

# GIANT STRIDER

**Source:** 1e *Fiend Folio*.

A giant strider is a type of large, stupid, aggressive flightless bird. Related to the ostrich, a giant strider shows naked skin, for it grows only tiny, prickly feathers on its body. Its eyes glow red, as if it were full of lava. Giant striders dwell in rocky, desert or volcanic regions, enjoying the heat and vapors produced in that sort of terrain.

**Firenewt Mounts:** Few giant striders live independently in the wild. Instead, most are kept as domesticated herds by firenewts, who use them as mounts or, in times of privation, food. Giant striders have a reputation as balky, uncooperative mounts, but the firenewts seem to have no problem controlling, riding and fighting upon them.

## Giant Strider

## Level 3 Skirmisher (Mount)

Large natural beast

XP 150

**HP** 50; **Bloodied** 25

**Initiative** +5

**AC** 16; **Fortitude** 18; **Reflex** 15; **Will** 15

**Perception** +3

**Speed** 10

**Resist** 10 fire; **Vulnerable** 5 cold

## TRAITS

### Fire Healing

Whenever the giant strider is hit by a fire attack, it gains regeneration 5 (save continues).

### Striding Mount (mount)

While ridden by a friendly creature of its level or higher, a giant strider may shift 1 additional square each time it shifts.

## STANDARD ACTIONS

### (basic) Bite \* At Will

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 1d8+6 damage.

### (area) Spit Fireball (fire) \* Encounter

*Attack:* Area burst 1 within 10 (each creature in burst); +1 vs. Reflex.

*Hit:* 2d6+5 fire damage.

*Miss:* Half damage.

## TRIGGERED ACTIONS

### (melee) Kick \* At Will

*Trigger:* An enemy enters a square from which it flanks the giant strider.

*Attack (Immediate Reaction):* Melee 1 (one creature); +8 vs. AC.

*Hit:* 1d10+5 damage.

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**Str** 15    **Dex** 14    **Wis** 14

**Con** 18    **Int** 5    **Cha** 7

**Alignment** unaligned

**Languages** understands Draconic