



[A Very Dirty Bird](#) © deviantArt user Ethe.

[Commissioned by @menaceomysterio. I loved *The Phantom Tollbooth* as a kid, and hadn't thought about it for years before I got this commission. Now I need to reread it.]

### **Everpresent Wordsnatcher**

#### **CR 1 CE Magical Beast**

*This large bird has shaggy, greasy feathers. Despite its broad beak, it bears a sardonic expression.*

An everpresent wordsnatcher is a cruel creature that delights in twisting the words of others. It is an excellent mimic, but uses this skill primarily to annoy and frustrate other intelligent creatures. Although such irritation is reward enough for an everpresent wordsnatcher, it may also spread gossip of other creatures, taking their words so far out of context as to render them virtually meaningless and spreading discord and mistrust wherever it goes. Being relatively weak, everpresent wordsnatchers are frequently sycophantic towards other evil creatures, relying on them for protection. A wordsnatcher may act as a propagandist, spreading lies that benefit its patron or conceal their misdeeds through confusion.

The appearance of an everpresent wordsnatcher is something like a crow and something like a parrot, but shabby and unkempt. They are large birds, with a wingspan of about eight feet and being three feet tall. They are omnivorous, using their broad beaks to pulp fruits, kill small animals and consume carrion with equal ease. In combat they can deliver a strong nip, but prefer to annoy their enemies and then flee, leaving their opponents fuming, frustrated and unprepared for the bird's allies.

## **Everpresent Wordsnatcher      CR 1**

### **XP 400**

CE Medium magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, Perception +0

Defense

**AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +4, **Will** +2 (+6 vs. emotion effects)

**Defensive Abilities** comfortably numb

Offense

**Speed** 20 ft., fly 40 ft. (average)

**Melee** bite +2 (1d6)

**Special Abilities** frustrating prattle

Statistics

**Str** 11, **Dex** 13, **Con** 12, **Int** 15, **Wis** 10, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Iron Will

**Skills** Bluff +12, Fly +6, Linguistics +4, Stealth +6; **Racial Modifiers** +8 Bluff

**Languages** Common, two others

**SQ** sound mimicry (voices)

Ecology

**Environment** temperate mountains

**Organization** solitary, gang (2-5) or parliament (6-12)

**Treasure** standard

Special Abilities

**Comfortably Numb (Ex)** An everpresent wordsnatcher gains a +4 racial bonus on all saves vs. emotion effects.

**Frustrating Prattle (Su)** The chatter of an everpresent wordsnatcher is so frustrating that any creature within 30 feet that can hear it (except for other wordsnatchers) must succeed a DC 13 Will save or become enraged, taking a -2 penalty to Armor Class and becoming unable to use any Dexterity, Intelligence or Charisma based skills (except for Acrobatics, Fly, Intimidate and Ride). An affected creature must succeed a concentration check (DC 15+the spell's level) to successfully cast a spell. A creature that successfully saves cannot be affected by the frustrating prattle of that everpresent wordsnatcher for the next 24 hours. This is a mind-influencing emotion effect and the save DC is Charisma based.