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# CRITTER·CACHE

## ANIMALS & BEASTS



AERYN "BLACKDIRGE" RUDEL



# CRITTER CACHE

## ANIMALS & BEASTS

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## APE

Common apes and gorillas are found in jungles and forested mountains. They are generally benign, but their great strength and sharp teeth makes them very dangerous when riled. Monstrous apes, such as the dire ape and the mighty tyrant ape, are far more aggressive, and can present a threat to even experienced adventurers.

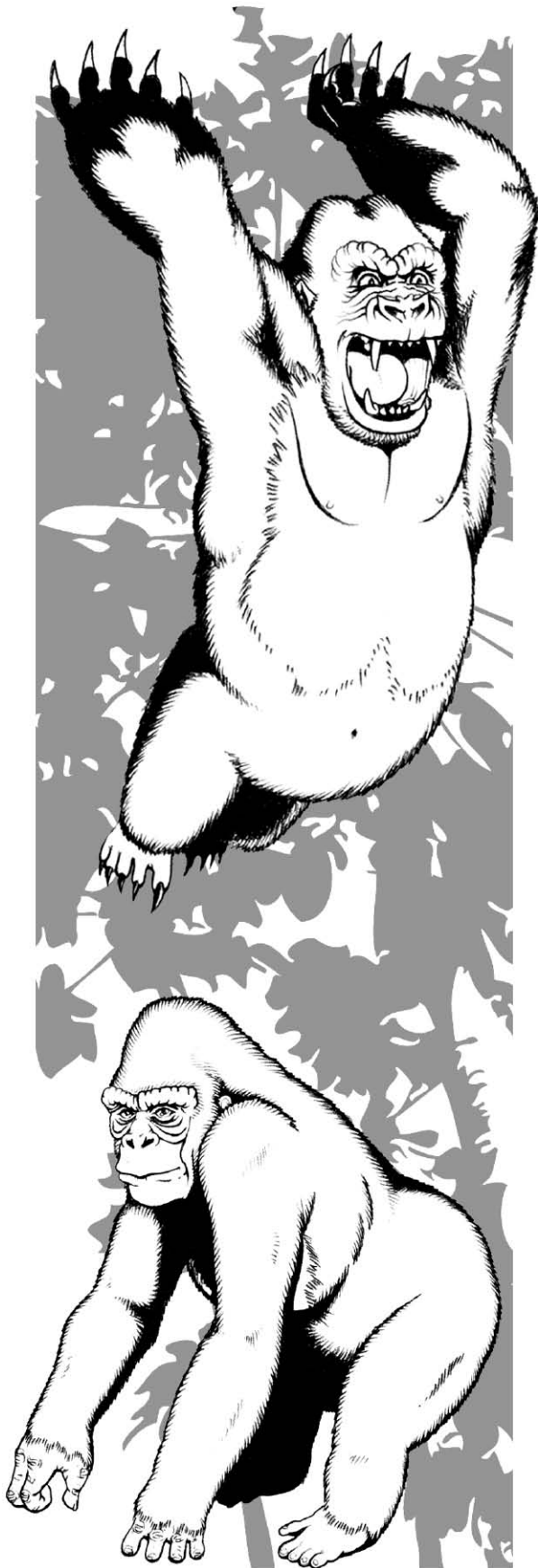
### APE LORE

A character knows the following with a successful Nature check.

**DC 15:** Common apes and gorillas are typically herbivores, and do not attack other creatures for food. However, large males can be very territorial, and may attack interlopers into their domains. Apes are highly intelligent, and if trained, can perform a wide variety of tasks.

**DC 15:** Dire apes, sometimes called carnivorous apes, are dangerous predatory simians that lurk within deep jungles and forests. Hobgoblins and orcs have been known to train dire apes, although the unpredictable nature of these beasts makes doing so an incredibly risky, and often fatal, venture.

