

THIS MONSTER PRODUCT IS 4E COMPATIBLE

CRITTER·CACHE

PREHISTORIC BEASTS



AERYN "BLACKDIRGE" RUDEL



CRITTER CACHE

PREHISTORIC BEASTS

CONTENTS

Deathjaw Behemoth	Page 2	Raptor	Page 18
Finned Behemoth	Page 5	Spikeshell Kraken	Page 20
Hardskull Behemoth	Page 7	Swiftscale	Page 21
Horned Behemoth	Page 9	Thunderstep Behemoth	Page 23
Leatherwing	Page 12	Mounts	Page 25
Prehistoric Crocodile	Page 14	Monsters by Level	Page 25
Prehistoric Fish	Page 16		

WRITTEN AND CREATED BY
Aeryn "Blackdirge" Rudel

EDITING/PROOFREADING
John Ball

PLAYTESTING
Erik Nowak, Jeremy Nowak, Noah Peery,
Samantha Styles, Christopher Vasey, Eric Vasey

ILLUSTRATIONS
Tim Burgard, Hunter McFalls, Jesse Mohn, V. Shane, Mariana Ruiz Villarreal

GRAPHIC DESIGN & LAYOUT
Erik Nowak

CRITTER CACHE: PREHISTORIC BEASTS • Published by Blackdirge Publishing, ©2008

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.
Blackdirge Publishing and the Blackdirge Publishing logo are trademarks of Aeryn Rudel. All rights reserved.

DUNGEONS & DRAGONS, THE DUNGEONS & DRAGONS compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the usa and other countries and are used with permission. certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the DUNGEONS & DRAGONS 4TH EDITION GAME SYSTEM LICENSE. all 4E References are listed in the 4E system Reference document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4TH EDITION PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. all rights reserved.



WWW.GOODMAN-GAMES.COM



DEATHJAW BEHEMOTH

Deathjaw behemoths comprise a related group of carnivorous behemoths that share similar features. All deathjaws are bipedal, with strong legs and large heads featuring incredibly powerful jaws. Some deathjaws have taloned forelimbs, which are used in combat, while others have developed such massive heads that the forelimbs have atrophied to near uselessness. Incredibly aggressive, most deathjaw behemoths are impossible to train. Only the smaller devilsnout can be reliably trained to serve humanoid masters.

DEATHJAW BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 15: Devilsnout behemoths are fast-moving predators that usually hunt alone. They are named for the short horns on their snouts and above their eyes. Devilsnouts are ferocious, but if properly trained, make excellent mounts that can be terrifyingly effective when ridden into combat.

DC 20: Tyrantfang behemoths are apex predators that often prey upon other behemoths. Their jaws are horrendously powerful, and they can easily grind up flesh, bone, or foolhardy adventurers.

DC 25: The largest of the deathjaw behemoths are the gargantuan sailback behemoths. At over 50 feet in length and weighing upwards of 12 tons, they are some of the largest predators on the planet. Sailbacks are usually found in coastal regions or near large lakes and rivers. They are capable swimmers, and their long, toothy jaws are ideal for catching large fish.

ENCOUNTER GROUPS

Elite orc warriors sometimes ride devilsnout behemoths into battle, considering the ferocious reptiles to be blessed by their dark gods. Tyrantfang behemoths usually hunt alone; however, a few rare bands of hill giants have actually trained these terrible beasts to serve them in combat. Sailback behemoths are usually encountered alone, or occasionally in mated pairs.

Level 10 Encounter (XP 2,750)

- 1 orc chieftain (level 8 elite brute)
- 1 devilsnout behemoth (level 8 skirmisher)
- 2 orc bloodragers (level 7 elite brute)
- 5 orc warriors (level 9 minion)

Level 18 Encounter (XP 10,000)

- 1 tyrantfang behemoth (level 18 elite skirmisher)
- 1 earth titan (level 16 elite brute)
- 4 hill giants (level 13 brute)

Level 22 Encounter (XP 20,400)

- 2 sailback behemoths (level 23 elite skirmisher)



Devilsnout Behemoth Level 8 Skirmisher (Ceratosaurus)

Large natural beast (mount, reptile) XP 350

Initiative +9 **Senses** Perception +6; low-light vision

HP 90; **Bloodied** 45

AC 22; **Fortitude** 21, **Reflex** 18, **Will** 17

Speed 8

⬇ **Bite** (standard; at-will)
Reach 2; +13 vs. AC; 2d6+5 damage.

⬇ **Claws** (standard; at-will)
Reach 2; +13 vs. AC; 1d8+5 damage.

⬇ **Charging Pounce** (standard; at-will)
When a devilsnout behemoth makes a charge attack, it can make a bite and a claw attack on the same target.

Terrifying Mount (while mounted by a friendly rider of 8th level or higher; at-will) ⬇ **Fear, Mount**
When the rider of a devilsnout behemoth makes a successful charge attack, the target suffers a -2 penalty to attack rolls until the end of the devilsnout rider's next turn.

Alignment Unaligned **Languages** —

Skills Endurance +13, Stealth +12

Str 21 (+9) **Dex** 16 (+7) **Wis** 14 (+6)

Con 18 (+8) **Int** 2 (+0) **Cha** 10 (+4)

Description *This large reptilian predator stands 8 feet tall on two muscular legs. Its robust head features a short horn on its snout, two smaller horns above its eyes, and a set of powerful jaws lined with many, flesh-shearing teeth.*

DEVILSNOUT BEHEMOTH TACTICS

A devilsnout behemoth attacks with its powerful jaws and taloned, three-fingered hands. It uses *charging pounce* to open combat, targeting the nearest creature, or the smallest creature if there are multiple targets available.

CRITTER CACHE: BEASTS

Tyrantfang Behemoth Level 18 Elite Skirmisher (Tyrannosaurs Rex)

Huge natural beast (reptile)

XP 4,000

Initiative +15 **Senses** Perception +12; low-light vision

HP 348; **Bloodied** 174

AC 34; **Fortitude** 33, **Reflex** 29, **Will** 25

Saving Throws +2

Speed 8

Action Points 1

⚔ **Bite** (standard; at-will)

Reach 3; +23 vs. AC; 3d6+9 damage, and the target is grabbed (until escape).

⚔ **Gaping Charge** (standard; at-will)

The tyrantfang behemoth makes a charge attack: +24 vs. AC; 3d6+18 damage, and the target is knocked prone and stunned (save ends).

⚔ **Jaws of Doom** (standard; at will)

Grabbed target only; automatic hit; 6d6+9 damage.

Alignment Unaligned

Languages —

Skills Endurance +20, Stealth +18

Str 28 (+18)

Dex 18 (+13)

Wis 16 (+12)

Con 22 (+15)

Int 2 (+5)

Cha 10 (+9)

Description *This towering, reptilian nightmare stands almost twenty feet high on two powerful legs. Its head is fully six feet long, split nearly in half by massive jaws lined with dagger-sized ivory spikes. It moves toward you, not like a lumbering beast, but with the quick, decisive gait of an apex predator.*

TYRANTFANG BEHEMOTH TACTICS

Despite its size, a tyrantfang behemoth is a stealthy predator, and attempts to close within charging distance of its prey when possible. Once it is close enough, a tyrantfang behemoth charges at its target, jaws agape, and slams into the unfortunate victim with the force of siege ram. After that, if the target still lives, the tyrantfang behemoth latches on with its titanic jaws, and then crushes, rips, and rends until its prey stops moving.



CRITTER CACHE: BEASTS

Sailback Behemoth Level 23 Elite Skirmisher (Spinosaurus)

Gargantuan natural beast (reptile) XP 10,200

Initiative +17 **Senses** Perception +14; low-light vision

HP 434; **Bloodied** 217

AC 39; **Fortitude** 38, **Reflex** 32, **Will** 29

Saving Throws +2

Speed 8

Action Points 1

⚔ **Bite** (standard; at-will)
Reach 4; +27 vs. AC; 3d8+10 damage, and the target is grabbed (until escape).

⚔ **Claws** (minor; at-will)
Grabbed target only; +27 vs. AC; 2d6+10 damage.

⚔ **Shake** (standard; at will)

Grabbed target only; +25 vs. Fortitude; 3d8+20 damage, and the target is stunned until the end of the sailback behemoth's next turn.

Alignment Unaligned

Languages —

Skills Athletics +26, Endurance +23, Stealth +20

Str 31 (+21)

Dex 18 (+15)

Wis 16 (+14)

Con 25 (+18)

Int 2 (+7)

Cha 10 (+11)

Description *This giant reptilian predator stands on two legs and has robust forearms ending in clawed hands. Its head is massive, with long, narrow jaws lined with dozens of straight, conical teeth. A huge sail, supported by tall, vertical spines, rises from the beast's back, making it appear even larger.*

SAILBACK BEHEMOTH TACTICS

A sailback behemoth grabs opponents in its mighty jaws, and then uses its powerful claws to rend them to pieces. It sometimes dispatches grabbed targets by shaking them with bone-snapping force, which is usually enough to stun even the hardest prey.



FINNED BEHEMOTH

Finned behemoths are a related group of large aquatic reptiles that move through the water with four large paddles or fins. Like all reptiles, finned behemoths breathe air, and must return to the surface to breathe. They range in size from dolphin-sized pack hunters to enormous leviathans that rival the great whales in both length and mass. Finned behemoths are usually found in warm water, and the smaller species occasionally come to land to sun themselves on large rocks near the shore.

FINNED BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 15: Seawolf behemoths are pack hunters that gather in small groups to hunt fish and other marine life. They are incredibly agile in the water, and many aquatic humanoids use them as mounts.

DC 20: Titanmaw behemoths are some of the largest marine carnivores in existence, giving ground only to the sperm whale for sheer size. Solitary predators, titanmaw behemoths are incredibly territorial and attack any large creatures entering their hunting grounds. This often leads the massive reptiles to attack ships, mistaking large vessels for a rival titanmaw. A fair number of ships have been sunk in this way, and a single titanmaw behemoth can disrupt shipping for an entire region.



Seawolf Behemoth (Plesiosaurus)

Level 6 Skirmisher

Large beast (aquatic, mount, reptile)

XP 250

Initiative +8

Senses Perception +10; low-light vision

HP 74; **Bloodied** 37

AC 20; **Fortitude** 19, **Reflex** 17, **Will** 16

Speed 4 (clumsy), swim 10

⚔ **Bite** (standard; at-will)

+11 vs. AC; 2d6+5 damage, or 2d6+10 against a target the seawolf behemoth has combat advantage against.

Seawolf Tactics

A seawolf behemoth gains combat advantage against a target that has one or more of the seawolf behemoth's allies adjacent to it.

Aquatic Agility (while mounted by a friendly rider of 6th level or higher; at-will) ♦ **Mount**

While swimming, a seawolf behemoth grants its rider a +1 bonus to all defenses.

