

## HONTRI

5 (15)

The hontri is a massive bird of prey that has been altered by nanomachines to become a true winged nightmare. These avians, with their white and black plumage, are known to and feared by the people who live in their hunting grounds, who sometimes call them “winged devils” or “twilight slayers.” The latter nickname refers to the creatures’ preferred hunting time, for they see as well in dim light as in bright daylight.

Interestingly, the nanites within a hontri’s flesh self-replicate so that when young hontris hatch, they have their own technological “allies.”

**Motive:** Hungers for flesh

**Environment:** Hilly or mountainous regions, hunting alone or in pairs

**Health:** 22

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Long (short on the ground)

**Modifications:** Perception as level 7

**Combat:** As raptors, hontris spy prey from high above and swoop down at incredible speeds, raking with their powerful talons. When using this swoop attack, they deal 2 additional points of damage. (Usually, a hontri can swoop only once in an encounter, as its first attack, but sometimes circumstances might allow a second swooping attack.)

The nanites in their flesh and blood primarily exist as repairing machines. A living hontri regenerates 2 points of damage each round.

A hontri hunting pair is particularly dangerous, as the machines in their systems allow them to communicate mentally with each other. If acting in concert, the hunting pair operates as level 6 creatures in all tasks.

The microscopic machines laced in a hontri’s flesh allow it to build up a powerful electrical charge.

Once per hour (usually on its first attack), it can inflict an additional 4 points of damage.

**Interaction:** Despite their telepathic communication with each other, hontris are animals and act as such.

**Use:** A legend says that people once bonded with and rode hontris as mounts. The PCs are commissioned to find a hontri nest high in the mountains and bring back the eggs. If they succeed, their employer may have her hands full when she discovers that the old legends are false (or that the hontri has evolved into a stage where bonding and riding are no longer possible).

**GM Intrusion:** *The character is picked up by the hontri and carried high into the sky. Perhaps the hontri intends to drop him or use him as food for young hatchlings back at the nest. Either way, the PC must figure out how to get free safely.*

