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[OK, so I lied when I said "no dinosaurs". But this is a Holocene avian dinosaur, so the principle still stands. It's also one of my favorite examples of how weird evolution can get on islands. When life gives you lemons, make your wings into flails.]

Xenicibis

This flightless bird has a long neck and a curved bill. Its wings appear to be heavy and muscular.

Xenicibis, sometimes called club-winged ibis or ninja ibis, are birds that make up for their flightlessness with belligerence. They are chicken-sized shorebirds which feed in shallow water, probing with their bills to snag crustaceans and worms from the mud. They lay their eggs in nests on the ground, and are aggressively territorial around these nests.

The wings of the xenicibis are reinforced with bone and oddly jointed, giving them the force and flexibility of a nunchaku. They use these flail-like structures both to spar with each other over territories, but also to defend themselves and their eggs from predators. Xenicibis are caring parents —mother and father take turns guarding the chicks while the other forages for food to regurgitate to their young.

Xenicibis as Familiars

An arcane spellcaster of 3rd or higher level with the Improved Familiar feat can gain a xenicibis as a familiar.

Xenicibis CR 1 XP 400

N Tiny animal

Init +2; **Senses** low-light vision, Perception +5

Defense

AC 15, touch 15, flat-footed 12 (+2 size, +2 Dex, +1 dodge)

hp 10 (3d8-3)

Fort +3, Ref +6, Will +2

Offense

Speed 30 ft.

Melee 2 slams +3 (1d4-1)

Space 2½ ft.; Reach 0 ft.

Special Attacks flurry of blows

Statistics

Str 8, Dex 14, Con 9, Int 2, Wis 13, Cha 5

Base Atk +2; **CMB** +2; **CMD** 11

Feats Dodge, Mobility

Skills Acrobatics +3, Perception +5, Stealth +14

Ecology

Environment warm islands

Organization solitary, clutch (2-6) or flock (7-24)

Treasure none

Special Abilities

Flurry of Blows (Ex) When a xenicibis makes a full attack action, it can choose to make an extra attack. All attacks made that round by the xenicibis take a -2 penalty.