

Species, Breed: Bird, Hawk, Giant

Type: Not applicable.

Class: Monster (avian).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +1

Number encountered: 3-D10 in eerie / 1-D4 away from eerie.

Experience points: 100 x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 60

Coordination: 50

Dexterity: 60

Intelligence: 25

Mental-strength: 40

Strength: 45

Wisdom: 25

Movement:

Flying: 63

Grounded: 21

Swimming: 7

Luck: 100

Oxygen-points: 120

Blood-points: 180

Attack descriptions

Bite: 1

Damage: 3-D20

Range: 2 spaces (10')

Attack type: Sharp.

and:

Claws: 2

Damage: 3-D20

Range: 2 spaces (10')

Attack type: Sharp.

or:

Dive attack: 1 per 3 turns.

Damage: 1-D20 x6

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 50

Offense: 60

Damage-Points: Roll 4-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x8

Bronze: 20+ to have 1-D100 x7

Silver: 30+ to have 1-D100 x6

Electrum: 40+ to have 1-D100 x5

White-gold: 50+ to have 1-D100 x4

Yellow-gold: 60+ to have 1-D100 x3

Black-gold: 70+ to have 1-D100 x2

Treasure item(s):

Common: 20+ to have 2-D6

UnCommon: 40+ to have 2-D4

Rare: 80+ to have 1-D6

Legendary: 90+ to have 1-D4

Note:

Even though these great birds have little or no use for treasure, they keep it to aid their allies with.

Description:

Annihilation Strike?: Yes

Description: The Giant Hawk stands 8' tall and has a 24' wing-span. Clad in a feather coat of mixed brown, ranging from light to darker brown colors.



Dislikes: Goblins, Trolls, Cyclops, etc.

Disposition: Its temper matches its disagreeable countenance.

Fears: Unknown.

Habitat: Mountains.

Immunities: None.

Life-span: 8 centuries.

Likes: Cattle, sheep, deer, elk, moose and sometimes the bear. They are great dragon hunters as well, for they ban together in number (about 20) and purposefully hunt them down to destroy them).

Needs: None.

Note: Giant Hawks make their nests in the top-most branches of the greater forested regions atop the tallest mountains they can locate. They lay from 2-7 (roll 1-D6+1) eggs every 8 years. If a nest is found in the springtime there will be a 25% chance that eggs or young will be found within it (01-49: eggs, 50-98: young, 99-00: presently hatching). If any creature is caught approaching the nest, an attack will commence (unless that creature is known and is on excellent terms with the kingdom of the Giant Hawk).

Special Abilities: Keen vision: At an elevation of one league the Hawk can spot a rabbit below if it successfully avoids vs. “Awareness”. This breed of raptor understands and speaks the following languages: Elven (Aldarian and Vosk), and Human

Special Defenses: Fear-resistance: 50% (51+ roll = no fear felt). Blunt-resistance: 40%. Feather Cloak:
The Giant Hawk will extend its wings and dilate its feathers when engaging in grounded combat. This may fool the attacker, causing it to misjudge offensive placed attacks. Each strike must be accompanied with a successful avoidance-roll vs. "Awareness" or fail to physically damage the Giant Hawk (sudden-death and annihilation-strikes are excluded from this ruling).

Special Offenses: None

Susceptibilities: Unknown.

Weapon susceptibility: Rank-0 (or better) weapon to harm.