Alignment Unaligned

Languages —

Skills Stealth +11

Str 20 (+8)

Dex 17 (+6)

Wis 14 (+5)

Con 18 (+7)

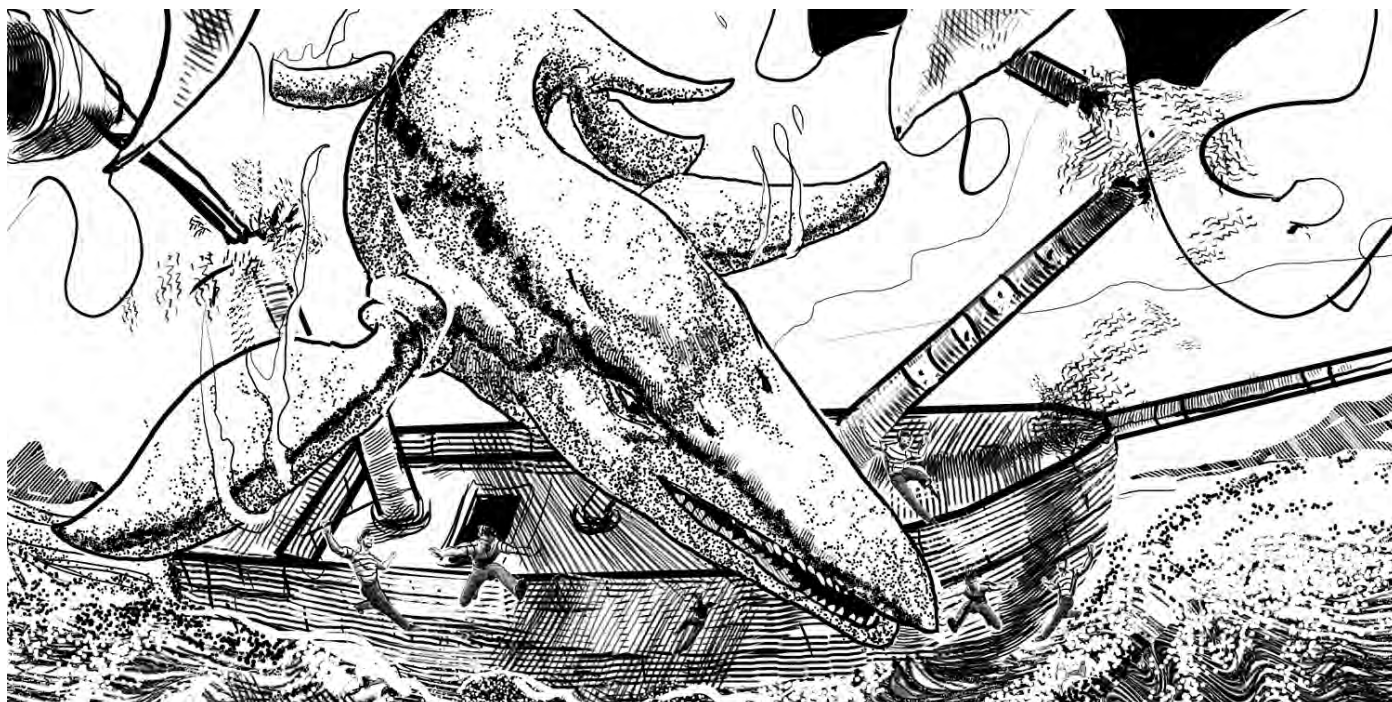
Int 2 (-1)

Cha 12 (+4)

Description *This lithe aquatic reptile has a compact body, a short tail, and four large flippers used to steer it through the water with acrobatic grace. Its head is relatively small, supported by a long neck, and armed with powerful jaws.*

SEAWOLF BEHEMOTH TACTICS

Seawolf behemoths attack in small packs, working together to drive prey, such as fish, into tight groups that are easier to target than individual targets. Against larger targets, seawolf behemoths use *seawolf tactics* to gain combat advantage, making their powerful bite attack more dangerous.



Titanmaw Behemoth

Level 20 Solo Brute

(Liopleurodon)

Gargantuan beast (aquatic, reptile)

XP 14,000

Initiative +13

Senses Perception +19; low-light vision

HP 970; **Bloodied** 485

AC 34; **Fortitude** 35, **Reflex** 28, **Will** 27

Saving Throws +5

Speed 2 (clumsy), swim 8

Action Points 2

⚔ **Bite** (standard; at-will)

Reach 3; +23 vs. AC; 3d8+11 damage, and the target is grabbed (until escape). A titanmaw behemoth cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

⚔ **Clamping Jaws** (standard; at-will)

If a titanmaw behemoth makes begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +21 vs. AC; 6d8+11 damage. Miss: Half damage.

⚔ **Surging Bite** (standard; recharge ⚡⚡⚡⚡)

The titanmaw behemoth makes a charge attack: +24 vs. AC; 3d8+22 damage, and the target is stunned (save ends) and grabbed (until escape)

Echolocate (minor; at-will)

The titanmaw behemoth can detect invisible and concealed targets within 10 squares.

Alignment Unaligned

Languages —

Skills Stealth +18

Str 33 (+21)

Dex 16 (+13)

Wis 18 (+14)

Con 26 (+18)

Int 2 (+6)

Cha 10 (+10)

Description *This gargantuan beast cruises through the warm, blue water like an immense, organic torpedo. Its short neck supports a head that is fully 7 feet long and dominated by a set of titanic jaws lined with spiny teeth. The beast's body is equipped with four paddle-like limbs that move it through the water with agile speed.*

TITANMAW BEHEMOTH TACTICS

A titanmaw behemoth begins combat with *surging bite*, usually coming up beneath prey from the murk of the deeper ocean. Once a target is caught in the behemoth's jaws, it uses *clamping jaws* to grind and crush until the target is slain or escapes. A hunting titanmaw behemoth uses *echolocate* to find prey in the deep ocean, revealing the location of targets even in complete darkness.

ENCOUNTER GROUPS

Seawolf behemoths are usually encounters in small packs, but may also be encountered serving as mounts for aquatic humanoids. Titanmaw behemoths are almost always encountered alone; however, a whale carcass or other substantial carrion may draw more than one of these huge predators.

Level 6 Encounter (XP 1,250)

- 5 seawolf behemoths (level 6 encounter)

HARDSKULL BEHEMOTH

Hardskull behemoths are a species of large, bipedal reptile so named for their dome-like skull, which can be up to 10 inches thick. Although herbivorous and relatively docile, hardskull behemoths can use their heavily reinforced skulls like battering rams against predators. The largest hardskulls are roughly the size of a draft horse, and can make serviceable mounts for man-sized humanoids.

HARDSKULL BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 15: Domeskull behemoths are fairly docile and tractable creatures. They are found in warm to temperate forests, and typically travel in small herds. Kobolds and goblins have been known to use domeskull behemoths as mounts, especially in areas where their more common mounts, wolves and dire weasels, are not normally found.

DC 15: Robust and hardy, shatterskull behemoths are the largest of the hardskulls. They are often used as mounts by dwarves, who admire their tenacity and aggressiveness. However, most elves believe it is the shatterskull behemoth's thick head that the dwarves truly admire.

ENCOUNTER GROUPS

Hardskull behemoths are commonly used as mounts by a number of humanoids. They can also be found in small herds, and during the rutting season, the males can be a threat to adventurers.

Level 4 Encounter (XP 825)

- 1 goblin hexer (level 3 controller)
- 2 goblin skull cleavers (level 3 brute)
- 3 domeskull behemoths (level 2 soldier)

Level 6 Encounter (XP 1,200)

- 3 dwarf hammerers (level 5 soldier)
- 3 hardskull behemoths (level 5 soldier)

Domeskull Behemoth (Stegoceras)

Level 2 Soldier

Medium natural beast (reptile)

XP 125

Initiative +6

Senses Perception +8; low-light vision

HP 39; **Bloodied** 19

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 14

Speed 8

⬇ **Head Butt** (standard; at-will)
+9 vs. AC; 1d6+3 damage.

⬇ **Domeskull Charge** (standard; recharge ⏏⏏⏏)

The domeskull behemoth makes a charge attack: +10 vs. AC; 2d6+3 damage, and a Medium or smaller target is knocked prone.

Alignment Unaligned

Languages —

Str 17 (+4)

Dex 16 (+4)

Wis 14 (+3)

Con 15 (+3)

Int 2 (-3)

Cha 10 (+1)

Description *This reptilian monster stands on two legs and has short, robust forelimbs. Its enormous head is topped with a thick dome of bone and set upon a powerful, muscular neck.*

DOMESKULL BEHEMOTH TACTICS

A domeskull behemoth uses its hardened, horny skull like a battering ram, inflicting crushing injuries on its foes. It often begins combat with a charge, increasing the damage dealt by its massive, bony cranium.



CRITTER CACHE: BEASTS

Shatterskull Behemoth (Pachycephalosaurus)

Level 5 Soldier

Large natural beast (mount, reptile)

XP 200

Initiative +6

Senses Perception +9; low-light vision

HP 66; **Bloodied** 33

AC 21; **Fortitude** 19, **Reflex** 16, **Will** 16

Speed 8

⬇ **Head Butt** (standard; at-will)

Reach 2; +12 vs. AC; 1d8+5 damage.

⬇ **Hardskull Charge** (standard; recharge ⏏⏏)

The shatterskull behemoth makes a charge attack: +13 vs. AC; 2d8+4 damage, and a large or smaller target is knocked prone and dazed (save ends).

Mighty Charge (when mounted by a friendly rider of 5th level or higher; at-will) ⬆ **Mount**

The shatterskull behemoth adds its Strength modifier to damage rolls on any charge attack made by its rider.

Alignment Unaligned

Languages —

Str 20 (+7)

Dex 14 (+7)

Wis 14 (+4)

Con 18 (+6)

Int 2 (-2)

Cha 10 (+2)

Description *This bizarre animal stands tall on two powerful legs, and is covered in tiny, yellow, pebble-like scales. But the most striking feature of this reptilian beast is its massive, domed skull, a veritable helmet of bone. The stout muscles on the beast's neck make it fairly obvious that its enlarged cranium is nothing short of an organic battering ram.*

SHATTERSKULL BEHEMOTH TACTICS

A shatterskull behemoth attacks by slamming its bony cranium into foes. It begins combat by charging into battle, head lowered, to deliver a devastating battering ram attack. This charging attack is powerful enough to knock over and stun even large predators.



HORNED BEHEMOTH

Horned behemoths are herbivorous quadrupeds that congregate in large herds. Most are quite large (although some are small enough to barely warrant the name “behemoth”), with the largest rivaling or exceeding an elephant in both size and weight. Horned behemoths, as their name would suggest, are typically armed with an array of spikes, horns, and other bony protrusions that grow from their overly large heads. Although generally cantankerous in nature, horned behemoths can be trained for a variety of tasks, and often serve as laboring beasts or even mounts.

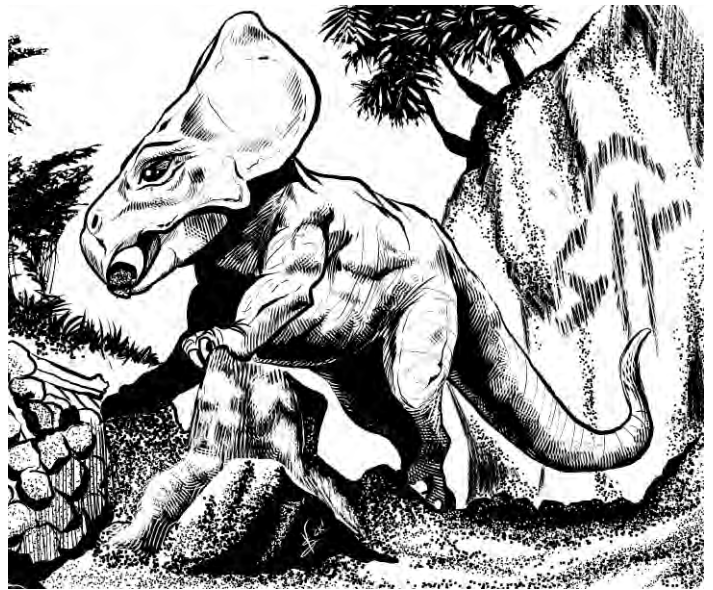
HORNED BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 15: Parrotjaw behemoths are distantly related to other horned behemoths, and are likely a more primitive species. They typically gather in small herds in desert or arid environments, and are fairly easy to domesticate. A number of desert tribes rely in parrotjaw behemoths for labor, meat, and eggs, which are large enough to feed three or four individuals. In addition, certain smaller humanoids, namely halflings and kobolds have been known to use parrotjaw behemoths as mounts.

DC 15: Spikefrill behemoths are found in open grasslands, and like other horned behemoths, gather in small herds. Although somewhat ill-tempered, spikefrill behemoths can be trained to serve as mounts, and their high, bony frills provide their riders with excellent protection.

DC 20: Hornface behemoths are the largest of all horned behemoths, and can weigh as much as 12 tons. Unpredictable and dangerous, only the bravest humanoids have managed to train these massive beasts. A number of minotaur clans have mastered the trick, however, and fit these lumbering behemoths with four-man howdahs.



Parrotjaw Behemoth (Protoceratops)

Level 2 Brute

Medium natural beast (reptile)

XP 125

Initiative +3

Senses Perception +7; low-light vision

HP 45; **Bloodied** 22

AC 14; **Fortitude** 15, **Reflex** 14, **Will** 13

Speed 6

⬇ **Bite** (standard; at-will)

+5 vs. AC; 1d8+3 damage, and a Medium or smaller target is grabbed (until escape).