**DC 20:** The colossal tyrant apes are found on remote jungle islands and deep primeval forests. Like their name suggests, tyrant apes rule large swathes of forest or jungle, and a single tyrant ape may command a territory that its hundreds of square miles in diameter. With physical power rivaling the largest of dragons, and intelligence bordering on human levels, tyrant apes can usually smash and destroy any creatures that dare challenge them.



#### Ape

Medium natural beast

Level 3 Brute

XP 150

**Initiative** +3

**Senses** Perception +7

**HP** 56; **Bloodied** 28

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

**Speed** 6, climb 6

⬇ **Slam** (standard; at-will)

+6 vs. AC; 1d6+4 damage.

⬇ **Double Slam** (standard; at-will)

The ape makes two slam attacks. If both attacks hit the same target, the ape can make a bite attack as a free action against the target (see below).

⬇ **Bite** (free, when the ape hits a target with both slam attacks; at-will)

+6 vs. AC; 1d4+2 damage.

**Alignment** Unaligned

**Languages** —

**Skills** Athletics +10

**Str** 19 (+5)

**Dex** 15 (+3)

**Wis** 12 (+2)

**Con** 16 (+4)

**Int** 2 (-3)

**Cha** 10 (+1)

**Description** *This large gorilla has a broad, muscular body and a silver-furred back that denotes its status as a dominant male.*

## CRITTER CACHE: ANIMALS & BEASTS

### APE TACTICS

An ape smashes opponents with heavy blows of its powerful fists. It also uses its large, pointed canines in combat, although, being a herbivore, it doesn't consume creatures it kills.

Dire Ape		Level 8 Elite Brute
Large natural beast		XP 700
<b>Initiative</b> +7	<b>Senses</b> Perception +11	
<b>HP</b> 216; <b>Bloodied</b> 108		
<b>AC</b> 22; <b>Fortitude</b> 23, <b>Reflex</b> 18, <b>Will</b> 17		
<b>Saving Throws</b> +2		
<b>Speed</b> 7, climb 7		
<b>Action Points</b> 1		
⚔ <b>Claw</b> (standard; at-will) Reach 2; +11 vs. AC; 1d10+6 damage.		
† <b>Rending Claws</b> (standard; at-will) The dire ape makes two claw attacks. If both attacks hit the same target, it suffers an additional 5 damage, and the dire ape makes a secondary attack on the same target. <i>Secondary Attack</i> : +9 vs. Reflex; the target is grabbed (until escape).		
† <b>Grab and Smash</b> (standard; at-will) The dire ape smashes a grabbed opponent of Medium size or smaller into the ground or against another solid object: +9 vs. Fortitude; 2d6+6 damage, and the target is stunned until the end of the dire ape's next turn.		
<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Skills</b> Athletics +15, Stealth +12		
<b>Str</b> 23 (+10)	<b>Dex</b> 17 (+7)	<b>Wis</b> 14 (+6)
<b>Con</b> 18 (+8)	<b>Int</b> 2 (+0)	<b>Cha</b> 12 (+5)
<b>Description</b> <i>This huge ape has dull-gray fur and a more upright posture than most simians. Its long arms end in hands equipped with jagged talons, and its blunt, sloped head features a powerful jaw filled with sharp teeth.</i>		

### DIRE APE TACTICS

A dire ape attacks with its terrible claws, grasping and rending the flesh of its victims. It also uses its great strength to batter a grabbed foe into submission, bashing the unfortunate victim into the ground with bone-shattering force.

### TYRANT APE TACTICS

A tyrant ape begins combat with *primal roar*, filling its enemies with near-paralyzing dread. It then spends an action point and uses *bounding smash* against the largest target in range. Once melee begins in earnest, a tyrant ape snatches up one Medium-sized target and proceeds to crush it to death, while it hammers away with its other fist at any remaining foes. If typically crushes a grabbed foe until the opponent is reduced to 0 hit points, or manages to damage the tyrant ape

