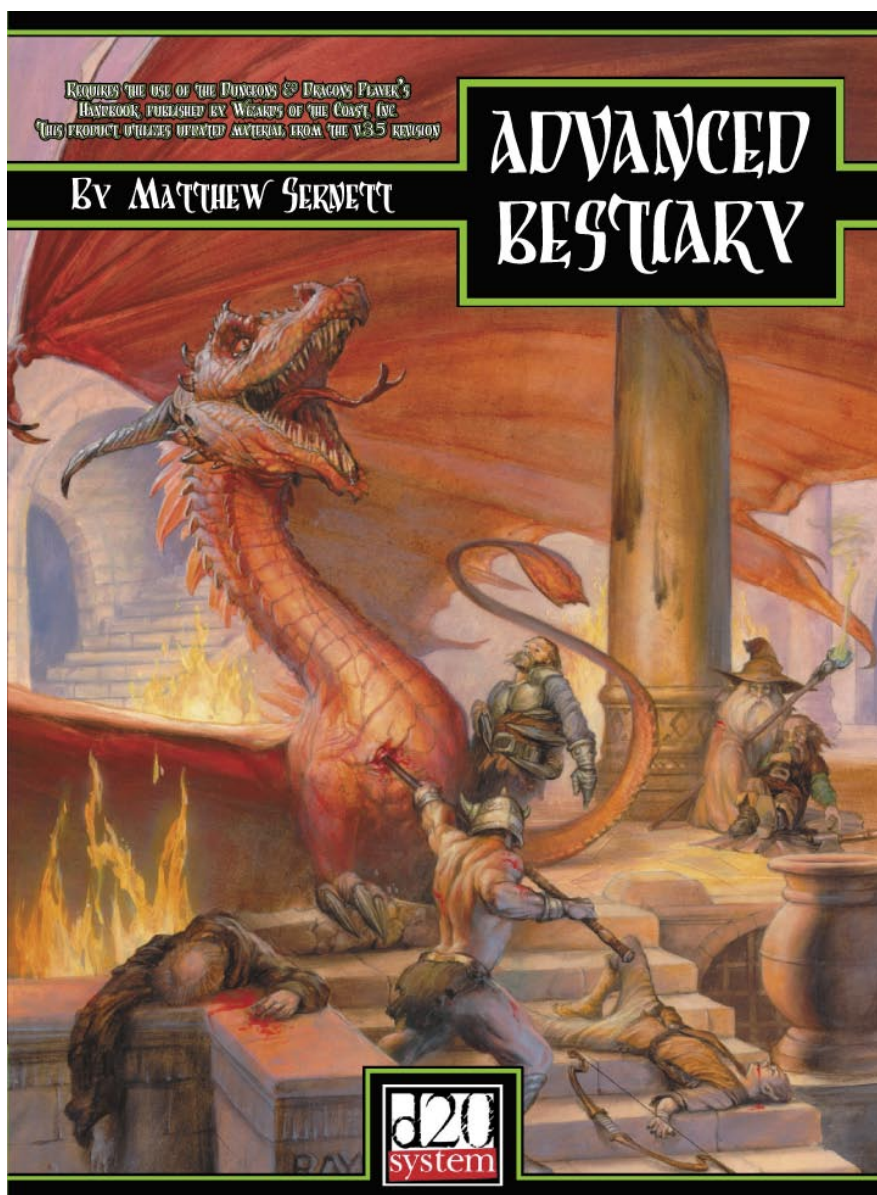


AVIAN CREATURE: AN ADVANCED BESTIARY WEB ENHANCEMENT

AVIAN CREATURE



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AVIAN CREATURE

Sleek and slight, avian creatures live to fly. Feathers cover their forms, and each kind has its own coloration. Whether raven-black or peacock-plumed, avian creatures are masters of the open air.

CREATING AN AVIAN CREATURE

“Avian creature” is an inherited template that can be added to any living, corporeal creature except an ooze. The creature (referred to hereafter as the base creature) must lack a fly speed and be able to breathe air.

An avian creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the avian creature weighs 20% less than the base creature because of its lightweight body structure.

Speed: The avian creature retains the base creature’s speeds and gains a fly speed equal to the base creature’s highest speed, with average maneuverability. If the base creature already has a fly speed, it increases to match its highest other speed or remains the same, whichever is faster. The avian creature’s maneuverability remains the same as the base creature’s or increases to average, whichever is better.

