

ROC

Rocs are absolutely gigantic birds of prey, save that they have many other characteristics not found among raptors, such as panther-like fangs, boar-like tusks and ram-like horns, with overly long talon-equipped legs. Their feathers appear rough and disheveled, and thanks to the not-so-aerodynamic nature of their extra anatomical weaponry, they are not even close to as maneuverable as beasts like hawks and vultures. Yet they remain powerful flyers and can travel extraordinarily long distances without tiring. Though they have tough, leathery skin, their hollow bone structure does make them vulnerable to crushing blows.

Favoring temperate to warm climates, rocs build their nests in hills and mountains, aiming to make their homes as inaccessible as possible, though they are more than capable of defending their territories. Carnivorous, not to mention voracious, they will hunt anything that looks tasty, including mortals, though they have developed a respect for mortals' ability to retaliate. Rocs are either solitary or dwell in families of 2-5 in order to raise their offspring into full-grown killing machines. Their temperaments range from ambivalent to malevolent, and they are extremely dogged and determined once they have set their sights on a goal.

Rocs love to hunt in open spaces where there is little chance to escape them, attacking with talons and following up with any other natural weaponry at their disposal. With an ability to fly higher than most other creatures, they strike like falcons, diving from the sky to scoop up victims. Their feathers are heavily oiled, so they can dive into water after prey.

- Chick rocs have recently hatched, but are nevertheless formidable, despite having not yet developed many pieces of their innate arsenals.
- Young rocs are quickly developing and learning that they are part of the top of the food chain, yet often this makes them overconfident.
- Adult rocs are not only strong, but have garnered experience and learned to proceed with confident caution, making them deadly adversaries.
- Elder rocs have reached the pinnacle of their growth and have also developed extra capabilities reflecting the sheer prowess of their titanic heritage.

ROC TRAITS
Class: titan
Origin: Midgard
Sapience: moral-agent Lifeways: <i>lashful-wicked-leeeward, laxful-wicked-leeeward, lashful-detached-leeeward, laxful-wicked-leeeward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Beginning — $\frac{1}{2} \times \frac{1}{4} \times \frac{1}{4}$ to Crowning — $11 \times 5 \times 4$
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 23 • <i>Specific:</i> <i>nighlore</i> (adv) DR 32
Roottrait Points: $6 + [4 \times (\text{tier} - 1)]$ Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> Wis/Glt
Augmentations/Lifeskills: Nml +4, Ftl +3, Mfl +4; hasten +3; physical strikes +4, physical harm +9; magical strikes ± 0 ; magical harm ± 0 ; <i>clout</i> +2 (train: sta); <i>dive</i> ± 0 (train: sta); <i>farlore</i> +2 (train: imp); <i>heed</i> +1 (train: imp); <i>landfare</i> +2 (train: imp); <i>look</i> +6 (train: adv; <i>avail:2</i>); <i>lurk</i> +3 (train: imp); <i>nighlore</i> +2 (train: imp); <i>seafare</i> ± 0 (train: sta); <i>search</i> +4 (train: imp; <i>avail:1</i>); <i>toil</i> +1 (train: imp); <i>tumble</i> +1 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> $[(2d4) \times \text{cubes}]$ meals; <i>cook</i> (sta) DR 19 <i>corroded</i> (basal) • <i>Water:</i> $[(1d2) \times \text{cubes}]$ meals; <i>mash</i> (imp) DR 28 <i>poisoned</i> (medial) • <i>Beaks, Fangs, Tusks, Horns, Talons:</i> $[(2d6) \times \text{cubes}]$ silvers; <i>hew</i> (sta) DR 13 • <i>Feathers:</i> $[(1d4) \times \text{cubes}]$ coppers; <i>taw</i> (sta) DR 9
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> abundant • <i>Magical:</i> modest

