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[This project might be a weird one. I'm converting monsters from the D&D 3.5 Monster Manual, but not the ones you might expect. Not the Closed Content monsters, of which numerous PF versions exist (might I recommend those by [@thecreaturechronicle?](#)), but those that are OGL but Paizo hasn't bothered to update to their rules set. First up, the arrowhawk, which was one of the elemental outsiders introduced in 3.0 to make a "set" with xorn and salamanders.]

Arrowhawk

This sinuous creature resembles a four-winged serpent with a jagged beak. It glares with two pairs of eyes. Its body is covered in blue scales, over which grow golden feathers.

Arrowhawks are strange contradictory creatures native to the Plane of Air. They are obsessed with personal freedoms, except for the maintenance of territories. In the wide open, nearly featureless Plane of Air, the markers of these territories are arbitrary at best and entirely imaginary at worst, but arrowhawks still expect them to be followed by others on threat of electrocution.

Arrowhawks, like xorn, salamanders and tojanda, combine elements of planar beings and mundane animals in strange ways. They do not require food but are compelled to consume its vapors, seeming to gain nutrient from the smoke and smell of foodstuffs. They reproduce not from the fabric of their plane, but by sexual means. Female arrowhawks lay clutches of 1-4 eggs which float on currents of air until they hatch, whereupon the siblings frequently associate until they find mates or are slain. Arrowhawks are frequently friendly with djinn, which they serve as scouts and guards in exchange for interesting smells or unusual features to add to their aerial territories.

Most arrowhawks grow to about ten feet long with a wingspan of 15 feet, but arrowhawks that survive for centuries, growing in size and magical power, are not unheard of. An elder arrowhawk is Large in size, has 10 HD and has access to the following spell-like abilities at CL 10th; 3/day—*lightning bolt*; 1/day—*chain lightning*, *control winds*. An elder arrowhawk is CR 9.

Arrowhawk **CR 5**

XP 1,600

N Medium outsider (air, elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft., Perception +11

Defense

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 52 (7d10+14)

Fort +4, **Ref** +10, **Will** +6

Immune acid, electricity, poison; **Resist** cold 10, fire 10

Offense

Speed 10 ft., fly 60 ft (perfect)

Melee bite +9 (1d8+3)

Ranged electric bolt +12 touch (2d8+5 plus stagger)

Statistics

Str 14, **Dex** 21, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 25 (cannot be tripped)

Feats Dodge, Flyby Attack, Point Blank Shot, Wind Stance

Skills Escape Artist +15, Fly +23, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +15

Languages Auran

Ecology

Environment Plane of Air

Organization solitary or clutch (2-4)

Treasure none

Special Abilities

Electric Bolt (Su) This ability functions as a ranged touch attack with a range of 50 feet and no range increment. An arrowhawk deals bonus damage with its electric bolt equal to its Dexterity modifier. A creature struck by an arrowhawk's electric bolt must succeed a DC 15 Fortitude save or be staggered for one round. The save DC is Constitution based.