Armor Class: The avian creature’s natural armor bonus is equal to the base creature’s natural armor bonus –2 (minimum +0). If the base creature had no natural armor bonus, this feature of the template causes no change.

Special Qualities: An avian creature retains all the base creature’s special qualities and gains the one described here.

Avian (Ex): An avian creature’s body is covered in feathers, and it has two large wings that grant it the ability to fly.

Abilities: Change from the base creature as follows: Dex +4, Con –2 (minimum 1).

Skills: Because of its excellent vision, an avian creature has a +10 racial bonus on Spot checks.

Languages: If the avian creature can speak, it gains the ability to speak Auran in addition to any other languages the base creature knows.

Feats: An avian creature gains Wingover as a bonus feat if the base creature did not already have it.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature although avian creatures tend not to carry enough gear and treasure to slow their movement.

Level Adjustment: Same as the base creature +2.

AVIAN CHARACTERS

An avian character favors whichever class the base creature does. Most avian creatures that take class levels become druids or rangers, but many become sorcerers so that they can benefit from long-range spells and spellcasting in flight.

~ SAMPLE CREATURE: AVIAN CELESTIAL GUARDIAN NAGA ~

Large Aberration (Extraplanar)

Hit Dice: 11d8+33 (82 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 40 ft. (average)

Armor Class: 18 (–1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (2d6+7 plus poison) or spit +11 ranged touch (poison)

Full Attack: Bite +12 melee (2d6+7 plus poison) or spit +11 ranged touch (poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, smite evil, spells, spit

Special Qualities: Avian, damage reduction 5/magic, darkvision 60 ft., resistances (acid 10, cold 10, electricity 10), spell resistance 16

Saves: Fort +6, Ref +9, Will +11

Abilities: Str 21, Dex 18, Con 17, Int 16, Wis 19, Cha 18

Skills: Bluff +18, Concentration +17, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Listen +13, Sense Motive +18, Spellcraft +17, Spot +23

Feats: Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Wingover^B

Environment: Any good-aligned plane



USING THE AVIAN CREATURE TEMPLATE

Avian creature is a versatile template that can put nearly any creature into the air. When combined with the amphibious template, it can turn even water-breathing creatures into flying menaces.

A few simple adjustments can make this template suitable for creating nearly any winged monster you have in mind. If the idea of a feathered minotaur doesn’t appeal to you, just make the wings granted by the template leathery or scaly instead. Or, if you prefer, you could alter the template to grant creatures a supernatural form of flight that does not require wings.

This template can easily be used to create new races or unique creatures. The avian celestial guardian naga detailed on page @@ as a sample could be the guardian of a great temple, but it could also be the object of a cult’s worship. Winged elves are possible, but so are owl-eyed nocturnal halflings.

Organization: Solitary, pair, or nest (3–4)
Challenge Rating: 13
Treasure: Standard
Alignment: Usually lawful good
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: +7

Avian celestial guardian nagas watch over gateways to the Upper Planes and forgotten holy sites dedicated to good gods. Dedicated to all that is good and just, these resplendent creatures are nonetheless fearsome and deadly fighters capable of great destruction.

Sometimes mistaken for a couatl, an avian celestial guardian naga has a giant, snakelike body covered in brilliant feathers. The frill of red and gold feathers surrounding its beautiful female face only serves to heighten its astonishing beauty. An avian celestial guardian naga flies by means of two feathered wings, and its body coils and twists behind it in flight.

An avian celestial guardian naga speaks Auran, Celestial, and Common.

COMBAT

Avian celestial guardian nagas usually warn off intruders before attacking. If the warning is ignored, they either begin with a spell assault or spit poison. An avian celestial guardian naga's bite is treated as a magic weapon for the purpose of overcoming damage reduction.

Poison (Ex): Injury or contact, Fortitude DC 18, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Smite Evil (Su): Once per day, an avian celestial guardian naga can make a normal melee attack that deals an extra +11 points of damage against an evil foe.

Spells: An avian celestial guardian naga casts spells as a 9th-level sorcerer and can also choose spells known from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for the creature, so it does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray*; 3rd—*cure serious wounds, dispel magic, lightning bolt*; 4th—*divine power, greater invisibility*.

Spit (Ex): As a standard action, an avian celestial guardian naga can spit its venom up to 30 feet. Striking a target with its venom requires a successful ranged touch attack (no range increment). Any opponent hit by this attack must make a successful Fortitude save (see **Poison**) to avoid the effect.

Avian (Ex): See the avian creature template.



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