ALPENGARD | MONSTER STATISTICS

CHICK ROC
Tier: Raising Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Titan, Chimera
Shape: 1×1×½ Size Modifier: +1 Mass Modifier: ±0 Speed: walk 1; fly 12
Roottraits: Brw 5; Lth 4; Smt 1; Wis 2; Glt 2 Hasten: +5 Defenses: Nml 25; Ftl 26; Mfl 21 Grit: 41+3d8+3d6 [65] Pneuma: 5
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shock, logos, charis, hallow;</i> <i>vulnerable</i> <i>whelm</i> 6, <i>flare</i> 2; <i>resistant</i> <i>wreck</i> 1, <i>frost</i> 2, <i>rasp</i> 1, <i>rot</i> 2, <i>shake</i> 1; <u>immune</u> <i>charis, hubris, hallow</i>
Condition Adaptations: <u>liable</u> <i>jostled;</i> <u>renitent</u> (<i>avail:1</i>) <i>scared,</i> <i>panicked</i>
Lifeskills: <i>clout</i> +4 (sta); <i>dive</i> +7 (sta); <i>farlore</i> +5 (imp); <i>heed</i> +5 (imp); <i>landfare</i> +7 (imp); <i>look</i> +11 (adv; <i>avail:2</i>); <i>lurk</i> +9 (imp); <i>nighlore</i> +5 (imp); <i>seafare</i> +4 (sta); <i>search</i> +7 (imp; <i>avail:1</i>); <i>toil</i> +8 (imp); <i>tumble</i> +6 (imp); <i>writ</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+4 <i>Option</i> [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) Option [adjutant; 1 pneuma]: <i>agonize</i> • 1 Horn: targeted melee 0; strike +8; <i>wreck</i> (<i>beat-stab</i>) harm 1d2+2 <i>Option</i> [adjutant; 1 pneuma]: <i>squash</i> (1d2) or <i>gore</i> (1d2) • 2 Claws: targeted melee 1; strike +8; <i>wreck</i> (<i>stab</i>) harm 1d4+2 plus <i>whelm</i> harm 1d4+2 Option [adjutant; 1 pneuma]: <i>gore</i> (1d4) <i>Option</i> [adjutant; 0 pneuma]: if 2 claws hit, <i>thughug</i> (1d6) <i>Option</i> [adjutant; 0 pneuma]: <i>drag</i>
Dreadshriek — 1 zone 3×6×3; assail Mfl [utilization; 1 pneuma]: blast area melee 1; strike +2; <i>shake</i> harm 1d2+1 Option [adjutant; 1 pneuma]: engages each hit-target in a CBrwC or CGltC (roc and target choose separately); if target fails, it is <i>scared</i> of roc for 2 rounds
Monster and Mortal Powers: <i>goonsmite; grappling — improved;</i> <i>otherworldly ward; speedburst</i> (+3)
Ascension-Point Value: 31

YOUNG ROC
Tier: Honing Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Titan, Chimera, Beast
Shape: 3×1×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 3; fly 15
Roottraits: Brw 6; Lth 5; Smt 2; Wis 5; Glt 4 Hasten: +8 Defenses: Nml 29; Ftl 30; Mfl 28 Grit: 107+5d8+5d6 [147] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shock, logos, charis, hallow;</i> <i>vulnerable</i> <i>whelm</i> 4, <i>flare</i> 2; <i>resistant</i> <i>wreck</i> 2, <i>frost</i> 2, <i>rasp</i> 1, <i>rot</i> 2, <i>shake</i> 1; <u>immune</u> <i>charis, hubris, hallow</i>
Condition Adaptations: <u>liable</u> <i>jostled;</i> <u>renitent</u> (<i>avail:1</i>) <i>scared,</i> <i>panicked</i>
Lifeskills: <i>clout</i> +7 (sta); <i>dive</i> +8 (sta); <i>farlore</i> +8 (imp); <i>heed</i> +9 (imp); <i>landfare</i> +11 (imp); <i>look</i> +15 (adv; <i>avail:2</i>); <i>lurk</i> +11 (imp); <i>nighlore</i> +7 (imp); <i>seafare</i> +7 (sta); <i>search</i> +9 (imp; <i>avail:1</i>); <i>toil</i> +10 (imp); <i>trick</i> +7 (sta); <i>tumble</i> +8 (imp); <i>writ</i> +4 (sta)
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm 2d4+4 <i>Option</i> [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) Option [adjutant; 1 pneuma]: <i>agonize</i> • 1 Horn: targeted melee 1; strike +9; <i>wreck</i> (<i>beat-stab</i>) harm 1d6+2 <i>Option</i> [adjutant; 1 pneuma]: <i>squash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 2; strike +9; <i>wreck</i> (<i>stab</i>) harm 1d8+2 plus <i>whelm</i> harm 1d8+3 Option [adjutant; 1 pneuma]: <i>gore</i> (1d6) <i>Option</i> [adjutant; 0 pneuma]: if 2 claws hit, <i>thughug</i> (1d10) <i>Option</i> [adjutant; 0 pneuma]: <i>drag</i>
Dreadshriek — 1 zone 5×10×5; assail Mfl [utilization; 1 pneuma]: blast area melee 1; strike +5; <i>shake</i> harm 1d4+1 Option [adjutant; 1 pneuma]: engages each hit-target in a CBrwC or CGltC (roc and target choose separately); if target fails, it is <i>scared</i> of roc for 2 rounds
Monster and Mortal Powers: <i>goonsmite; grappling — improved;</i> <i>otherworldly ward; speedburst</i> (+4)
Ascension-Point Value: 49