⬇ **Tenacious Bite** (standard; at-will)

Grabbed target only; +3 vs. Fortitude; 1d8+6 damage, and the target suffers a non-cumulative –2 penalty to escape the grab.

Alignment Unaligned

Languages —

Str 17 (+4)

Dex 14 (+3)

Wis 12 (+2)

Con 15 (+3)

Int 2 (–3)

Cha 10 (+1)

Description *This robust reptilian creature stands on four short muscular legs, and has a large head, armored with a bony frill. Although it appears relatively docile, the beast is armed with a powerful beak, much like that of a parrot.*

PARROTJAW BEHEMOTH TACTICS

Stubborn and aggressive, when riled, a parrotjaw behemoth attacks with its powerful, beaked jaws. Once it has successfully bitten a target, it hangs on doggedly, grinding away with its beak.

Spikefrill Behemoth (Styracosaurus)

Level 8 Brute

Large natural beast (mount, reptile)

XP 350

Initiative +6 **Senses** Perception +11; low-light vision

HP 107; **Bloodied** 53

AC 20; **Fortitude** 22, **Reflex** 17, **Will** 18

Speed 7

⬇ **Gore** (standard; at-will)
+11 vs. AC; 1d10+6 damage.

⬇ **Sideswipe Charge** (standard; recharge ⚡⚡⚡⚡)
The spikefrill behemoth makes a charge attack: +12 vs. AC; 2d10+6 damage, and the spikefrill behemoth makes a secondary attack on all targets it passes adjacent to in the path of its charge, drawing opportunity attacks as normal. *Secondary Attack*: +12 vs. AC; 1d10+6 damage.

Protective Mount (while mounted by a friendly rider of 8th level or higher; at-will) ♦ **Mount**
A spikefrill behemoth grants its rider cover while mounted (-2 penalty to enemy attack rolls).

Alignment Unaligned **Languages** —

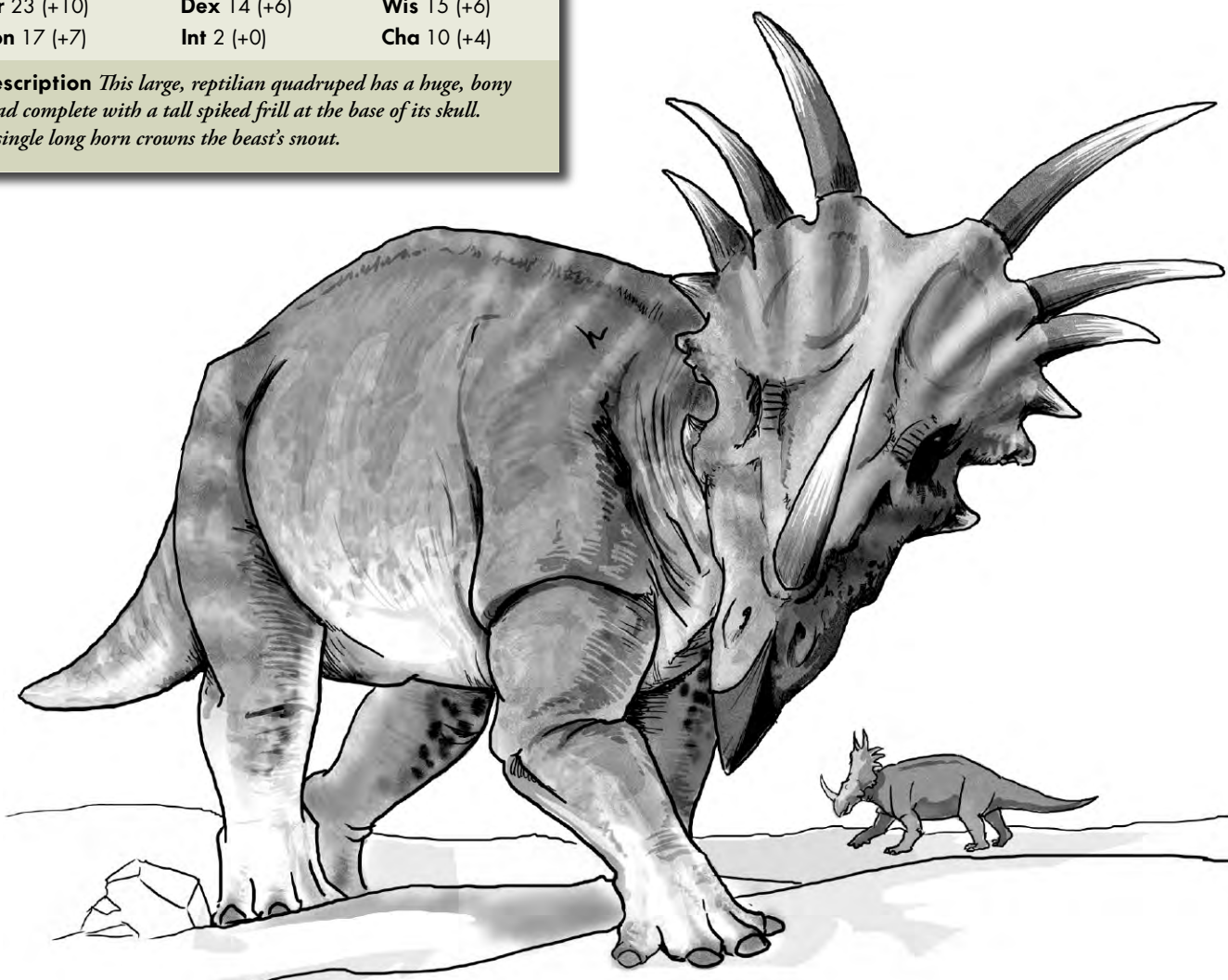
Str 23 (+10) **Dex** 14 (+6) **Wis** 15 (+6)

Con 17 (+7) **Int** 2 (+0) **Cha** 10 (+4)

Description *This large, reptilian quadruped has a huge, bony head complete with a tall spiked frill at the base of its skull. A single long horn crowns the beast's snout.*

SPIKEFRILL BEHEMOTH TACTICS

A spikefrill behemoth charges opponents when riled, using the single horn on its snout to inflict deep, penetrating injuries. In addition, while charging, the spikefrill behemoth swings its spiky head from side to side, possibly goring those along the path of its charge.



Hornface Behemoth (Triceratops)

Level 12 Brute

Huge natural beast (reptile)

XP 700

Initiative +7

Senses Perception +15; low-light vision

HP 150; Bloodied 75

AC 25; Fortitude 25, Reflex 20, Will 22

Speed 6

⚡ **Gore** (standard; at-will)

Reach 2; +15 vs. AC; 2d8+8 damage, and ongoing 5 damage.

⚡ **Tossing Charge** (standard; recharge ⚡⚡⚡⚡⚡⚡)

The hornface behemoth makes a charge attack: +16 vs. AC; 4d8+8 damage, and the hornface behemoth makes a secondary attack on the same target. *Secondary Attack*: +13 vs. Reflex; the target slides 1d6 squares and is knocked prone.

Alignment Unaligned

Languages —

Str 26 (+14)

Dex 12 (+7)

Wis 18 (+10)

Con 20 (+11)

Int 2 (+2)

Cha 8 (+5)

Description *This huge reptile has a massive head equipped with an armored frill and three long, goring horns. It stands on four pillar-like legs and has a short, stumpy tail. Looking at the beast, you are reminded of nothing so much as a giant, reptilian bull.*

HORNFACE BEHEMOTH TACTICS

A hornface behemoth charges into combat attempting to spear its foes on one of its three massive horns. Once an enemy has been gored, the hornface behemoth flings it away with a single toss of its immense head, sending it crashing to the earth up to 30 feet away.

ENCOUNTER GROUPS

Horned behemoths are usually encountered in small herds. They can also be found serving various humanoid in a variety of rolls, from beasts of burden to mounts.

Level 3 Encounter (XP 750)

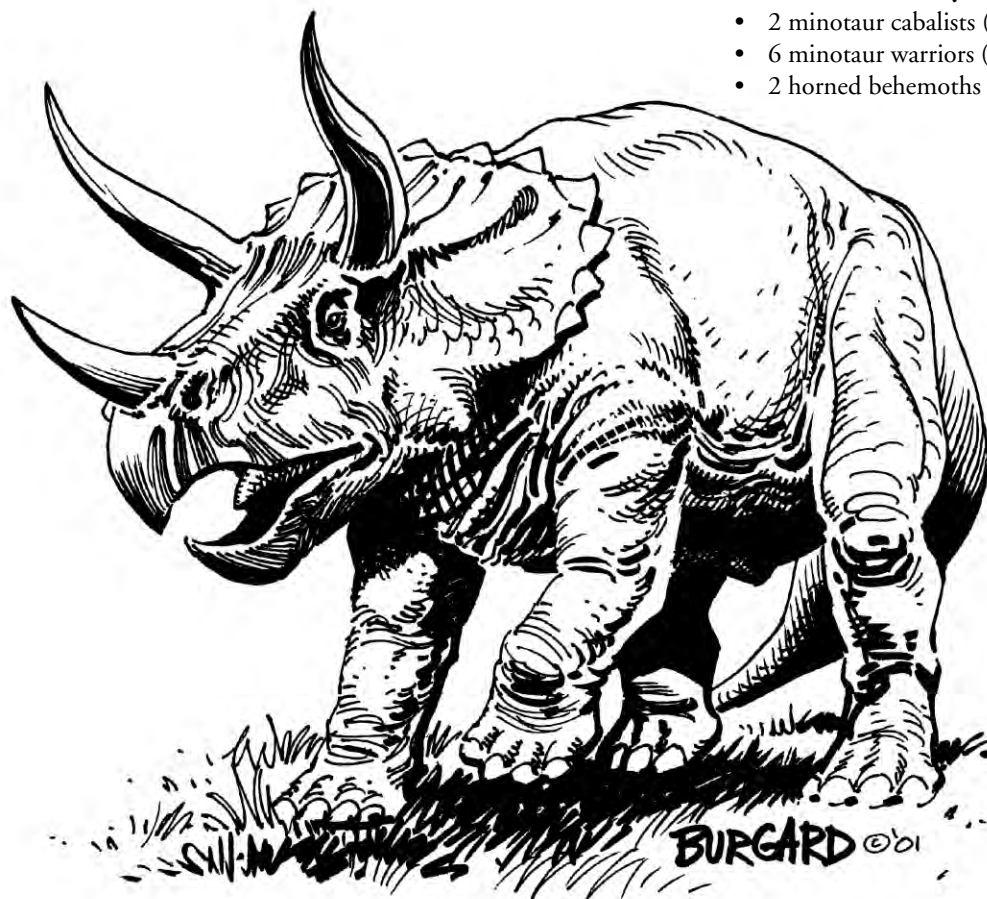
- 1 kobold wyrm Priest (level 3 artillery)
- 2 kobold skirmishers (level 1 skirmisher)
- 6 kobold minions (level 1 minion)
- 2 parrotjaw behemoths (level 2 brute)

Level 9 Encounter (XP 2,250)

- 1 orc chieftain (level 8 elite brute)
- 1 spikefrill behemoth (level 8 brute)
- 5 orc warriors (level 9 minion)
- 2 ogre skirmishers (level 8 skirmisher)

Level 15 Encounter (XP 6,000)

- 2 minotaur cabalists (level 13 controller)
- 6 minotaur warriors (level 10 soldier)
- 2 horned behemoths (level 12 brute)



LEATHERWING

Leather wings are flying reptiles that outwardly resemble a cross between a bat and a lizard. There are dozens of different species, and leatherwings can range from harmless songbird-sized insectivores to winged horrors with 50-foot wingspans and an appetite for two-legged prey.

LEATHERWING LORE

A character knows the following with a successful Nature check.

DC 15: Daggertails are the smallest of leatherwings, and generally harmless, and once tamed, make excellent pets or familiars. However, during certain seasons when the insects they feed on gather in huge swarms to mate, the daggertails do likewise to feast on the readily available food source. When grouped together in the hundreds, daggertails can become aggressive, and may even attack other creatures.

