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Introduction

For the benefit of those who have not yet heard of me, my name is John Cooper, and I am an EN World staff reviewer. Each of the staff reviewers brings his own perspective when looking at RPG products; one of my particular strengths has been an eye for detail when it comes to the correct application of the 3.5 SRD rules to creature stat blocks. Over the years, I've made something of a name for myself as the "nit-picky stat block guy," and in fact I usually include an "unofficial errata" section to my reviews of those products that have stats included in them, including my suggestions on how to correct the stat blocks so as to conform to the 3.5 rules. I've always believed that one of the many strengths of the 3.5 rules set is the standardized way the stat block components all work together, and it has always irritated me to no end when the rules are overlooked and a stat block gets published riddled with errors.

Unfortunately, not all products with incorrect SRD creature stats are necessarily the fault of the publisher of that work, as the SRD itself is riddled with errors. Publishers use the SRD in good faith, never suspecting that in many cases they are just promulgating the same errors over and over again.

Well, let's try to put an end to that, shall we?

This product is the second in a series of four PDFs in which I go through each of the monsters in the SRD, finding and correcting any such errors. If you are a publisher of 3.5 material, I trust you will find these corrected monster stats a big help in your quest to put out the best possible product. If you are just a DM interested in making your game run that much more efficiently, then this product should likewise prove to be beneficial.

Throughout the work, I have added "Cooper's Comments" sidebars explaining exactly what it was that I changed in a particular stat block, so you can be aware of the original errors in the stats and the steps I took in correcting them. After all, in some cases — most arguably in skill point allocation — there is not really just one "right" way to fix a given error, and you may very well feel that the solution I have provided is not the one you would have chosen. By pinpointing the changes I've made, it makes it that much easier for you to make your own alterations to the monster stats in the areas where they need to be fixed. I also use these sidebars to point out some areas where the specific choices you make may end up changing a particular stat block. This is most often a situation where a creature has a "generic" skill — like "Knowledge (any)" or "Craft (any)" — that, when the specifics are chosen, might provide synergy bonuses to related skills.

Besides the corrections to the stat blocks in the SRD, I also took the liberty of cleaning up some of the verbiage, correcting the occasional punctuation mistake, and fixing typographical errors. When necessary, I reworded a few sections to make them more user-friendly. Finally, in a couple of instances here and there, I went ahead and built a separate stat block for a variant creature described in a monster's entry, so those of you interested in using these variants have the work all done for you. (Here I'm talking about such things as the Bactrian camel and Indian elephant; sahuagin mutants and malenti; the juvenile bronze dragon mounts serving hound archon heroes; noble djinn; all subraces of dwarves, elves, gnomes, and orcs; stone giant elders; pyrohydras and cryohydras; and the aquatic versions of the gargoyle, ghoul, ogre, and troll. I also took the liberty of splitting all of the monstrous spiders into hunting and web-spinning varieties, and giving separate stat blocks for each.)

Finally, I'd like to explain a choice I made about 1 HD creatures of the humanoid type, as they are kind of an oddity. Humanoids with only 1 HD as their "racial" HD "trade in" that original HD for that of their first character class level, so although humanoids have d8s for their HD, a 1st-level elf barbarian would have 1d12 hp (modified, naturally, by his Constitution and perhaps by the Toughness feat). This causes a problem with racial skill bonuses, as a creature with a racial bonus to a given skill considers that skill to be a class skill, but the SRD is unclear whether that class skill is a class skill for that creature forevermore (in other words, if it is added to the class skills from its character class), or simply for those points spent on that skill using skill points from its "racial" Hit Dice. I have chosen the former interpretation, feeling that to choose otherwise cheats the poor 1 HD humanoid of its due — since it "loses" its racial HD when it trades it in for its first character class level — and also because I figure the racial bonus is generally there for a good reason; as an example, elves get a +2 to Listen, Search, and Spot checks because their senses are much keener than those of the baseline human. It makes little sense to me to make an elf warrior pay double for ranks in Listen, Search, and Spot because they are not class skills for the warrior class, as his senses are potentially just as sharp as those of a 1st-level ranger or 1st-level rogue. In this volume, this interpretation affects the high elf, drow, half-elf, aquatic elf, gray elf, svirfneblin, forest gnome, and all halflings.

I hope you enjoy this series of products. And be on the lookout for possible additional products along the same lines.

John Cooper, March 2009

EAGLE, GIANT

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Evasion, low-light vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Auran and Common.

COMBAT

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

TRAINING A GIANT EAGLE

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.