ALPENGARD | MONSTER STATISTICS

ADULT ROC
Tier: Quelling
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Titan, Chimera, Beast, Insect
Shape: 6×3×1
Size Modifier: -4
Mass Modifier: +9
Speed: walk 5; fly 19
Roottraits: Brw 8; Lth 7; Smt 3; Wis 6; Glt 6
Hasten: +9
Defenses: Nml 31; Ftl 36; Mfl 33
Grit: 213+7d8+7d6 [269]
Pneuma: 13
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shock, logos, charis, hallow;</i> <u>vulnerable</u> <i>whelm 3, flare 2;</i> <u>resistant</u> <i>wreck 2, frost 3, rasp 1, rot 3, shake 1;</i> <u>immune</u> <i>charis, hubris, hallow</i>
Condition Adaptations: <u>liable</u> <i>jostled;</i> <u>renitent (avail:1)</u> <i>scared, panicked</i>
Lifeskills: <i>clout +9 (sta); dive +10 (sta); farlore +10 (imp); heed +11 (imp); landfare +13 (imp); look +17 (adv; avail:2); lurk +15 (adv); nighlore +9 (imp); seafare +10 (sta); search +11 (imp; avail:1); toil +12 (imp); trick +10 (sta); tumble +10 (imp); writ +6 (sta)</i>
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]:
• 1 Bite: targeted melee 2; strike +11; <i>wreck (rend-stab)</i> harm 1d6+2d4+7 Option [adjuvant; 1 pneuma]: <i>slash (1d8) or gore (1d8)</i> Option [adjuvant; 1 pneuma]: <i>agonize</i>
• 1 Horn: targeted melee 2; strike +11; <i>wreck (beat-stab)</i> harm 1d10+3 Option [adjuvant; 1 pneuma]: <i>squash (1d6) or gore (1d6)</i>
• 2 Claws: targeted melee 3; strike +11; <i>wreck (stab)</i> harm 1d10+3 plus <i>whelm</i> harm 3d4+5 Option [adjuvant; 1 pneuma]: <i>gore (1d10)</i> Option [adjuvant; 0 pneuma]: if 2 claws hit, <i>thughug (1d12)</i> Option [adjuvant; 0 pneuma]: <i>drag</i>
Dreadshriek — 1 zone 7×14×7; assail Mfl [utilization; 1 pneuma]: blast area melee 1; strike +6; <i>shake</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: engages each hit-target in a CBrwC or CGltC (roc and target choose separately); if target fails, it is <i>scared</i> of roc for 2 rounds
Monster and Mortal Powers: <i>goonsmite; grappling — improved; otherworldly ward; speedburst (+5)</i>
Ascension-Point Value: 73

ELDER ROC
Tier: Reckoning
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Titan, Chimera, Beast, Insect, Plant
Shape: 8×4×2
Size Modifier: -16
Mass Modifier: +32
Speed: walk 6; fly 21
Roottraits: Brw 10; Lth 10; Smt 4; Wis 7; Glt 7
Hasten: +10
Defenses: Nml 27; Ftl 42; Mfl 37
Grit: 366+9d8+9d6 [438]
Pneuma: 16
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shock, logos, charis, hallow;</i> <u>vulnerable</u> <i>whelm 2, flare 1;</i> <u>resistant</u> <i>wreck 3, frost 3, rasp 2, rot 3, shake 2;</i> <u>immune</u> <i>charis, hubris, hallow</i>
Condition Adaptations: <u>liable</u> <i>jostled;</i> <u>renitent (avail:1)</u> <i>scared, panicked</i>
Lifeskills: <i>clout +11 (sta); dive +10 (sta); farlore +12 (imp); heed +12 (imp); landfare +13 (imp); look +18 (adv; avail:2); lurk +15 (adv); nighlore +10 (imp); seafare +10 (sta); search +13 (adv; avail:1); toil +12 (imp); trick +10 (sta); tumble +12 (imp); writ +9 (sta)</i>
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]:
• 1 Bite: targeted melee 3; strike +14; <i>wreck (rend-stab)</i> harm 3d6+11 Option [adjuvant; 1 pneuma]: <i>slash (1d8+1d6) or gore (1d8+1d6)</i> Option [adjuvant; 1 pneuma]: <i>agonize</i>
• 1 Horn: targeted melee 3; strike +14; <i>wreck (beat-stab)</i> harm 1d12+6 Option [adjuvant; 1 pneuma]: <i>squash (1d10) or gore (1d10)</i>
• 2 Claws: targeted melee 4; strike +14; <i>wreck (stab)</i> harm 2d6+8 plus <i>whelm</i> harm 3d6+9 Option [adjuvant; 1 pneuma]: <i>gore (3d6)</i> Option [adjuvant; 0 pneuma]: if 2 claws hit, <i>thughug (4d4)</i> Option [adjuvant; 0 pneuma]: <i>drag</i>
Dreadshriek — 1 zone 9×18×9; assail Mfl [utilization; 1 pneuma]: blast area melee 1; strike +7; <i>shake</i> harm 1d8+2 Option [adjuvant; 1 pneuma]: engages each hit-target in a CBrwC or CGltC (roc and target choose separately); if target fails, it is <i>scared</i> of roc for 2 rounds
Monster and Mortal Powers: <i>goonsmite; grappling — improved; otherworldly ward; speedburst (+6)</i>
Ascension-Point Value: 91