

Species, Breed: Falcon, Peregrine, Giant

Type: Not applicable.

Class: Monster (Avian).

Align: Good (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1-2 (roll 1-D4: 1 = 1, 2-4 = 2). See: "Disposition"

Experience points: 100 x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 60

Coordination: 50

Dexterity: 60

Intelligence: 28

Mental-strength: 50

Strength: 170

Wisdom: 24

Movement:

Flying: 63 See: "Special Abilities".

Grounded: 21

Swimming: 7

Luck: 90

Oxygen-points: 150

Blood-points: 120

Attack descriptions

Bite: 1

Damage: 1-D12 x10

Range: 2 spaces (10')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x10

Range: 2 spaces (10')

Attack type: Sharp.

or:

Stooping: 1 / 6 turns (30 seconds)

Damage: 1-D12 (+ 1-6 per level of the Falcon) x3

Range: See: "Special Offenses".

Attack type: Sharp.

Defense: 50

Offense: 60 During a "Stooping" attack, this creature will gain a +30 to strike. See: "Special Offenses".

Damage-Points: Roll 5-D12 x level.

Treasure: %Roll needed to have money and treasure: Though this creature does not "love" and hoard treasure, it knows the value of such and will collect it to the bettering of their situation in life.

Copper: 10+ to have 1-D100 x14

Bronze: 10+ to have 1-D100 x12

Silver: 10+ to have 1-D100 x10

Electrum: 10+ to have 1-D100 x8

White-gold: 15+ to have 1-D100 x6

Yellow-gold: 20+ to have 1-D100 x4

Black-gold: 30+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 2-D6 +1

Legendary: 40+ to have 1-D4 +1

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

The Giant Peregrine Falcon will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 1-D6 Artifacts

20% chance of having 1-D6 Enchanted Armors

20% chance of having 1-D6 Enchanted Weapons

15% chance of having 1-D4 Oracles

35% chance of having 1-D20 random Gems.

15% chance of having 1-D12 random Special Gems.

15% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes

Description: This creature appears as a huge sharp-featured and sleek bird of prey. The wings are long and pointed, giving them very fast flight.

Eye color: Black.

Eye shape: Large, sharply oval.

Feather color: White around the chest area with dark spots below its chest area, dark wings and head.

Height: 11'-8"

Length: 16'-8"

Posture: Avian (like a bird, or relating to the family of birds).

Texture: Feather.

Weight: 500 lbs.

Wing contour: Bird.

Wingspan: 35'-0"

Dislikes: Predators, or any creature that draws nigh to their eyrie.

Disposition: The Giant Peregrine Falcon is a natural predator. Mankind has been able to make alliances with these fierce and noble birds, often times joining with them on great hunts, but this is rare.

If two are encountered, they will be lifelong mates which will always return to the same eyrie which they will keep for life.

It has been noted, the females are larger in size than the male.

There will be 1-D4 eggs within the nest during the spring, and there will be a 25% chance of them being hatched if encountered during this time of the year. If baby Falcons (called eyas) are present within the nest, the parents will be watchful over them, protecting them to the death, instantly advancing to protect their territory.

Fears: Unknown

Habitat: Cliffs and Mountains.

Immunities: None.

Life-span: 2,500 years

Likes: This creature will hunt not only for large, even ferocious mammals, but will take down live dragons, silently challenging them in a contest, usually to the death. See: "Special Offenses".

The Giant Peregrine Falcon enjoys the presence of Dryads, Fairies, Nymphs, Sylphs, and other such enchanted creatures, often times being seen with them (70% chance).

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Language Perception: This creature can speak the tongue of Human, as well as both Kithrin and Sha`Qual Dwarf.

Swift-Flight: Once this bird reaches its maximum, normal, flight movement (63 spaces per turn), it will then attempt to spy out a target. Once a target has been spotted, it will accelerate swiftly to an incredible speed, gaining +63 spaces per turn until its travel speed reaches an incredible 189 spaces per turn. When its flight reaches maximum speed it will tuck its wings in and move in to strike. This creature will gain a +30 on an offensive roll to strike in this manner. See: "Special Offenses".

Special Defenses: During a conflict, this creature will puff out its feathers, giving a 2 in 6 chances to evade a successful strike against it from the front and front-side. For every successful strike against this creature, roll 1-D6; if a 1-2 is rolled, the attack will strike feathers harmlessly.

Special Offenses: Stooping: When this creature strikes a creature during full "Swift-Flight" it will gain a bonus of 1-D12 (+ 1-6 per level of the Falcon) x3 damage. This dive impact of this attack is so devastating, it has been known to rip its prey apart on impact.

Susceptibilities: None.

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