DC 15: Crested leatherwings are among the largest of the species, and are typically found in warm coastal regions, where they skim the surface of the ocean, plucking fish and other sea creatures from the water. Crested leatherwings are large and strong enough to carry a single Medium-sized rider, and some humans and humanoids living near the ocean use them as mounts.

DC 20: Staggeringly massive, the giant dire leatherwings are some of the largest non-magical flying creatures in existence. They are found primarily in coastal areas, where they hunt fish and other aquatic animals. However, they often range inland for miles, and will feed on carrion like colossal vultures. Dire leatherwings are certainly large enough to carry riders, several riders, in fact, but their huge size and foul temperament make them difficult to train

ENCOUNTER GROUPS

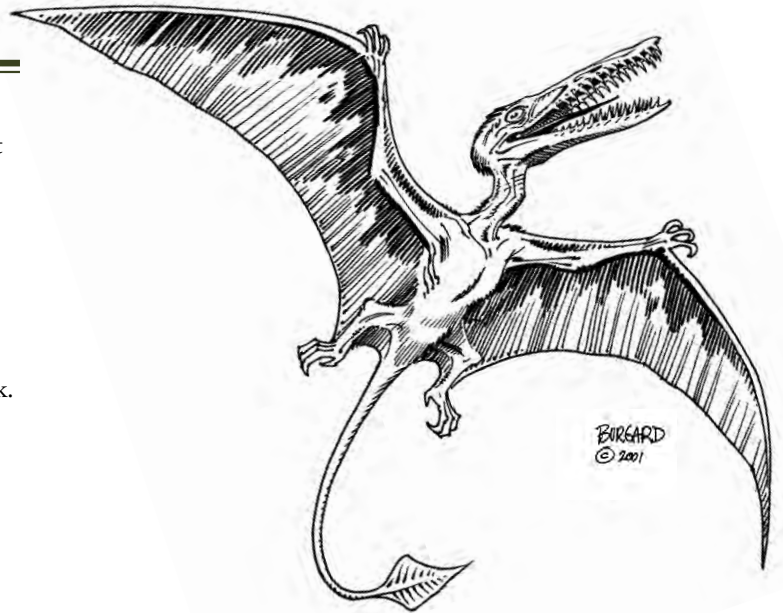
Like birds, leatherwings often gather in flocks; this is especially true for the smaller species. In addition, larger leatherwings may be trained and ridden by intelligent humanoids.

Level 9 Encounter (XP 2,150)

- 1 tiefling heretic (level 6 artillery)
- 3 tiefling darkblades (level 7 lurker)
- 4 crested leatherwings (level 6 skirmisher)

Level 12 Encounter (XP 3,300)

- 1 war troll (level 14 soldier)
- 1 dire leatherwing (level 12 skirmisher)
- 4 trolls (level 9 brute)



Daggertail Swarm (Rhamphorhynchus)

Level 3 Skirmisher

Medium natural beast (reptile, swarm)

XP 150

Initiative +7

Senses Perception +7; low-light vision

Swarm Attack aura 1; the daggertail swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 44; **Bloodied** 22

AC 17; **Fortitude** 14, **Reflex** 17, **Will** 14

Resist half damage from melee and ranged attacks;

Vulnerable 5 against close and area attacks

Speed 2 (clumsy), climb 2, fly 8 (hover); see also *swooping swarm*

⬇ **Swarm of Daggers** (standard; at-will)
+8 vs. AC; 1d8+4 damage.

⬇ **Swooping Swarm** (standard; at-will)

The daggertail swarm flies up to 8 squares and makes one melee basic attack at any point during that movement. The swarm doesn't provoke opportunity attacks when moving away from the target of the attack.

Alignment Unaligned

Languages —

Str 10 (+1)

Dex 19 (+5)

Wis 12 (+2)

Con 12 (+2)

Int 2 (-3)

Cha 10 (+1)

Description A swarm of leathery winged creatures hovers above the trees chasing insects on the wing. Each of the tiny aerial predators has a set of narrow jaws lined with needle teeth; short, powerful wings; and a long, trailing tail ending in a kite-shaped flap of skin.

DAGGERTAIL SWARM TACTICS

A daggertail swarm attacks by swooping down and harassing a target with *swooping swarm*. It uses this hit and run tactic until its enemy is either slain or flees.

Crested Leatherwing (Pteranodon)

Level 6 Skirmisher

Large natural beast (mount, reptile)

XP 250

Initiative +9 **Senses** Perception +10; low-light vision

HP 70; **Bloodied** 35

AC 20; **Fortitude** 18, **Reflex** 19, **Will** 16

Speed 4 (clumsy), swim 4, fly 10, overland flight 14; see also *flyby attack*

⬇ **Bite** (standard; at-will)
+12 vs. AC; 2d6+5 damage, or 2d6+10 while charging.

⬇ **Flyby Attack** (standard; at-will)
The crested leatherwing flies up to 10 squares and makes one melee basic attack at any point during that movement. The crested leatherwing doesn't provoke opportunity attacks when moving away from the target of the attack.

Tandem Dive (while mounted by a friendly rider of 6th level or higher; at-will) ♦ **Mount**

When a crested leatherwing uses flyby attack, its rider can make a melee basic attack against the target as a free action.

Alignment Unaligned **Languages** —

Str 18 (+7) **Dex** 19 (+8) **Wis** 14 (+5)

Con 14 (+5) **Int** 2 (-1) **Cha** 11 (+3)

Description *This large, winged reptile has an enormous head with a sharp, toothless beak and a huge brightly colored crest rising from the base of its skull.*

CRESTED LEATHERWING TACTICS

A crested leatherwing dives (charges) at its foes, using its great, sharp beak to stab and tear. It relies on *flyby attack* to remain mobile during combat, as it is relatively helpless on the ground.

Dire Leatherwing (Quetzalcoatlus)

Level 12 Skirmisher

Huge natural beast (mount, reptile)

XP 700

Initiative +12 **Senses** Perception +14; low-light vision

HP 122; **Bloodied** 61

AC 26; **Fortitude** 24, **Reflex** 21, **Will** 20

Speed 4 (clumsy), fly 12, overland flight 16; see also *flyby attack*

⬇ **Bite** (standard; at-will)
Reach 2; +17 vs. AC; 2d8+6 damage. A dire leatherwing can use this attack against a grabbed opponent.

⬇ **Claws** (standard; at-will)
Reach 2; +17 vs. AC; 1d10+6 damage, and the dire leatherwing makes a secondary attack against the same target. *Secondary Attack*: +15 vs. Reflex; a Medium or smaller target is grabbed (until escape).

⬇ **Flyby Attack** (standard; at-will)
The dire leatherwing flies up to 12 squares and makes one melee basic attack at any point during that movement. The dire leatherwing doesn't provoke opportunity attacks when moving away from the target of the attack.

Aerial Agility +3 (while mounted by a friendly rider of 12th level or higher; at-will) ♦ **Mount**

While flying, the dire leatherwing grants its rider a +3 bonus to all defenses.

Alignment Unaligned **Languages** —

Str 23 (+12) **Dex** 18 (+10) **Wis** 16 (+9)

Con 18 (+10) **Int** 2 (+2) **Cha** 12 (+7)

Description *This immense flying reptile has a wingspan that rivals the largest of dragons. Its body, however, is relatively small, though robust. The beast's head is quite large, with a long, toothless beak, and a small crest on the top of its skull.*

DIRE LEATHERWING TACTICS

A dire leatherwing attacks Medium or smaller opponents with its claws, swooping down with *flyby attack* and attempting to snatch them up. It attacks grabbed opponents with its beak while on the wing, or simply drops them from a great height, quite willing to feast on their splattered remains.



PREHISTORIC CROCODILE

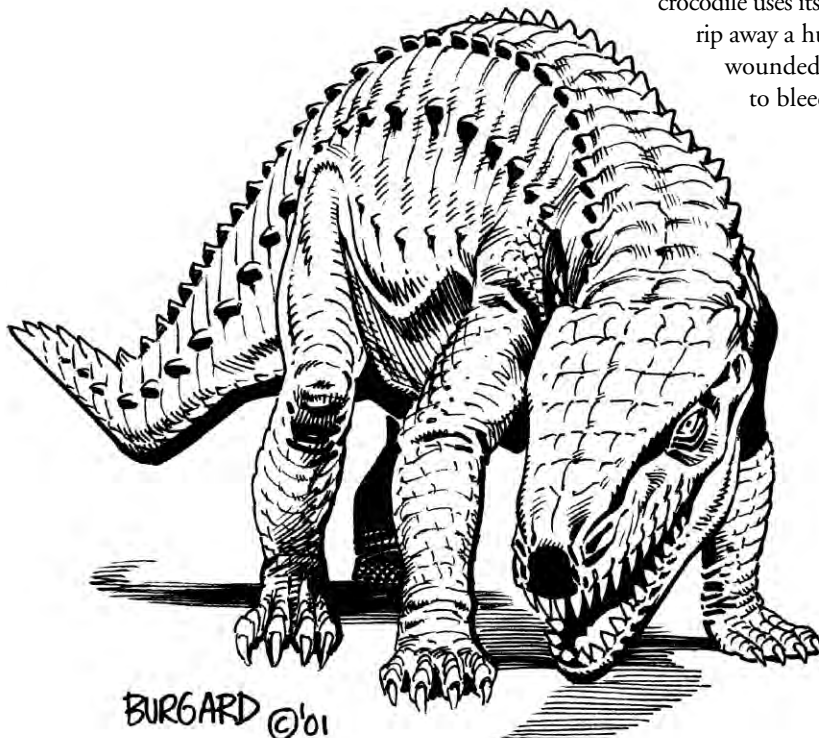
Crocodiles are ancient creatures, having existed virtually unchanged for eons upon eons. However, in the dark, undiscovered places in the world, their more frightening predecessors still dwell. Antediluvian terrors that can grow to enormous sizes, prehistoric crocodiles are true primeval monsters.

PREHISTORIC CROCODILE LORE

A character knows the following with a successful Nature check.

DC 15: Walking crocodiles are a particularly ancient breed of crocodile that predate the modern croc's adaptation to a semi-aquatic lifestyle. Walking crocodiles are found in arid lands where they hunt other large animals. They are stealthy ambush predators that use their powerful jaws to inflict terrible bleeding wounds on prey. Gnolls, who often share the walking crocodiles territory, have been known to train these dangerous beasts.

DC 20: Titanslayer crocodiles are so named because of their penchant for slaying and eating behemoths. At 50 feet in length and weighing up to 10 tons, titanslayers are large enough to devour even the most dangerous of behemoths; however, they are not opposed to taking smaller prey that wanders too close to the shore of tropical rivers and lakes.



Walking Crocodile (Postosuchus)

Level 7 Soldier

Large natural beast (reptile)

XP 300

Initiative +7

Senses Perception +5; low-light vision

HP 82; **Bloodied** 41

AC 23; **Fortitude** 20, **Reflex** 17, **Will** 17

Speed 6

⬇ **Bite** (standard; at-will)

+14 vs. AC; 1d10+5 damage, and the target is grabbed (until escape). The walking crocodile cannot use its bite attack while grabbing a creature, but it can use ripping bite.

⬇ **Ripping Bite** (standard; at-will)

Grabbed target only; +12 vs. Fortitude; 2d10+5 damage, the target suffers ongoing 5 damage (save ends), and the walking crocodile releases the target and shifts 1 square.

Alignment Unaligned

Languages —

Str 20 (+8)

Dex 14 (+5)

Wis 15 (+5)

Con 18 (+7)

Int 2 (-1)

Cha 8 (+2)

Description *This quadrupedal reptile is covered in thick scales, which grow progressively thicker and bonier along its back. Its head is large, vaguely crocodilian, and equipped with powerful jaws armed with many dagger-like teeth.*

WALKING CROCODILE TACTICS

Since a walking crocodile is fairly slow moving, it uses ambush tactics to surprise prey. It stalks within range of a target, and then quickly closes the distance with a charge attack. The walking crocodile uses its terrible jaws to grab the target and then rip away a huge chunk of flesh. It then releases the wounded target, retreats, and allows the victim to bleed to death.