Tyrant Ape	Level 17 Solo Brute
Huge natural beast	XP 8,000

<b>Initiative</b> +13	<b>Senses</b> Perception +17	
<b>HP</b> 840; <b>Bloodied</b> 420		
<b>AC</b> 31; <b>Fortitude</b> 33, <b>Reflex</b> 28, <b>Will</b> 26		
<b>Saving Throws</b> +5		
<b>Speed</b> 8, climb 8		
<b>Action Points</b> 2		
⚔ <b>Slam</b> (standard; at-will) Reach 3; +20 vs. AC; 2d10+10 damage, and a Medium or smaller target is grabbed (until escape).		
† <b>Crushing Grip</b> (minor 1/round; at-will) Affects a creature the tyrant ape is grabbing; +18 vs. Fortitude; 2d8+10 damage, and the target is dazed until the end of the tyrant ape's next turn.		
† <b>Fling</b> (standard; at-will) Affects a creature the tyrant ape is grabbing; 2d8+10 damage (no attack roll required), the target slides 6 squares, is knocked prone and stunned until the end of the tyrant ape's next turn. <i>Special</i> : If the tyrant ape slides the initial target into a square occupied by another enemy, it makes an attack against the second enemy. <i>Attack</i> : +18 vs. Reflex; 1d8+10 damage, the target is pushed 1 square and knocked prone. <i>Miss</i> : The target shifts 1 square, suffers no damage and is not knocked prone.		
† <b>Bounding Slam</b> (standard; recharge ⏏⏏) The tyrant ape shifts 8 squares and makes a slam attack; +20 vs. AC; 3d10+10 damage, the target is pushed 3 squares and knocked prone.		
⚡ <b>Primal Roar</b> (standard; recharges when first bloodied) ♦ <b>Fear</b> Close burst 5; +18 vs. Will; the target is dazed and weakened (save ends both). <i>Aftereffect</i> : The target suffers a -2 penalty to attack rolls (save ends).		
<b>Threatening Reach</b> A tyrant ape can make opportunity attacks against all enemies within its reach (3 squares).		
<b>Second Wind</b> (standard; encounter) ♦ <b>Healing</b> The tyrant ape spends a healing surge and regains 210 hit points. The tyrant ape gains a +2 bonus to all defenses until the start of its next turn.		
<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Skills</b> Athletics +15		
<b>Str</b> 30 (+18)	<b>Dex</b> 20 (+13)	<b>Wis</b> 18 (+12)
<b>Con</b> 24 (+15)	<b>Int</b> 5 (+5)	<b>Cha</b> 14 (+10)
<b>Description</b> <i>This gargantuan ape stands 20 feet tall, and is covered in dozens of crisscrossing scars. It moves with a stately swagger that projects nothing but awesome strength and primal grace. There is no doubt that this colossal beast is the king of all it surveys.</i>		

in some way. It then flings the grabbed opponent away, and snatches up another, beginning the whole process anew. When bloodied, the tyrant ape uses *primal roar* again, and spends its remaining action point to use *second wind*.



## ENCOUNTER GROUPS

Common apes and dire apes are often used as guard animals by savage humanoids, especially orcs and hobgoblins. Ogres, too, find the dire apes' aggressive nature appealing, and often take the dangerous beasts into battle with them. Tyrant apes are always encountered alone, although certain primitive tribes of humanoids have been known to worship the great apes as living gods.

### Level 5 Encounter (XP 1,000)

- 1 orc eye of the orcish god (level 5 controller)
- 2 orc berserkers (level 4 brute)
- 1 orc skirmisher (level 3 skirmisher)
- 2 apes (level 3 brute)

### Level 12 Encounter (XP 3,650)

- 1 ogre warhulk (level 11 elite brute)
- 3 ogre skirmishers (level 8 skirmisher)
- 2 dire apes (level 8 elite brute)





# EAGLE

Eagles are large birds of prey that are found in nearly every climate and terrain in the world. The golden and dire varieties can present a threat to adventurers, but if taken as chicks, they can be trained as attack animals and even mounts.

## EAGLE LORE

A character knows the following with a successful Nature check.

**DC 15:** Golden eagles are giant birds of prey that are found on open steppes and grasslands. They are large enough to tackle prey up to Medium-sized, and can be dangerous to travelers moving through areas they inhabit. Various human and humanoid cultures train golden eagles as hunting and attack animals.

