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[Some fearsome critters are cute! But still shouldn't be messed with.]

Billdad

This chimerical biped resembles a rodent with powerful hind limbs and the head of a bird of prey. It has a large flat tail covered in scales.

Billdads are carnivorous hybrid creatures that dwell along the rivers and lakes of the lumberwoods. They resemble a chimera between a beaver and an eagle, possessing a beaver's pelt, tail and webbed feet but with the claws and beak of a bird of prey. They favor their eagle side for diet, preying on small animals and fishes. Their beaks are weaker than those of eagles, being unable to grab and tear struggling prey, so they use their powerful tails to batter foes into submission.

Billdads are not aggressive with larger beasts or humanoids, only fighting if trapped or cornered. They much prefer to flee, leaping much longer than their body length in a single bound. The crash of a full-grown billdad leaping into a pond or stream explains some of the strange sounds heard in the wilderness, although old hands are liable to tease greenhorns by attributing every unexplained noise to billdad activity. Billdads are also protected from predation by their toxic meat—creatures dining on billdad flesh go temporarily insane. Claims that people eating billdad meat think that they are billdads themselves and leap into the water are just tall tales. Probably.

Billdads do not build dens like their beaver kin, instead scratching out nests in tree hollows or muddy banks and lining them with sticks and down. Billdad kits are guarded by their parents; mother and father billdad alternate protecting the offspring with gathering food. A fully grown billdad grows to three feet long, half of which is tail, and weighs 40 pounds.

A billdad is a suitable familiar for the Improved Familiar feat. A spellcaster of 5th level or higher with a neutral component to their alignment may have a billdad familiar.

Billdad CR 1

XP 400

N Small magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +5, scent

Defense

AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +4, **Will** +1

Resist sonic 10

Defensive Abilities poison flesh

Offense

Speed 30 ft., swim 30 ft.

Melee slam +3 (1d4 plus 1d6 sonic plus stun)

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 2, **Wis** 13, **Cha** 7

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

Feats Improved Initiative

Skills Acrobatics +13, Perception +5, Swim +8; **Racial Modifiers** +8 Acrobatics

SQ hold breath, leap

Ecology

Environment temperate and cold forests and rivers

Organization solitary, pair or family (1-2 plus 1-6 young)

Treasure none

Special Abilities

Leap (Ex) A billdad does not take any penalties to Acrobatics checks made to jump for making a standing jump. If it takes a running start, it covers double the distance it would ordinarily cover. A billdad can move farther than its base speed using this ability.

Poison Flesh (Ex) Any creature biting or consuming a billdad is exposed to its poisonous flesh. Billdad poison—ingested; *frequency* 1/round for 6 rounds; *save* DC 14; *damage* 1d4 Wisdom damage; *cure* 2 saves. The save DC is Constitution based, and gains a +2 racial bonus.

Stun (Ex) Any creature struck by a billdad's slam attack must succeed a DC 12 Fortitude save or be stunned for 1 round. This is a sonic effect. The save DC is Constitution based.