Titanslayer Crocodile Level 18 Elite Soldier (Sarcosuchus)

Gargantuan natural beast (reptile) XP 4,000

Initiative +15 **Senses** Perception +18; low-light vision

HP 354; **Bloodied** 177

AC 36; **Fortitude** 34, **Reflex** 26, **Will** 24

Saving Throws +2

Speed 6, swim 8

Action Points 1

⚔ **Bite** (standard; at-will)

Reach 3; +25 vs. AC; 3d6+9 damage, and the target is grabbed (until escape). The titanslayer crocodile cannot use its bite attack while grabbing a creature, but it can use death roll.

⚔ **Death Roll** (standard; at-will)

Grabbed target only; +23 vs. Fortitude; 4d6+9 damage, the titanslayer crocodile shifts 2 squares, carrying the grabbed target along with it, and the target is stunned until the end of the titanmaw crocodile's next turn. *Miss*: Half damage.

Bursting Charge

The first time a titanslayer crocodile makes a charge attack in an encounter, it can move up to 12 squares, and deals an additional 2d6 damage.

Alignment Unaligned

Languages —

Skills Stealth +18

Str 29 (+18)

Dex 18 (+13)

Wis 18 (+13)

Con 25 (+16)

Int 2 (+5)

Cha 8 (+8)

Description *The riverbank suddenly explodes in a deluge of water and mud as a massive crocodile surges from the river. Its jaws, as long as a tall man and lined with massive, flesh-gripping teeth, yawn open. The brute pushes its ponderous, armor-plated body from the water on four splayed, pillar-like legs, moving with a speed seemingly impossible for a creature so huge.*

TITANSLAYER CROCODILE TACTICS

A titanslayer crocodile lurks partially submerged near the shores of large lakes and rivers. Once prey moves close enough, it bursts from the water, using *bursting charge* to move up to 12 squares, and seizes the target in its jaws. Once the titanslayer crocodile has grabbed a target, it uses *death roll* over and over until the target is slain, it escapes, or the titanslayer is killed.

ENCOUNTER GROUPS

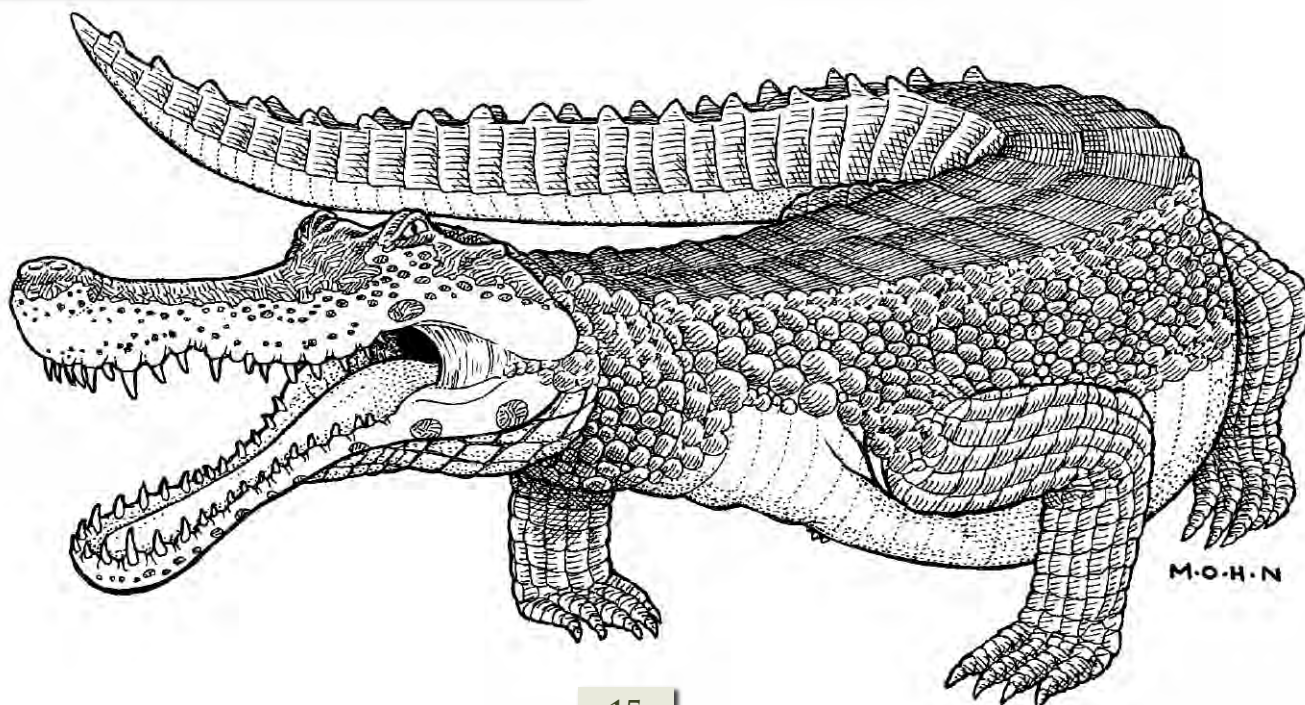
Walking crocodiles, although vicious, have been occasionally trained by tribes of humanoids to attack their enemies. Titanslayer crocodiles, like their smaller cousins, often gather in groups on the shores of large tropical rivers to sun themselves.

Level 7 Encounter (XP 1,550)

- 1 gnoll demonic scourge (level 8 brute)
- 2 gnoll claw fighters (level 6 skirmisher)
- 2 gnoll huntmasters (level 5 artillery)
- 1 walking crocodile (level 7 soldier)

Level 19 Encounter (XP 12,000)

- 3 titanslayer crocodiles (level 18 elite soldier)





PREHISTORIC FISH

Certain species of primeval fish still lurk in the deep oceans; massive, terrifying leviathans that occasionally travel to shallower water to hunt. Some of these monsters can grow to truly humungous proportions; large enough to attack sailing vessels, crack them open, and devour their crews as they spill into the water.

PREHISTORIC FISH LORE

A character knows the following with a successful Nature check.

DC 20: Steelsnap leviathans are found in warm, shallow seas, where they hunt large crustaceans and other bony fish. They are infamous for their huge bony jaws, which can shear through bone, chitin, and even steel with little effort.

DC 20: Megatooth sharks are a monstrous species of shark that prowl deep oceans. They typically hunt whales and other large marine animals, but have been known to attack small ships, mistaking the vessels for their normal prey. It is rumored that megatooth sharks of truly enormous size – some 60 feet or more in length – lurk near the ocean floor.

Steelsnap Leviathan (Dunkleosteus)

Level 11 Elite Brute

Large natural beast (aquatic)

XP 1,200

Initiative +8

Senses Perception +11; low-light vision

HP 276; **Bloodied** 138

AC 25; **Fortitude** 25, **Reflex** 23, **Will** 20

Resist 5 against attacks that target AC

Saving Throws +2

Speed Swim 8

Action Points 1

⚔ **Shearing Bite** (standard; at-will)

+14 vs. AC; 3d6+6 damage, or 3d6+12 damage against a stunned target, and the target suffers a –4 penalty to AC (save ends).

⚔ **Ram** (standard; at-will)

The steelsnap leviathan makes a charge attack: +15 vs. AC; 2d6+6 damage, and the target is stunned until the end of steelsnap leviathan's next turn.

Alignment Unaligned

Languages —

Str 22 (+11)

Dex 16 (+8)

Wis 13 (+6)

Con 18 (+9)

Int 1 (+0)

Cha 7 (+3)

Description *This giant fish has a massive armored head and a truly prodigious set of jaws, featuring sharp, bony plates instead of teeth. Its body is flat and eel-like, although still robust, and it moves with slow, predatory grace.*

STEELSNAP LEVIATHAN TACTICS

A steelsnap leviathan begins combat by charging a target, using its huge, blunt head like a battering ram to stun potential prey. It then uses its terrifying jaws to rip the target into pieces small enough to swallow whole.

Megatooth Shark

Level 17 Elite Skirmisher

(Megalodon)

Huge natural beast (aquatic)

XP 3,200

Initiative +13

Senses Perception +15; low-light vision

HP 340; **Bloodied** 170

AC 33; **Fortitude** 33, **Reflex** 28, **Will** 25

Saving Throws +2

Speed Swim 10

Action Points 1

⬇ **Bite** (standard; at-will)

Reach 2; +22 vs. AC; 3d8+10 damage, and the target takes ongoing 10 damage (save ends).

⬇ **Blood Frenzy** (immediate reaction, when a bloodied opponent moves adjacent to the megatooth shark; at-will) The megatooth shark makes a melee basic attack against the bloodied opponent.

Blood in the Water

A megatooth shark gains a +2 bonus on attack and damage rolls for each creature taking ongoing damage within 5 squares of it.

Alignment Unaligned

Languages —

Skills Stealth +16

Str 30 (+18)

Dex 16 (+11)

Wis 14 (+10)

Con 26 (+16)

Int 2 (+4)

Cha 8 (+7)

Description *This colossal shark is easily 40 feet long.*
Its cavernous mouth gapes open, revealing row upon row of serrated, blade-like teeth.

MEGATOOTH SHARK TACTICS

Despite its immense size, a megatooth shark relies on ambush tactics to surprise prey. It typically hides in deep, murky water, waiting for prey to swim above it. It then charges to the attack, ripping into a target with its massive jaws and terrible, serrated teeth. Once blood is spilled into the water, the megatooth shark becomes frenzied, reflexively snapping at any wounded creature the draws near, be it friend or foe.

ENCOUNTER GROUPS

Steelsnap leviathans usually hunt alone, but may be encountered with aquatic humanoids.

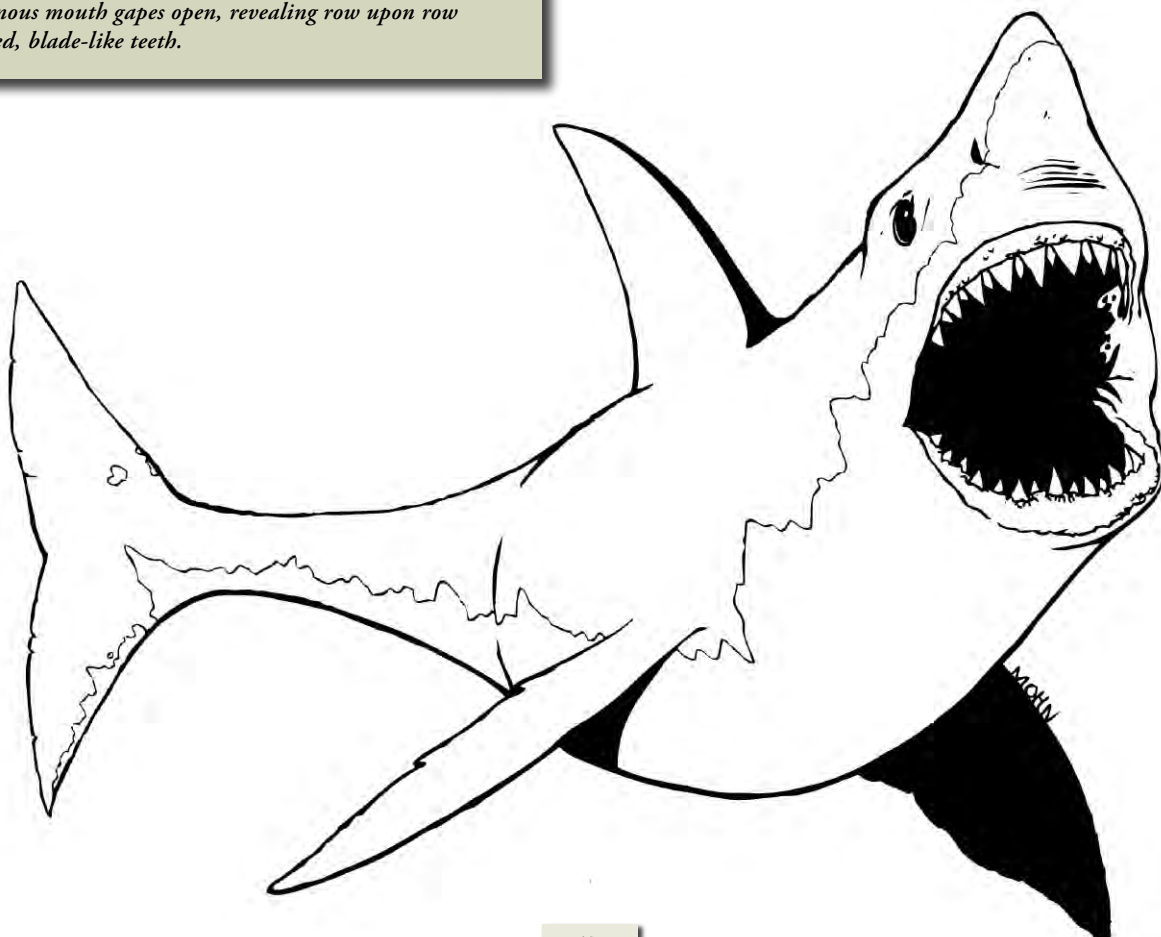
Level 13 Encounter (XP 4,050)

