



“DWEE-DWEE-DWEE-DWEE-DWEE” © Eric Kowalick, accessed at his deviantArt page [here](#)

[Commissioned by [@arachcobra](#), who again requested the *Wind Waker* version of this iconic Zelda monster. The wizzrobe originated in the original Legend of Zelda, where its sprite was basically the Black Mage from *Final Fantasy*. Its manual illustration, however, featured a heavy cowl and a beaky nose—it looks a lot like the 1e illustration of the dark creeper, actually. That long nose got interpreted by some folks as a for-real beak, and that inspired the more bird-like design of *Wind Waker*. Of course, in that game, it doesn’t seem to have much of a body beyond that robe, which gave me an excuse to stat up a rare Furtober aberration. It’s not all outsiders and monstrous humanoids, folks!]

Wizzrobe

CR 5 CN Aberration

This creature has the colorful, oversized beak of a toucan and mad, staring eyes. It appears to be wearing a feathery robe, but it is difficult to tell where the robe ends and the body begins. It has clad itself in jewels, and clutches a wand in one hand.

Wizzrobes are manic creatures with an obsession with arcane magic. They are not inherently evil, and can theoretically be negotiated with, but their first reaction to intrusions is usually to begin blasting away with magic and summoning monsters to kill opponents. They are adept at summoning large amounts of weaker monsters, and usually use this strategy to overwhelm enemies while lobbing motes of fire at range. Wizzrobes can both teleport and turn invisible, and alternate between the two to confuse foes. Their habit of screeching loudly, however, often minimizes the benefits that

stealth would give them.

Almost all wizzrobes are hoarders, and they collect junk and magic items with almost equal fervor. They will cooperate with each other to obtain greater magical power, and may apprentice themselves to a wizzrobe with enough discipline or luck to take class levels. Unsurprisingly, all wizzrobes with character levels take classes with arcane spellcasting, such as wizard, sorcerer or summoner. They may work with other monsters, such as goblinoids, derro or morlocks, taking magical treasures in exchange for supplementing their forces with arcane might. Wizzrobes are not terribly loyal, however, and may be persuaded to betray their allies with promises of greater arcane lore or flee if the tide of battle turns against them.

A wizzrobe stands about six feet tall. Their bodies are formed from a sheet of feathers that is shaped like a cloak, with their organs suspended within bizarrely by a rudimentary skeleton. They have no real feet, instead shuffling along with their fringed body if forced to ground. They are omnivores with a taste for fruit and fish.

Wizzrobe **CR 5**

XP 1,600

CN Medium aberration

Init +3; **Senses** darkvision 60 ft., Perception +9

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +1 natural, +4 shield)

hp 45 (7d8+14)

Fort +3, **Ref** +8, **Will** +4

DR 5/ slashing or piercing; **Immune** *magic missile*

Offense

Speed 20 ft., fly 40 ft. (good)

Melee bite +6 (2d4+1)

Ranged 3 fire motes +8 touch (1d6+2 fire)

Spell-like Abilities CL 7th, concentration +9

Constant—*shield*

At will—*alarm*, *detect magic*, *read magic*

3/day—*dimension door*, *invisibility*

1/day—*summon monster III*

Statistics

Str 13, **Dex** 17, **Con** 13, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 20

Feats Flyby Attack, Point Blank Shot, Precise Shot, [Superior Summons](#) ^B, Toughness

Skills Fly +17, Intimidate +12, Knowledge (arcana) +12, Perception +9, Spellcraft +12, Use Magic Device +9

Languages Aklo, Common, Goblin

SQ wand use

Ecology

Environment warm coastal

Organization solitary, pair, council (3-6) or study (3-6 plus 1-2 4th level mages)

Treasure double standard

Special Abilities

Fire Motes (Su) As a standard action, a wizzrobe can fire up to three balls of fire. These function as ranged touch attacks with a range of 60 feet and no range increment. A creature struck takes 1d6

points of fire damage plus the wizzrobe's Intelligence modifier.

Wand Use (Ex) A wizzrobe treats all spells as being on its spell list for the purpose of activating wands.