Roc

written by CresthavenRPG Guru | January 3, 2020



Rare | Gargantuan | Neutral | Magical Beast

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

Armor Class	Hit Points	Move
22	64 *(16 Hit Dice)*	walk 20 ft fly 180 ft
Appearing	1	
Habitat	Mountains	
Negotiation	no	

Morale DC	9
Challenge	8.8 (2,640 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
9	0	3	-3	0	-1

Combat

Has 3 attacks. Hit Bonus +9.

Damage Talons. 2d6 +9 plus grapple.

Bite 2d8 +9 damage

Special Attacks

Swoop. A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently. The stealth of this first attack imposes a -5 penalty to its opponents' surprise rolls. The roc swoops down upon prey, seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure. The resulting damage is 3d6 per claw. Once the prey has been secured, the roc flies back to its nest. If the creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.

Treasure

Individual: None

Lair: None