**DC 15:** Great harpy eagles are large, muscular birds of prey that live in dense jungles and forests. Their strength, agility, and short, powerful wings allow them to maneuver through their tangled environment with ease. Jungle-dwelling humanoids, such as lizardfolk, have been known to train great harpy eagles to attack enemies and bring down game.

**DC 15:** Dire eagles are immense cousins of the common eagle found on high mountain peaks. They are large and strong enough to carry off a full-grown human in their razor-sharp talons. Eladrin and elves have been known to train dire eagles as mounts, using the lofty vantage point gained by riding the fast-flying birds to spot enemies on the move.

**Golden Eagle**  
Medium natural beast

Level 2 Skirmisher  
XP 125

**Initiative** +6

**Senses** Perception +7

**HP** 38; **Bloodied** 19

**AC** 16; **Fortitude** 15, **Reflex** 15, **Will** 13

**Speed** 2, fly 8; see also *swooping charge*

⊕ **Talons** (standard; at-will)

+7 vs. AC; 1d6+3 damage.

⊕ **Swooping Charge** (standard; at-will)

The golden eagle moves up to 8 squares and makes a talon attack at any point during the move; this is considered a charge attack; +8 vs. AC; 2d6+3 damage. The golden eagle does not provoke an opportunity attack from the target of the charge.

**Alignment** Unaligned

**Languages** —

**Str** 17 (+4)

**Dex** 16 (+4)

**Wis** 12 (+2)

**Con** 14 (+3)

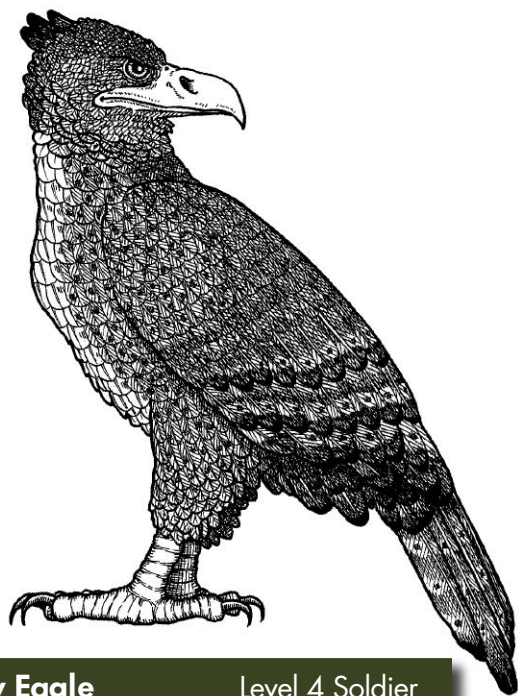
**Int** 2 (-3)

**Cha** 10 (+1)

**Description** *This large eagle has dull golden plumage and stands nearly four feet tall.*

## GOLDEN EAGLE TACTICS

A golden eagle attacks by swooping down from on high and raking targets with its dagger-like talons. It repeats this tactic until its target is dead. The golden eagle then lands and rips the corpse into bite-sized chunks with its sharp beak.



**Great Harpy Eagle**  
**(Haast's Eagle)**

Level 4 Soldier

Medium natural beast

XP 175

**Initiative** +8

**Senses** Perception +9

**HP** 56; **Bloodied** 28

**AC** 20; **Fortitude** 17, **Reflex** 17, **Will** 15

**Speed** 3, fly 6 (hover)

⬇ **Talons** (standard; at-will)

+11 vs. AC; 1d6+4 damage.

⬇ **Razor Beak** (standard; at-will)

+9 vs. AC; 1d4+4 damage, and ongoing 2 damage (save ends).

⬇ **Hovering Assault** (standard; at-will)

The great harpy eagle makes a talons and a razor beak attack against the same target. If both attacks hit, the target is blinded until the end of the great harpy eagle's next turn.

