# Salt in Wounds Bestiary

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## Introduction

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## Manumission Revenant

## Trollkin Mammoth

**Kolo Bird CR 2**

*This dark-feathered bird has a red undertail and intense yellow eyes, and its hooked beak is congealed with gore.*

|  |  |
| --- | --- |
| **XP: 600**N Tiny animal **Init** +4; **Senses** low-light vision, keen carrion sense; Perception +7DEFENSE**AC** 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural)**HP** 20 (3d8+6)**Fort** +5, **Ref** +6, **Will** +4; +4 vs. diseaseOFFENSE**Speed** 10 ft., fly 40 ft. (average), **Melee** bite +7 (1d4 plus wounding and blood hunt)**Space** 2-1/2 ft.**Special Attacks** wounding, blood hunt | *Placeholder art* |

STATISTICS

**Str** 10, **Dex** 17, **Con** 14, **Int** 2, **Wis** 17, **Cha** 7
**Base Atk** +2; **CMB** +0; **CMD** 13
**Feats** Improved Natural Attack (Bite), Weapon Finesse
**Skills** Fly +8, Perception +7, Survival +11
**Racial Modifiers** +8 to Survival

ECOLOGY

**Environment** any land
**Organization** solitary, pair, wake (20–100), or raid (80–1000)
**Treasure** None

SPECIAL ABILITIES

**Blood Hunt (Ex)** Whenever a kolo bird successfully damages a creature with blood, all kolo birds within 60ft gain a +1 circumstance bonus to hit and damage against the injured creature for 3 rounds. Each successful attack refreshes this bonus.

**Keen Carrion Sense (Ex)** Kolo birds can sense undead and badly wounded creatures (50% or fewer hit points) by scent (as per the special quality) in a 180-foot radius and can detect dying creatures (as per the condition) of size Large or larger at ranges of up to a mile, ignoring surface conditions and poor visibility.

**Wounding (Ex)** The incredibly sharp beak of a kolo bird functions as a wounding weapon, dealing 1 point of bleed damage per hit. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to this bleed damage.

 Kolo birds are micropredators, using their incredibly sharp beaks to create nesting cavities. After excavating a home, they use their keratin secreting undertails to create stable, undermining wounds inside the host creature while they delve deeper to nutritious organs. The regenerative properties of the Tarrasque has caused a colony of kolo birds to thrive in Salt-in-Wounds, serving as a massive hive for the once rare creatures.

 Kolo birds are large and slender, averaging just over 2 ½ feet in length with a wingspan of 3 feet, with an average weight of around 1 pound. A spellcaster of at least 7th level who has the Improved Familiar feat may select a kolo bird as a familiar.

Ecology

 The carnivorous kolo bird does not typically hunt. Rather, they rely on their keen carrion sense to scout for wounded creatures, preferring to deliver a coup de grace rather than drawn out conflicts. When attempting to nest, kolo birds seek out megafauna, using their beaks to create a cavity roughly 3 inches high for them to tunnel into. Once inside, kolo birds lay up to two eggs before squeezing back out of the wound to fly away. These eggs are covered in tiny hair-like transporters for anchoring and drawing parasitic nutrition. During the gestation period, the megafauna is followed by a pairing or wake of kolo birds, serving as sentry for the host. Keen eyed trophy hunters are quick to spot the tell-tale signs of kolo bird implantation- “punched out” wounds with rolled back lips, while the careless are often found bled and torn to shreds after attempting to harm the chosen host. This symbiotic relationship ends after a month, after which the kolo hatchling tunnels out of the megafauna in non-lethal fashion.

Habitat and Society

 While the largest congregation of kolo birds reside in Salt-in-Wounds, they are not native to the area. Before the subjugation of the Tarrasque, kolo birds were rarer in Synoma, found mostly in temperate areas where megafauna capable of incubating their young. As the Red River continues to spread it's infection, more and more kolo birds began to sense the Tarrasque, causing them to flock to the wounded kaiju. With an unlimited food source and little predators to speak of, the kolo birds have thrived.

 Given their natural resistance to disease and mutation, kolo birds are often served as “squab skewers” in the stalls of The Throat, noted for having a tough, irony taste. Some Meridian Houses have converted dovecotes to serve as living pantries for kolo birds, feeding them a specialized diet and slaughtering them at one month to increase tenderness and flavor. A small group of Monad alchemists are also researching practical uses for kolo bird keratin to treat bleeding wounds (as per bloodblock, PRG: UE pg. 102).

Other Kolo Birds

 Dire kolo birds called “Watchers” given their intense eyes, have resulted due to a steady diet of Tarrasque. These birds are more aggressive and deadly than their smaller cousins, leading bounty hunters to train them to pursue bounties and track viscera smugglers. Watchers stand about 4 feet tall with a wingspan of close to 10 feet, with an average weight of 20 lbs.

**WATCHER COMPANIONS**

**Starting Statistics: Size** Small **AC** +2 natural armor **Speed** 10 ft., fly 40 ft. (average) **Attack** bite (1d6) **Ability Scores** Str 10, Dex 13, Con 14, Int 2, Wis 17, Cha 7 **SQ**  low-light vision, keen carrion sense, blood hunt

**7th-level Advancement:** **AC** +2 natural armor **Ability Scores** Str +4, Dex +2, Con +2 **Special Attacks** wounding (as per watcher ability; see below)

**Watcher (Dire Kolo Bird) CR 3**

*More mottled than it's smaller cousins, the Watcher kolo bird sports a massive beak and minor vestigial mutations*

|  |  |
| --- | --- |
| **XP: 800**N Small animal **Init** +3; **Senses** low-light vision, keen carrion sense; Perception +7 DEFENSE**AC** 18, touch 13, flat-footed 15 (+1 size, +2 Dex, +4 natural)**HP** 28 (3d8+15)**Fort** +7, **Ref** +5, **Will** +4; +4 vs. disease OFFENSE**Speed** 10 ft., fly 40 ft. (average)**Melee** bite +9 (1d6+2 plus wounding)**Space** 5 ft.**Special Attacks** wounding, blood hunt | *Placeholder art* |

STATISTICS

**Str** 14, **Dex** 15, **Con** 18, **Int** 2, **Wis** 17, **Cha** 7
**Base Atk** +2; **CMB** +3; **CMD** 15
**Feats** Improved Natural Attack (Bite), Weapon Finesse
**Skills** Fly +5, Perception +7, Survival +11
**Racial Modifiers** +8 to Survival

ECOLOGY

**Environment** any land
**Organization** solitary, pair, or wake (20–80)
**Treasure** None

SPECIAL ABILITIES

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