

STYMPHALIDIES

CREATURE 9

UNCOMMON

N

LARGE

BEAST

Converted by VaranSL

Perception +16; low-light Vision

Skills Acrobatics +16, Athletics +17

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** +4

AC 26; **Fort** +22, **Ref** +18, **Will** +14

HP 140; **Immunities** fire; **Resistances** physical 10 (except adamantium); **Weaknesses** sonic 10

Speed 10 ft., fly 60 ft.

Melee ♦ beak +23 [+18/+13] (deadly d10), **Damage** 2d8+11 piercing

Melee ♦ wing razor +23 [+19/+15] (agile), **Damage** 2d4+11 slashing plus 1d4 persistent bleed

Ranged ♦ feather razor +20 [+16/+12] (agile, range increment 30 feet, reload 0), **Damage** 2d4+6 slashing plus 1d4 persistent bleed

Feather Razor ♦ A stymphalidies's metallic feathers are razor-sharp and it can beat its wings, flinging feathered shards at its prey. The stymphalidies makes two feather razor Strikes at a single creature, increasing its multiple attack penalty only once after both attacks are made.

Glare ♦♦ (light, visual); **Requirements** The stymphalidies must be in an area of bright light; **Effect** The stymphalidies ruffles its metallic feathers, blinding all creatures within 30 feet (DC 28 Fortitude save).

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure The target is blinded for 1 round and dazzled for 1 minute.

Critical Failure The target is blinded for 1 minute.