

EAGLE, GIANT

CR 3

XP 800

NG Large magical beast

Init +3; Senses low-light vision; Perception +15

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 26 (4d10+4)

Fort +5, Ref +7, Will +3

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 claws +7 (1d8+4), bite +7 (1d6+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 18, Dex 17, Con 12, Int 10, Wis 15, Cha 11

Base Atk +4; CMB +9; CMD 22

Feats Alertness, Flyby Attack

Skills Fly +8, Perception +15, Sense Motive +4; Racial Modifiers

+4 Perception

Languages Auran (cannot speak)

ECOLOGY

Environment temperate mountains


Organization solitary, pair, or eyrie (3-12)

Treasure none


A typical giant eagle stands about 15 feet tall, has a wingspan of up to 30 feet, and resembles its smaller cousins in nearly every way except size. It weighs 500 pounds.

Giant eagles are far more than animals— they possess a supernatural intellect and view themselves as guardians and protectors of their mountain territories. They form lasting friendships with those who respect them and their mountaintop domains.

Top Down Average Maneuverability

<u>Sideslip</u> Free ↑	<u>Momentum</u> 10' minimum ↑	<u>Sideslip</u> Free ↑
<u>90° turn</u> Cost +10' ←	 <u>Hover: No</u>	<u>90° turn</u> Cost +10' →
<u>Barrel Roll</u> No	<u>180° turn</u> No	<u>Barrel Roll</u> No

Sidescroll Average Maneuverability

<u>Ascend</u> Double cost ←	<u>Vertical</u> Triple cost	<u>Ascend</u> Double cost →
<u>Momentum</u> 10' minimum ←	 <u>Hover: No</u>	<u>Momentum</u> 10' minimum →
<u>Descend</u> x2 move ←	<u>Dive</u> x2 move	<u>Descend</u> x2 move →

Aerial 5-foot step? No

Sidescroll Turn Around: Move Action

CR	XP	Hit Points	Disabled	Negative	Conditions
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PERYTON

CR 4

XP 1,200

CE Medium magical beast

Init +7; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+15)

Fort +7, Ref +7, Will +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee gore +9 (1d6+3/18–20), 2 hooves +3 (1d4+1)

Special Attacks horrific critical, shadow mark

STATISTICS

Str 17, Dex 16, Con 17, Int 11, Wis 14, Cha 12

Base Atk +5; CMB +8; CMD 21 (25 vs. trip)

Feats Flyby Attack, Improved Initiative, Weapon Focus (gore)

Skills Fly +12, Perception +10, Stealth +9

Languages Common

SPECIAL ABILITIES

Horrific Critical (Ex)

A peryton's gore attack threatens a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Mark (Su)

As a free action, a peryton can make a ranged touch attack by flying over a humanoid target— the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.


ECOLOGY

Environment any


Organization solitary, pair, or flock (3–9)

Treasure standard

Top Down Good Maneuverability

<u>Sideslip</u> Free ↑	<u>Momentum</u> Zero minimum ↑	<u>Sideslip</u> Free ↑
<u>90° turn</u> Free ←	 <u>Hover: Standard</u>	<u>90° turn</u> Free →
<u>Barrel Roll</u> Cost +10' ←	<u>180° turn</u> No	<u>Barrel Roll</u> Cost +10' →

Sidescroll Good Maneuverability

<u>Ascend</u> Normal cost ←	<u>Vertical</u> Double cost	<u>Ascend</u> Normal cost →
<u>Momentum</u> Zero minimum ←	 <u>Hover: Standard</u>	<u>Momentum</u> Zero minimum →
<u>Descend</u> x2 move ←	<u>Dive</u> x3 move	<u>Descend</u> x2 move →

Aerial 5-foot step? Yes

Sidescroll Turn Around: Swift Action

CR	XP	Hit Points	Disabled	Negative	Conditions
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