- 1 steelsnap leviathan (level 11 elite brute)
- 2 sea hags (level 10 skirmisher)*

*Same as bog hag

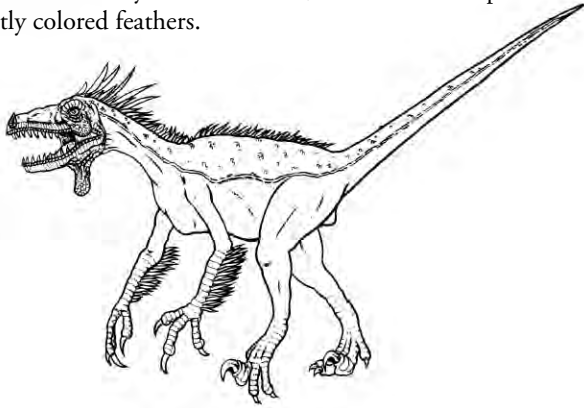
Level 18 Encounter (XP 9,600)

- 3 megatooth sharks (level 17 elite skirmisher)



RAPTOR

Raptors are speedy, reptilian carnivores that hunt in packs. They are quite cunning and intelligent for beasts, and the larger species make excellent mounts. Oddly enough, raptors appear to be closely related to birds, and some even sport brightly colored feathers.



Knifetooth Raptor Level 3 Skirmisher
(Velociraptor)
Small natural beast (reptile) XP 150

Initiative +7 **Senses** Perception +8; low-light vision

HP 45; **Bloodied** 22

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 13

Speed 8

⬇ **Bite** (standard; at-will)
+8 vs. AC; 1d6+4 damage, and the knifetooth raptor shifts 1 square.

⬇ **Slashing Kick** (standard; recharge ⏏⏏⏏)
+8 vs. AC; 2d6+4 damage, and ongoing 2 damage (save ends).

Pack Hunter

A knifetooth raptor deals an additional 1d6 damage to an enemy adjacent to one or more of the knifetooth raptor's allies.

Alignment Unaligned **Languages** —

Skills Athletics +7 (+12 jumping), Stealth +10

Str 13 (+2) **Dex** 18 (+5) **Wis** 14 (+3)

Con 13 (+2) **Int** 2 (-3) **Cha** 10 (+1)

Description This fleet-footed reptilian is roughly the mass of a medium-sized dog. It stands upright on two powerful legs and has a set of long, grasping forearms complete with taloned, three-fingered hands. Its snout is long and narrow, slightly upturned, and filled with curved, knife-like teeth. Its most disturbing feature, however, are the large sickle-like talons on the second digit of each foot.

KNIFETOOTH RAPTOR TACTICS

A knifetooth raptor opens combat with a *slashing kick*, hoping to disembowel its prey with the formidable talons on its feet. It attempts to gang up on larger enemies with other knifetooth raptors, using *pack hunter* to deal even more damage.

Feathered Raptor Level 5 Skirmisher
(Deinonychus)
Medium natural beast (reptile) XP 200

Initiative +8 **Senses** Perception +9; low-light vision

HP 62; **Bloodied** 31

AC 19; **Fortitude** 17, **Reflex** 18, **Will** 15

Speed 9

⬇ **Bite** (standard; at-will)
+10 vs. AC; 1d8+4 damage.

⬇ **Leaping Slash** (standard; recharge ⏏⏏⏏)
The feathered raptor shifts up to 9 squares and attacks a single target; +11 vs. AC; 2d8+6 damage, and ongoing 5 damage (save ends).

Pack Hunter

A feathered raptor deals an additional 1d6 damage to an enemy adjacent to one or more of the feathered raptor's allies.

Alignment Unaligned **Languages** —

Skills Athletics +10 (+15 jumping), Stealth +11

Str 16 (+5) **Dex** 19 (+6) **Wis** 14 (+4)

Con 14 (+4) **Int** 2 (-2) **Cha** 10 (+2)

Description This wolf-sized reptile is graceful and bird-like. Its body is covered in a coat of downy, feathers, and it stands erect on two powerful legs. The beast has a set of dagger-filled jaws, two long forearms ending in three-fingers hands, and a vicious scythe-like claw on the second digit of each foot.

FEATHERED RAPTOR TACTICS

A feathered raptor charges its enemies, letting the charge give terrible force to the formidable sickle-like talons on its feet. It then focuses its attacks on wounded foes, teaming up with other raptors to bring *pack hunter* into play.



Deathtalon Raptor (Utahraptor)

Level 7 Skirmisher

Large natural beast (mount, reptile)

XP 300

Initiative +9

Senses Perception +11; low-light vision

HP 80; **Bloodied** 40

AC 21; **Fortitude** 21, **Reflex** 20, **Will** 17

Speed 10

⬇ **Bite** (standard; at-will)

Reach 2; +12 vs. AC; 1d10+5 damage, and the target is grabbed (until escape).

⬇ **Gutting Rake** (standard; at will)

Grabbed target only; automatic hit; 3d6+8 damage, and ongoing 5 damage (save ends).

Pack Hunter

A deathtalon raptor deals an additional 1d6 damage to an enemy adjacent to one or more of the deathtalon raptor's allies.

Swift Defense (while mounted by a friendly rider of 7th level or higher; at will) ⬆ **Mount**

When a deathtalon raptor moves more than 1 square on its turn, it grants its rider a +2 bonus to AC.

Alignment Unaligned

Languages —

Skills Athletics +13 (+18 jumping), Stealth +12

Str 21 (+8)

Dex 19 (+7)

Wis 16 (+6)

Con 16 (+6)

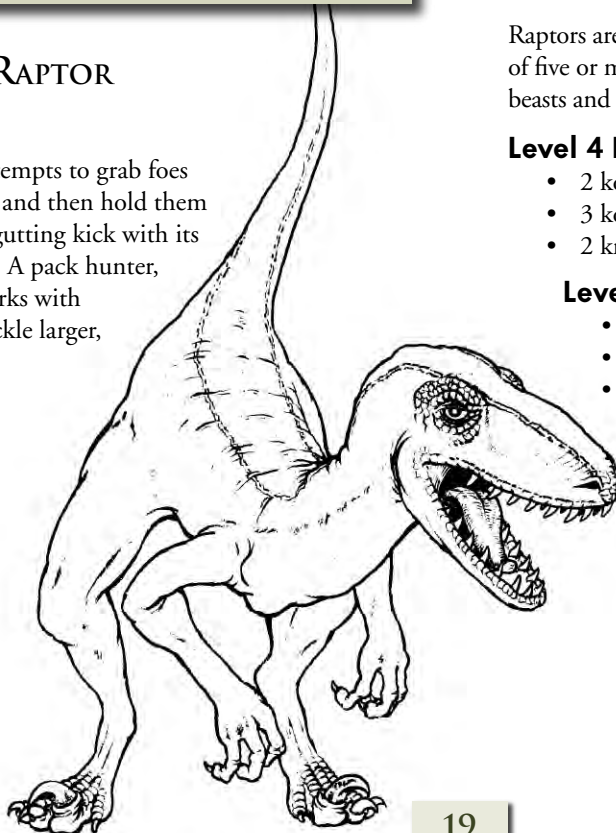
Int 2 (-1)

Cha 11 (+3)

Description *This large predatory reptile is the size of a draft horse. It is covered in pebbly, slate gray scales, and armed with formidable jaws, grasping talons, and two massive sickle-shaped claws on its feet. The beast moves with economical precision, stalking and alert.*

DEATHTALON RAPTOR TACTICS

A deathtalon raptor attempts to grab foes with its powerful jaws, and then hold them in place for a terrible, gutting kick with its large, blade-like talons. A pack hunter, a deathtalon raptor works with others of its kind to tackle larger, more dangerous prey.



RAPTOR LORE

A character knows the following with a successful Nature check.

DC 10: Raptors are dangerous reptilian pack hunters that can use sophisticated tactics to take down much larger prey. They are quick, agile, and very fast, running at speeds that outstrip a galloping horse. All raptors use the large, sickle-like talons on their back feet to dispatch foes. These talons can open up horrendous, bleeding wounds. Raptors are distantly related to the great reptilian behemoths found in deep jungles and primeval forests.

DC 15: Knifetooth raptors are one of the smaller species of raptors, but no less dangerous. They are typically found in arid environments, and gather in small packs led by the strongest female.

DC 15: Feathered raptors are found in warm forests or jungles, and like their smaller cousins, hunt in packs. They are unique among the raptors due to the feathery plumage that covers their entire bodies, giving them the appearance of huge, deadly flightless birds. Feathered raptors are known to be incredible jumpers, and can leap distances of 30 to 40 feet from a standstill.

DC 15: Deathtalon raptors are the largest of the raptor species, weighing as much as 1,200 pounds. Their size, intelligence, and speed makes them ideal as mounts, and a number of human and humanoid cultures will pay hundreds of gold pieces for a deathtalon egg or chick.

ENCOUNTER GROUPS

Raptors are pack hunters and are usually encountered in groups of five or more. In addition, they are often used as hunting beasts and even mounts by many humans and humanoids.

Level 4 Encounter (XP 850)

- 2 kobold dragonshields (level 2 soldier)
- 3 kobold skirmishers (level 1 skirmisher)
- 2 knifetooth raptors (level 3 skirmisher)

Level 6 Encounter (XP 1,170)

- 3 greenscale hunters (level 4 skirmisher)
- 1 blackscales bruiser (level 6 brute)
- 2 feathered raptors (level 5 skirmisher)

Level 8 Encounter (XP 1,850)

- 2 troglodyte impalers (level 7 artillery)
- 1 troglodyte curse chanter (level 8 controller)
- 3 deathtalon raptors (level 7 skirmisher)

SPIKESHELL KRAKEN

Spikeshell krakens are giant aquatic mollusks that house their internal organs in thick, armored shells. Unlike true squids, spikeshell krakens do not have two long, grasping tentacles, instead having a large number of octopus-like arms. However, like true squids, they do have a powerful, horny beak that can crush and dismember even armored prey.

SPIKESHELL KRAKEN LORE

A character knows the following with a successful Nature check.

DC 20: Spikeshell krakens are massive armored squids that live in the deep ocean, but occasionally come to shallower water to hunt. Their incredibly tough shells make them very difficult to damage, and most aquatic races avoid them when possible. However, aboleth have been known to mentally dominate these great squids and use them as guard beasts.

ENCOUNTER GROUPS

Spikeshell krakens typically hunt alone, but when serving aboleth, they may be encountered in larger numbers.

Level 20 Encounter (XP 14,100)

- 1 aboleth overseer (level 18 elite controller)
- 2 spikeshell krakens (level 18 elite soldier)
- 6 aboleth servitors (level 16 minion)

Spikeshell Kraken Level 18 Elite Soldier
(Cameroceras)
Gargantuan natural beast (aquatic) XP 4,000

Initiative +15 **Senses** Perception +11; low-light vision

HP 356; **Bloodied** 178

AC 36; **Fortitude** 33, **Reflex** 28, **Will** 25

Resist 10 against attack that target AC

Saving Throws +2

Speed swim 8

Action Points 1

⬇ **Tentacles** (standard; at-will)
Reach 4; +25 vs. AC; 2d6+10 damage, and the target is grabbed (until escape).

