



“Terror Bird” © Trevor Crandall. Accessed at his ArtStation [here](#)

[The name I went with is an alias from the Hackmaster version. It’s another monster that appears only in the print on demand edition of *Rustlers of the Night*, as the Grim Giant Ostrich.]

### **Headsnapper**

#### **CR 7 N Magical Beast**

*This flightless bird looks like an ostrich, but it is nearly twice the size. Its naked head and neck are stained with gore, and its beak is serrated and shaped like a headsman’s axe.*

Headsnappers are carnivorous flightless birds with a penchant for eating the brains of their prey. Their metabolisms require large amounts of fat in order to keep their speed and power going, and brains are among the finest sources of pure fat available. Headsnappers will often devour their prey’s head, strip out the abdominal fat, consume some internal organs and leave the rest of the carcass behind. As such, they are often followed by scavengers, albeit at some distance. Seasonal resources such as calving seals or fatty fruits like avocados and olives are also prized, and their

taste for fat may lead them into conflict with humanoids and their livestock.

Regardless of the source of prey, the typical tactics of a headsnapper are to dart close to an opponent, grab one creature by the head and slice at the neck until the prize snaps away from the rest of the body. They are not afraid to attack whole groups, but usually open these combats by trampling; knocking over opponents and stopping close enough to a possible meal to snap at them as they try to pull themselves off the ground. Headsnappers are resistant to normal weapons and can avoid area attacks with ease. They are a magical creation, an improvement on the axebeak through arcane mutation. Unfortunately, as with so many creatures created through wizardry, they have escaped the bonds of their creators and now roam free. Unlike the ostriches they resemble, they are usually solitary—only large food supplies can draw multiple headsnappers together, and even then they do not cooperate over prey. Cannibalism is not uncommon when food is scarce.

**Headsnapper CR 7**

**XP 3,200**

N Large magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, Perception +10

**Defense**

**AC** 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +9, **Will** +5

**DR** 5/magic; **Defensive Abilities** evasion

**Offense**

**Speed** 60 ft.

**Melee** bite +13 (3d6+6 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** blood rage, bowling trample (Ref DC 19, 1d6+6 plus trip), gnaw 3d6+6

**Statistics**

**Str** 18, **Dex** 15, **Con** 17, **Int** 2, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +14 (+18 grapple); **CMD** 26

**Feats** Cleave, Combat Reflexes, Improved Initiative, Power Attack, Run

**Skills** Acrobatics +10 (+22 when jumping), Perception +10

**Ecology**

**Environment** warm plains

**Organization** solitary, pair or flock (3-12)

**Treasure** none

**Special Abilities**

**Bowling Trample (Ex)** If a creature fails its Reflex save against a headsnapper's trample attack, or if it elects not to make a saving throw in order to make an attack of opportunity, the headsnapper may make a combat maneuver check to trip that creature as a free action without provoking attacks of opportunity.

**Gnaw (Ex)** This ability functions as constrict, except that it deals slashing and piercing damage.