



Image by David Meng (?), accessed at the Speculative Evolution wiki [here](#)

[I wonder if the pinnatono was ever intended to appear in *King Kong* (2005), or if it was invented for *The World of Kong* book. It feels slightly like a parody of *Jurassic Park*—let's have a spitter dinosaur, but instead of the dilophosaurus it's a fat bird! Then again, there are real birds that [regurgitate in defense](#), so...]

Pinnatono

CR 4 N Animal

This flightless bird stands as tall as a man at the hip, but is much broader. Its neck and head are covered in pallid skin, and its yellow legs end in broad claws. A foul stink wafts up from the creature.

The pinnatono is a foul-smelling flightless bird with an even more disgusting defense mechanism. Their diet is composed primarily of noxious berries, chili peppers and ants, all of which brew in their acidic guts into a deadly stew. They can vomit this at surprising range and with surprising accuracy, tending to spray even larger opponents in the eyes and face. Few predators will willingly tangle with a pinnatono after having been exposed to its spray.

Pinnatonos are typically solitary animals—their dietary requirements mean that they tend to be limited in range to places where pepper bushes grow and ant colonies are common. Males and females cooperate to tend to eggs and chicks, trading off guarding the young while the other forages. They are not monogamous between breeding seasons, however, and may have multiple mates over the course of their lives.

Pinnatono as Animal Companions

A pinnatono's pepper spray scales with the creature's Hit Dice, dealing 1d6 points of damage for every 2 HD the creature has.

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack claw (1d4); Ability Scores Str 10, Dex 17, Con 10, Int 2, Wis 13, Cha 7; **Special Attacks** pepper spray (1/day, Con-based DC); **Special Qualities** iron gut, low-light vision

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** claw (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** pepper spray (3/day, Con-based DC), stench

Pinnatono CR 4

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, Perception +9

Aura stench (30 ft., Fort DC 15)

Defense

AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural)

hp 52 (7d8+21)

Fort +7, **Ref** +7, **Will** +5; +4 vs. sickness, nausea

Defensive Abilities iron gut

Offense

Speed 40 ft.

Melee claw +8 (1d6+6)

Ranged pepper spray +6 touch (3d6 acid plus blindness)

Statistics

Str 18, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +5; **CMB** +10; **CMD** 22

Feats Endurance, Iron Will, Point Blank Shot, Toughness

Skills Acrobatics +7 (+11 when jumping), Perception +9

Ecology

Environment warm forests

Organization solitary or pair

Treasure none

Special Abilities

Iron Gut (Ex) A pinnatono gains a +4 racial bonus on all saves against ingested poisons and diseases, and on saves against spells or abilities that cause the sickened or nauseated conditions.

Pepper Spray (Ex) Three times a day, but no more than once every 1d4 rounds, a pinnatono can vomit with pinpoint accuracy—treat this as a ranged touch attack with a range of 30 feet and no range increment. A creature struck takes 3d6 points of acid damage and must succeed a DC 15 Fortitude save or be blinded for 1 minute. The save DC is Constitution based.