



WEEKLY CRITTER CRATE

OLERON

This creature resembles a nine-foot tall kiwi bird. It has fluffy, mottled gray plumage, a round body perched atop strong legs, and a long, blade-like beak, the base of which is surrounded by a cone of downy feathers. Its eyes are very small and entirely black. It makes a snuffling sound and the occasional sqwork as it hunts.

OLERON

CR 2

Neutral Large Animal

Initiative +6; **Senses** Enhanced Scent

AC 16, touch 12, flat-footed 13

(-1 size, +3 Dex, +4 natural)

hp 23 (4 HD)

Fort +4, **Ref** +5, **Will** +2

Speed 40 ft.

Melee beak +6 melee (1d8+4 and improved grab)

Space 10ft., **Reach** 10ft.

Base Atk +3; Grp +10

Atk Options Improved Grab, Fling

Abilities Str 16, Dex 17, Con 13, Int 2, Wis 12, Cha 6

SQ Enhanced Scent

Feats Run, Weapon Focus: Beak

Skills Hide +0 (+4 in vegetation and forests), Listen +8, Move Silently +5, Spot -3, Survival +9

Improved Grab (Su) Stab a medium or smaller target with your beak; start grapple as a free action without provoking AoOs; Oleron cannot bite when a target is already held in its mouth.

Improved Scent (Ex) Oleron can identify its surroundings and pinpoint prey within 30 ft. (15ft. if upwind, 60 ft. if downwind) by scent as a free action every round. If an Oleron's scent is fooled or disabled, the animal loses this ability and has to rely on its poor vision. Olerons do not have low-light vision.

Fling (Ex) Grabbed creature weighing less than 230 lbs. (the oleron's heavy load) only; **move action**; +10 opposed grapple check; on success grabbed creature is flung 10 feet; 1d6 damage + 1d6 damage if a solid object is struck, and target is prone.

Skills Olerons have poor eyesight but good hearing and camouflage, and a fantastic sense of smell. They receive a +4 racial bonus to hide checks in wooded or vegetative areas, a +4 racial bonus to listen checks, a -4 racial penalty to spot checks, and a +8 racial bonus to survival checks when tracking.

Oleron are nocturnal, flightless birds with poor eyesight. They search for prey at night with their incredible sense of smell by jamming their beaks into rotting logs, sand, and other shelters. Oleron spear prey to be bled out for their young, flung aside, or devoured on the spot.

Oleron are social creatures and often hunt in groups. They are native to tropical forests, but can be bred to survive in almost any climate. Like dogs, physical changes from breeding and environment appear very quickly, sometimes even in the third generation of a breeding stock.



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Domesticated Oleron make fine mounts, good beasts of burden, and capricious pets. They are delicious when properly prepared, and where plentiful can be found on many menus. They can live for 25 years and reach adulthood in two years.

COMBAT

Wild Olerons prefer to strike with surprise, spearing sleeping prey with their beaks. If badly wounded or greatly outnumbered, an Oleron will not hesitate to flee, with food if possible. If cornered, an Oleron will stab and fling aside prey in order to make a path to escape.

TRAINING AN OLERON

An oleron requires training to bear a rider in combat. Training takes six weeks and a DC 20 Handle Animal (or similar) check. Riding an oleron requires an exotic saddle. An oleron can fight while carrying a rider but the rider cannot also attack unless he succeeds on a Ride check.

Oleron eggs are worth 100 gp each on the open market, while oleron chicks are worth 200 gp. Professional trainers charge 200gp to rear and train an oleron chick.

OLERON LORE

A character knows the following information with a successful Knowledge: Nature check.

DC 14: This is an oleron, a giant flightless jungle bird. This result reveals all animal traits.

DC 19: Oleron can be domesticated for transport, to carry riders into battle, or to hunt large game. They have poor eyesight, but a sense of smell to rival that of a wolf.