⬇ **Beak** (minor 1/round; at-will)
Grabbed target only; automatic hit; 4d6+10 damage.

⬇ **Constrict** (standard; at-will)
Grabbed target only; +23 vs. Fortitude; 2d6+20 damage, and the target is stunned until the end of the spikeshell kraken's next turn.

↩ **Tentacle Frenzy** (standard; recharge ☞☞☞)
Close burst 4; +23 vs. AC; 2d6+10 damage, and the target is grabbed (until escape). The spikeshell kraken can grab up to four Medium-sized creatures at once.

➡ **Jet** (move; recharge ☞☞☞)
The spikeshell kraken moves up to 16 squares.

Alignment Unaligned

Languages —

Str 30 (+19)

Dex 18 (+13)

Wis 15 (+11)

Con 26 (+17)

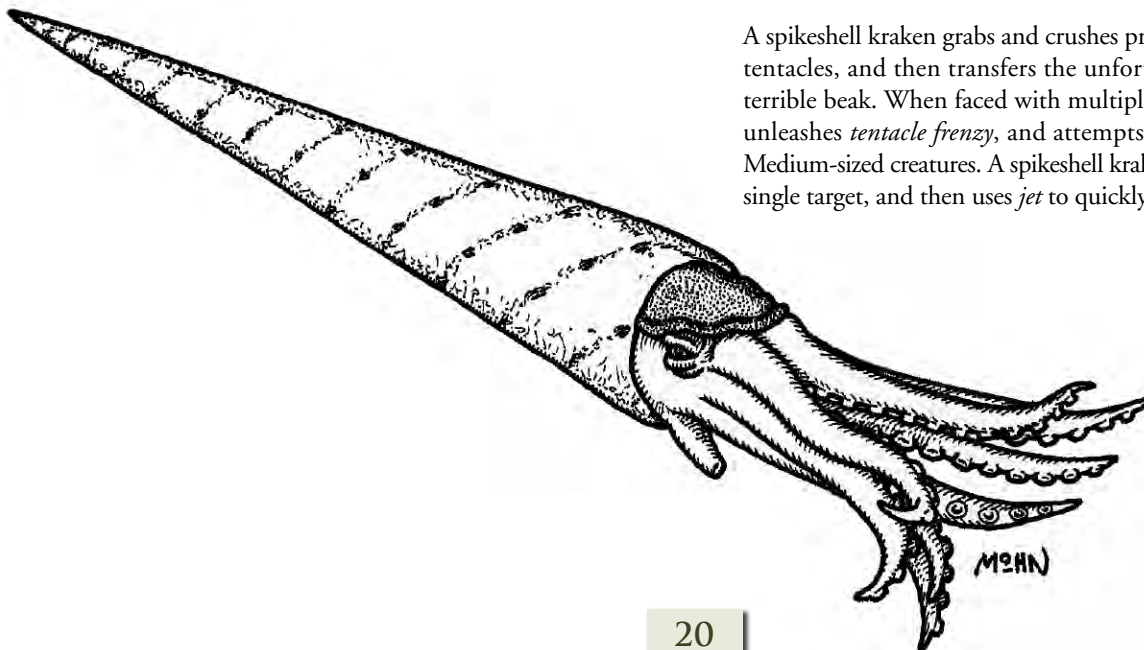
Int 2 (+5)

Cha 7 (+7)

Description *This massive squid has a huge, cone-shaped shell. Over a dozen long, grasping arms surround a terrible, shearing beak that looks quite capable of biting through armor, bone, and flesh...all at once.*

SPIKESHELL KRAKEN TACTICS

A spikeshell kraken grabs and crushes prey with its powerful tentacles, and then transfers the unfortunate victims to its terrible beak. When faced with multiple targets, the kraken unleashes *tentacle frenzy*, and attempts to grab up to four Medium-sized creatures. A spikeshell kraken sometimes grabs a single target, and then uses *jet* to quickly escape with its meal.



SWIFTSSCALE

Swiftscales are a loosely related group of Tiny to Large-sized bipedal reptiles that thrive in warm climates. Most are carnivorous, but typically hunt only small animals; however, some swiftscales gather in sizable groups that can be dangerous to adventurers. Despite their relatively modest size, swiftscales are related to behemoths, and may be evolutionary precursors to their much larger kin.

SWIFTSCALE LORE

A character knows the following with a successful Nature check.

DC 15: Swiftscale hoppers are opportunistic carnivores that gather in small groups. They typically hunt small animals, but eagerly seek out carrion left by larger predators. They have been known to attack larger prey, especially when in a group. Kobolds sometimes use hoppers as mounts, appreciating their speed and agility.

DC 15: Swiftscale bandits are curious, stealthy creatures that subsist by stealing food from other predators. They are infamous for stealing the eggs of large behemoths, but they will also steal kills from smaller predators. In addition to their theft of food, swiftscale bandits often attempt to steal shiny, metal objects, such as weapons, coins, or jewelry from passing humanoids. Some tribes of lizardfolk train swiftscale bandits to steal choice items from adventuring parties.

DC 15: Swiftscale racers are some of the fastest creatures on land, running at speeds that far outstrip a galloping horse. They are herbivores and are generally not aggressive. The speed and docile nature of swiftscale racers has made them highly coveted as mounts by a number of humans and humanoids.

ENCOUNTER GROUPS

Swiftscale hoppers sometimes gather in groups of half a dozen or more; they can also be encountered serving as mounts for small humanoids. Swiftscale bandits are generally solitary, although a number of tribes of lizard folk use them to steal items from enemies. Swiftscale racers are prized as mounts by many humans and humanoids, and are often encountered serving in that capacity.

Level 2 Encounter (XP 650)

- 1 kobold wyrm Priest (level 3 artillery)
- 2 kobold skirmishers (level 1 skirmisher)
- 3 swiftscale hoppers (level 1 skirmisher)

Level 6 Encounter (XP 1,200)

- 1 human berserker (level 4 brute)
- 1 human mage (level 4 artillery)
- 2 human bandits (level 2 skirmisher)
- 4 swiftscale racers (level 3 skirmisher)

Level 6 Encounter (XP 1,250)

- 1 greenscale marsh mystic (level 6 controller)
- 3 greenscale hunters (level 4 skirmisher)
- 2 swiftscale bandits (level 3 lurker)



Swiftscale Hopper

(Coelophysid)

Medium natural beast (reptile)

Level 1 Skirmisher

XP 100

Initiative +6

Senses Perception +6; low-light vision

HP 30; **Bloodied** 15

AC 15; **Fortitude** 13, **Reflex** 15, **Will** 13

Speed 10

⬇ **Bite** (standard; at-will)

+6 vs. AC; 1d6+4 damage, and the swiftscale hopper shifts 2 squares.

Spring Back (immediate interrupt, when the swiftscale hopper is struck by a melee attack; encounter)

The swiftscale hopper shifts 4 squares.

Alignment Unaligned

Languages —

Skills Athletics +6 (+11 jumping), Stealth +9

Str 13 (+1)

Dex 18 (+4)

Wis 13 (+1)

Con 14 (+2)

Int 2 (-4)

Cha 12 (+1)

Description *This lithe, bipedal reptile has long forelimbs with taloned hands, and a narrow, toothy head on a long, serpentine neck. It moves with a jittery, bird-like grace; its gait is erratic but agile.*

SWIFTSCALE HOPPER TACTICS

Swiftscale hoppers gather in small groups, and sometimes attack larger creatures. They attack with their toothy jaws, nipping at a target, and then leap away from any retaliatory attacks.

CRITTER CACHE: BEASTS

Swiftscale Bandit

(Oviraptor)

Level 3 Lurker

Medium natural beast (reptile)

XP 150

Initiative +8

Senses Perception +7; low-light vision

HP 39; **Bloodied** 19

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 14

Speed 8

⬇ **Bite** (standard; at-will)
+8 vs. AC; 1d8+3 damage.

⬇ **Opportunistic Snatch** (standard; at-will)
Requires combat advantage; +6 vs. Reflex; 1d4 damage, and the swiftscale bandit steals a small to medium object from the target, such as a coin, a wand, or even a one-handed weapon, and then shifts 3 squares.

Alignment Unaligned

Languages —

Skills Stealth +9, Thievery +9

Str 16 (+4)

Dex 17 (+4)

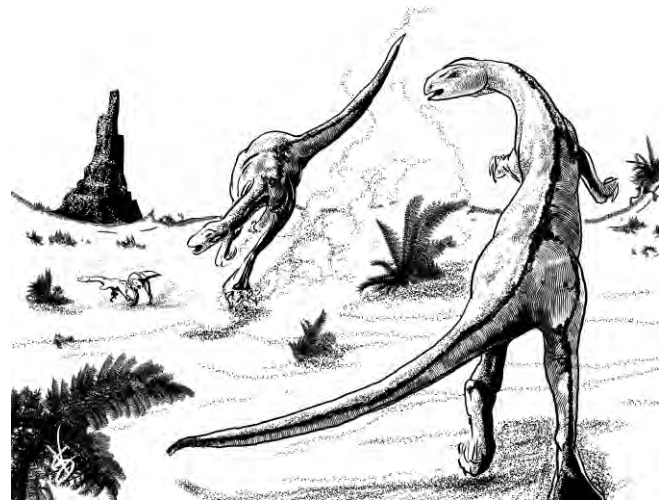
Wis 13 (+2)

Con 15 (+3)

Int 2 (-3)

Cha 10 (+1)

Description *This bizarre, reptilian creature stands on two legs and has long, powerful forelimbs ending in grasping talons. Its head is bizarrely bird-like, with a strong, toothless beak and a short, colorful crest.*



Swiftscale Racer

(Dryosaurus)

Level 3 Skirmisher

Large natural beast (mount, reptile)

XP 150

Initiative +7

Senses Perception +2; low-light vision

HP 48; **Bloodied** 24

AC 17; **Fortitude** 16, **Reflex** 17, **Will** 13

Speed 12

⬇ **Kick** (standard; at-will)
+8 vs. AC; 1d8+3 damage, and a Medium or smaller target is knocked prone.

Speedy Agility

When a swiftscale racer moves its full speed in a round, it gains a +2 bonus to AC until the beginning of its next turn.

Speedy Withdrawal (while mounted by a friendly rider of 3rd level or higher; at-will) ⬇ **Mount**

While mounted, when leaving a square, the swiftscale racer and its rider do not suffer opportunity attacks from adjacent enemies if they subsequently move at least 6 squares.

Alignment Unaligned

Languages —

Skills Endurance +9

Str 17 (+4)

Dex 19 (+5)

Wis 12 (+2)

Con 16 (+4)

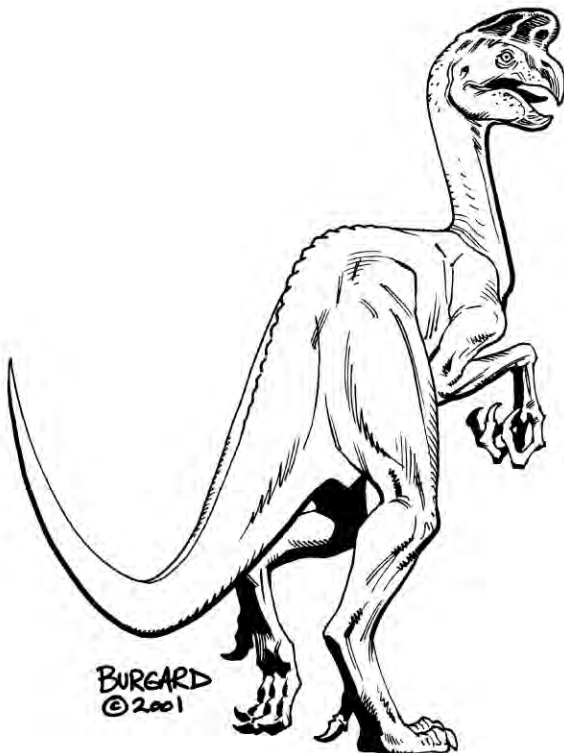
Int 2 (-3)

Cha 10 (+1)

Description *This large, bipedal reptile has powerful, slender legs, and a small, beaked head set on long neck. It moves with swift, economical precision, giving the appearance of speed even when walking or standing still.*

SWIFTSKALE BANDIT TACTICS

A swiftscale bandit attacks foes with its powerful beak, and can deliver a potent bite. However, the focus of its attacks is rarely the target itself, but rather what the target is carrying. A swiftscale bandit stalks its target for hours, waiting for the right moment to spring out, snatch a shiny bauble, and then swiftly retreat.



