

Corollax

Tiny Magical Beast



Hit Dice: 1d10 (5 hp)

Initiative: +3

Speed: 10 ft., fly 60 ft. (good)

AC: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Attacks: Claw +6 melee

Damage: Claw 1d3-5

Face/Reach: 2-½ ft. /0 ft.

Special Attacks: Color spray

Special Qualities: Darkvision 60 ft., DR 5/cold iron, low-light vision, SR 12

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 1, Dex 17, Con 11, Int 2, Wis 14, Cha 16

Skills: Listen +4, Spot +4

Feats: Weapon Finesse (claws)

Climate/Terrain: Warm forest

Organization: Solitary, pair, or swarm (5-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Usually neutral

Advancement: 2-6 HD (Tiny); 7-9 HD (Small)

Level Adjustment: -

Corollaxes are mischievous and curious insectivores that dwell in dense jungles in tropical and subtropical climates. They typically nest in large colonies that span several closely placed trees.

These colourful creatures are very curious and quite social. They can provide the unknowing traveller with a great deal of companionship and amusement—at least until startled. At that point, their natural defensive reaction erupts, and chaos usually ensues.

A corollax has a gray-black, curved beak and black eyes. Its plumage varies in colour, but a typical male's feathers are a mixture of bright red, orange, and yellow, and a female's are either brown or gray.

TRAINING A COROLLAX

A corollax can be trained with a successful Handle Animal check (DC 23) to accept a particular creature (not necessarily the one who made the check) as a member of its flock. Any bird so trained does not use its color spray attack against the designated individual.

These birds are also natural mimics. With a successful Handle Animal check (DC 23), a corollax can be trained to repeat a particular phrase. Each bird is capable of remembering up to nine different phrases, though each phrase requires a separate Handle Animal check. The birds don't seem to comprehend what they say, however, and many humanoids later come to regret teaching the precocious mimics to talk—particularly when they can't get the creatures to shut up.

COROLLAX COMPANIONS

Because it is a social creature, a corollax can sometimes be persuaded to accept humanoid companionship on a long-term basis. If a character offers food and makes a successful Handle Animal check (DC 25 if the character has not previously frightened or abused the bird, or DC 30 otherwise), the corollax considers the character a desirable companion and accompanies him or her willingly in all travels. A corollax adopted in this manner refuses to leave the character's side so long as food, grooming, and lots of attention are provided. A well-treated corollax makes every effort to rejoin its companion if forcibly separated, and the companion receives a +2 circumstance bonus on all subsequent Handle Animal checks involving the bird. If the corollax is mistreated, it leaves and attempts to find its own way home.

COMBAT

Corollaxes are not aggressive and do not attack unless someone attacks or harasses them first. If disturbed, a corollax screeches and flies about, unleashing its color spray attack. If forced into melee, the bird combines both claws into a single attack.

Color Spray (Su): Once per round, a corollax can unleash a vivid cone of clashing colours. This ability works like a color spray spell (caster level 1st; save DC 13). The creature is immune to its own color spray attack and to those of others of its kind.

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This page was last modified on 5 March 2010, at 15:01.