PHORORHACOS

Large Beast
Hit Dice: 7d10+28 (66 hp)
Initiative: +3 (Dex)
Speed: 40 ft
AC: 16 (-1 size, +3 Dex, +4 natural)
Attacks: 2 claws +9 melee, bite +4 melee
Damage: Claw 1d4+5, bite 2d6+2
Face/Reach: 10 ft by 5 ft/15 ft
Special Attacks: Improved grab, shake
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +9, Ref +8, Will +3
Abilities: Str 20, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills: Jump +11, Listen +6, Spot +6

Climate/Terrain: Temperate and warm plains
Organization: Solitary or flock (2-12)
Challenge Rating: 5
Treasure: None (eggs are worth 70-100 gp each)
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)

The phororhacos is a large, flightless bird of the Pleistocene-era with a huge head and a powerful beak. It is six feet tall at the shoulder, and ten feet overall. Adult males have a red crest and a tuft of orange feathers on the back of its head. This bird is covered in dark gray and brown feathers, and its legs are light gray with black claws. The phororhacos emits a fierce, deep, braying battle cry when fighting or challenging another of its kind for territory.

COMBAT
The phororhacos is a fearless killer and attack even if outnumbered. It initiates combat by jumping on a victim, its two claw attacks inflicting double damage as it jumps. After the first round, it attacks with claw kicks and its beak.

Improved Grab (Ex): To use this ability, the phororhacos must hit a Small size or smaller opponent with its bite attack. If it gets a hold, it can shake its victim. The phororhacos has a grapple bonus of +14.

Shake (Ex): The phororhacos can pick up an opponent in its mouth and shake it around. The beast then throws the victim to the ground, dealing 1d6 points of falling damage. Such victims must succeed at a Fortitude save (DC 10 + damage taken) or become stunned for one round.

Skills: Phororhacos receive a +6 racial bonus to Jump checks.