SWIFTSKALE RACER TACTICS

A swiftscale racer usually avoids combat by simply outrunning predators and other dangerous creatures. However, when cornered, it can lash out with a powerful kick strong enough to knock a man-sized target off its feet.

THUNDERSTEP BEHEMOTH

Truly worthy of the name “behemoth,” some thunderstep behemoths outstrip even the largest dragons in sheer size and power. They are found only in areas with enough vegetation to support their massive appetites, and a herd of these beasts can defoliate a small forest in a matter of days. Because they are so large, thunderstep behemoths are all but immune to the attacks of smaller creatures.

THUNDERSTEP BEHEMOTH LORE

A character knows the following with a successful Nature check.

DC 20: Docile and tractable, the huge ironskin behemoths are popular among humanoids as beasts of burden, and in times of war, mobile fighting platforms. Their stout, bony hide can turn aside swords and arrows with relative ease, making the giant beasts ideal for combat. Most cultures utilizing these beasts for war fit them with a two-man howdah holding an archer or pikeman and a driver.

DC 25: Earthshaker behemoths are among the largest living creature in existence. They travel in small herds, stripping whole swaths of forest and jungle of vegetation. Although not overly aggressive, earthshaker behemoths can be nearly unstoppable engines of destruction when riled.

ENCOUNTER GROUPS

Thunderstep behemoths are herd animals, and are often encountered in small groups. Ironskin behemoths may also be encountered with various types of humanoids, serving their smaller masters as beasts of burden or even war beasts.

Level 17 Encounter (XP 8,400)

- 2 ironskin behemoths (level 14 brute)
- 2 fomorian warriors (level 17 elite soldier)

Level 25 Encounter (XP 36,300)

- 3 earthshaker behemoths (level 25 elite brute)

Ironskin Behemoth (Saltasaurus)

Level 14 Brute

Huge natural beast (mount, reptile)

XP 1,000

Initiative +9

Senses Perception +14; low-light vision

HP 170; **Bloodied** 85

AC 26; **Fortitude** 27, **Reflex** 21, **Will** 22

Resist 10 against attack that target AC

Speed 8

⬇ **Tail Lash** (standard; at-will)

Reach 2; +17 vs. AC; 2d8+8 damage, and the target is knocked prone.

⬇ **Trample** (standard; at-will)

The ironskin behemoth can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the ironskin behemoth must end its move in an unoccupied space. When it enters an enemy's space, the behemoth makes a trample attack: +17 vs. Reflex; 2d8+8 damage, and the target is knocked prone.

Ironskin Mount (while mounted by a rider or riders whose total level equal 14 or greater; at-will) ⬆ **Mount**

An ironskin behemoth grants its rider or riders resist 5 against attack that target AC. An ironskin behemoth can accommodate two Medium-sized riders.

Alignment Unaligned

Languages —

Str 26 (+15)

Dex 14 (+9)

Wis 15 (+9)

Con 20 (+12)

Int 2 (+3)

Cha 10 (+7)

Description *This huge reptile has four pillar-like legs, a long, tapering tail, and a long neck supporting a relatively small head. Its high, rounded back is covered in hundreds of tiny bone plates, as effective as scale mail in turning aside blows.*

IRONSKIN BEHEMOTH TACTICS

An ironskin behemoth attacks by lashing foes with its huge, flexible tail. It can also simply crush smaller opponents beneath its giant body. The thick, bony armor on an ironskin behemoth's back is stout enough to turn aside even determined blows from sword or axe.

Earthshaker Behemoth

Level 24 Elite Brute

(Argentinosaurus)

Gargantuan natural beast (reptile)

XP 12,100

Initiative +13 **Senses** Perception +21; low-light vision

HP 556; **Bloodied** 278

AC 38; **Fortitude** 40, **Reflex** 32, **Will** 32

Resist 15 against attacks originating from Large or smaller creatures with the weapon keyword

Saving Throws +2

Speed 6

Action Points 1

⚡ **Stamp** (standard; at-will)
Reach 3; +27 vs. AC; 4d6+12 damage, and the target is knocked prone.

⚡ **Tail Snap** (standard; at-will)
Reach 3; +25 vs. AC; 3d6+12 damage, and the target is stunned (save ends).

⚡ **Rear and Plunge** (standard; recharge ⚡⚡⚡⚡)
Reach 3; +25 vs. AC; 8d6+12 damage, and the earthshaker behemoth makes a secondary attack on the same target. *Secondary Attack*: +23 vs. Reflex; the target is restrained, and takes ongoing 15 damage (save ends both).

Alignment Unaligned

Languages —

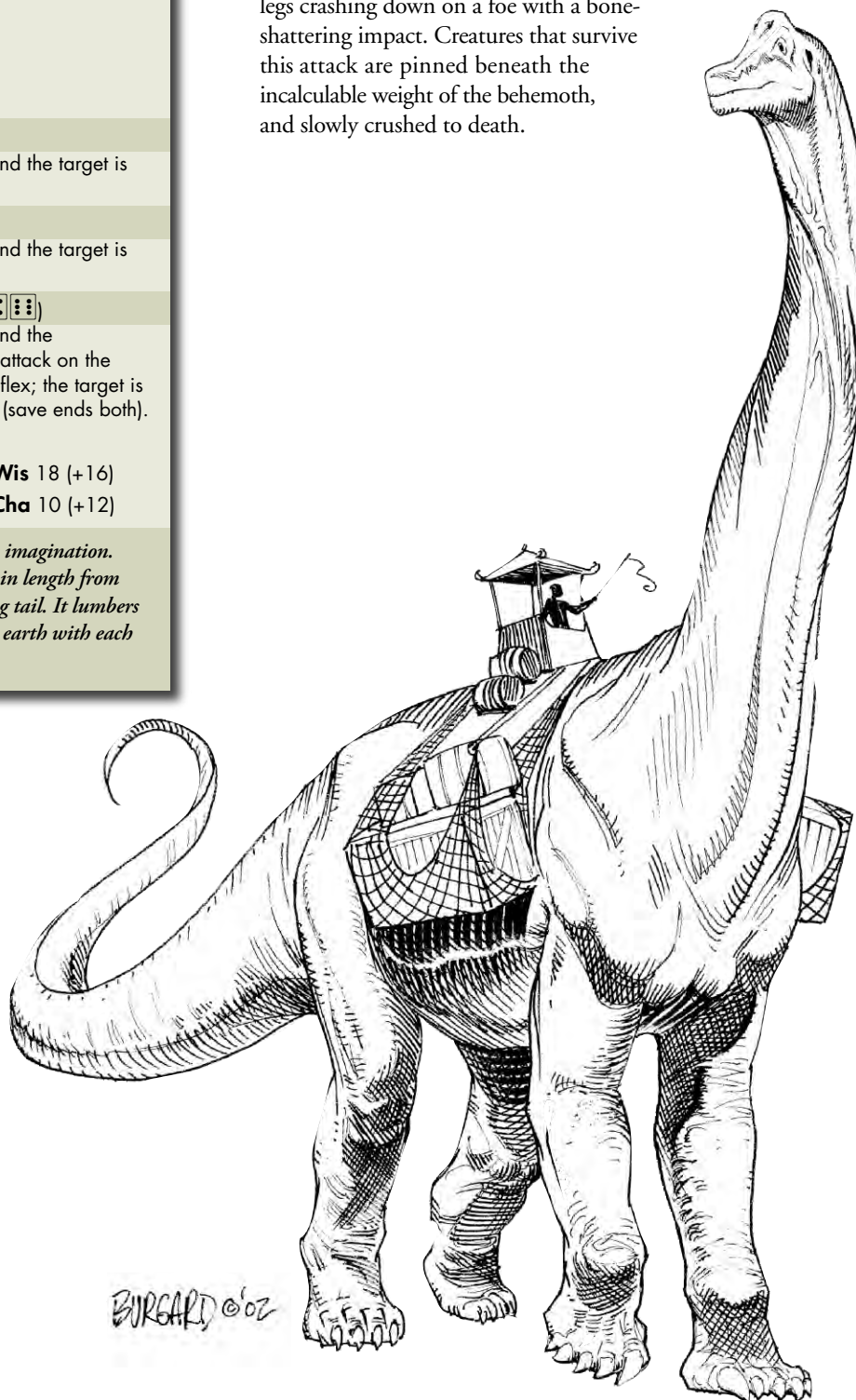
Str 34 (+24) **Dex** 12 (+13) **Wis** 18 (+16)

Con 28 (+21) **Int** 2 (+8) **Cha** 10 (+12)

Description *This beast is so large it almost defies imagination. It is a mountain of living flesh, well over 100 feet in length from its blunt-snouted head to the tip of its long, lashing tail. It lumbers along on four Cyclopean legs, literally shaking the earth with each mammoth footfall.*

EARTHSHAKER BEHEMOTH TACTICS

An earthshaker behemoth attacks either with stamps of its humungous feet, or with a whip-like lash of its colossal tail. Both attacks are enough to cause serious injury to smaller creatures. When pressed, an earthshaker behemoth rears up on its back legs and then bring its front legs crashing down on a foe with a bone-shattering impact. Creatures that survive this attack are pinned beneath the incalculable weight of the behemoth, and slowly crushed to death.



MOUNTS

The chart below shows the price and carrying capacity for creatures in this book that can be used as mounts or beasts of burden. The carrying capacity shown is the normal load, heavy load, and maximum load for the creature.

Mount	Cost	Carrying Capacity
Devilsnout Behemoth	3,400 gp	210/420/1050 lb.
Seawolf Behemoth	1,800 gp	200/400/1000 lb.
Shatterskull Behemoth	1,000 gp	200/400/1000 lb.
Spikefrill Behemoth	1,800 gp	287/575/1437 lb.
Parrotjaw Behemoth	520 gp	212/425/1062 lb.
Hornface Behemoth	13,000 gp	325/65/1625 lb.
Crested Leatherwing	1,800 gp	180/360/900 lb.
Dire Leatherwing	13,000 gp	230/460/1150 lb.
Deathtalon Raptor	2,600 gp	210/420/1050 lb.
Swiftscale Racer	680 gp	170/340/850 lb.
Ironskin Behemoth	21,000 gp	325/650/1625 lb.

MONSTERS BY LEVEL

Every monster in this book appears on this list, which is sorted alphabetically by level and monster role.

Monster	Level and Role	Page
Swiftscale Hopper	1 Skirmisher	21
Parrotjaw Behemoth	2 Brute	9
Domeskull Behemoth	2 Soldier	7
Swiftscale Bandit	3 Lurker	22
Daggertail Swarm	3 Skirmisher	12
Knifetooth Raptor	3 Skirmisher	18
Swiftscale Racer	3 Skirmisher	22
Feathered Raptor	5 Skirmisher	18
Shatterskull Behemoth	5 Soldier	8
Seawolf Behemoth	6 Skirmisher	5
Crested Leatherwing	6 Skirmisher	13
Deathtalon Raptor	7 Skirmisher	19
Walking Crocodile	7 Soldier	14
Spikefrill Behemoth	8 Brute	10
Devilsnout Behemoth	8 Skirmisher	2
Steelsnap Leviathan	11 Elite Brute	16
Hornface Behemoth	12 Brute	11
Dire Leatherwing	12 Skirmisher	13
Ironskin Behemoth	14 Brute	23
Megatooth Shark	17 Elite Skirmisher	17
Tryantfang Behemoth	18 Elite Skirmisher	3
Spikeshell Kraken	18 Elite Soldier	20
Titanslayer Crocodile	18 Elite Soldier	15
Titanmaw Behemoth	20 Solo Brute	6
Sailback Behemoth	23 Elite Skirmisher	4
Earthshaker Behemoth	24 Elite Brute	24

