-pitched scream. Treat as *Shout* spell as cast by a sorcerer of equal level/HD.

Wing Buffet: The pettrin bird can create a small dust cloud that acts like the *Obscuring Mist* spell cast by a 4th level sorcerer once per round (move-equivalent action).