**Aerial Shift** (minor, while flying; at-will)

A great harpy eagle shifts 1 square.

**Alignment** Unaligned

**Languages** —

**Str** 18 (+6)

**Dex** 18 (+6)

**Wis** 14 (+4)

**Con** 16 (+5)

**Int** 2 (-2)

**Cha** 10 (+2)

**Description** *This massive eagle has a muscular, compact body and short, powerful wings. Its plumage is dull brown, and its beak and talons are large and exceedingly sharp.*

Great Harpy Eagle Tactics

A great harpy eagle attacks by hovering near the head of its target, buffeting its prey with its powerful wings, and raking with its terrible beak and talons. Although not fast, it is an adroit flyer, and can quickly change directions while flying to gain immediate advantage over its prey.

**Dire Eagle**

Level 6 Skirmisher

Large natural beast (mount)

XP 250

**Initiative** +9

**Senses** Perception +10

**HP** 72; **Bloodied** 36

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

**Speed** 2, fly 10 (hover)

⬇ **Talons** (standard; at-will)

+11 vs. AC; 1d8+4 damage.

⬇ **Takedown** (standard; at-will)

The dire eagle makes a charge attack while flying: +12 vs. AC; 2d8+4 damage, and a Medium or smaller target is knocked prone.

⬇ **Tearing Beak** (minor 1/round; when the dire eagle is adjacent to a prone target; at-will)

+11 vs. AC; 1d6+4 damage.

**Eagle Eyes** (while mounted by a friendly rider of 6th level or higher; at will) ⬆ **Mount**

While flying, the dire eagle's rider gains a +5 bonus to Perception checks.

**Alignment** Unaligned

**Languages** —

**Str** 19 (+7)

**Dex** 18 (+7)

**Wis** 14 (+5)

**Con** 16 (+6)

**Int** 2 (-1)

**Cha** 10 (+3)

**Description** *This huge bird of prey has steel-gray plumage and a wingspan of nearly 20 feet. Its beak and talons are massive and razor sharp.*

Dire Eagle Tactics

A dire eagle attacks a Medium or smaller creature by diving from a height of 50 feet or more, and then slams into the target at high speed. It uses its talons in this diving attack to snag the target and drag it to the ground, where it dispatches the victim with its huge, knife-sharp beak.

Encounter Groups

Various human and humanoids train eagles to serve as hunting and attack beasts. Eladrin and elves train dire eagles to serve as mounts.

Level 2 Encounter (XP 625)

- 1 elf archer (level 2 artillery)
- 2 elf scouts (level 2 skirmisher)
- 2 golden eagles (level 2 skirmisher)

Level 4 Encounter (XP 900)

- 2 greenscale hunters (level 4 skirmisher)
- 1 greenscale darter (level 5 lurker)
- 2 great harpy eagles (level 4 soldier)

Level 8 Encounter (XP 1,700)

- 1 eladrin twilight incanter (level 8 controller)
- 2 eladrin fey knights (level 7 soldier)
- 3 dire eagles (level 6 skirmisher)

# ELEPHANT

Elephants are massive herbivores that are found in various climates, from tropical to arctic. They are herd animals, and are generally benign unless threatened or approached during the mating season. Common elephants are often used as mounts and beasts of burden for a wide variety of humanoids. The larger, arctic-dwelling mammoth serves the same purpose for many giant races, especially cyclops and hill giants. Finally, the gargantuan Olyphant, when trained for war, is so large that it can accommodate up to eight riders at a time, or decimate entire armies with its crushing feet and sweeping tusks.

Elephant	Level 12 Brute
Huge natural beast (mount)	XP 700
<b>Initiative</b> +7	<b>Senses</b> Perception +15
<b>HP</b> 150; <b>Bloodied</b> 75	
<b>AC</b> 24; <b>Fortitude</b> 25, <b>Reflex</b> 18, <b>Will</b> 21	
<b>Speed</b> 8	
⬇ <b>Stamp</b> (standard; at-will)	
Reach 3; +15 vs. AC; 2d8+8 damage, the target is knocked prone and large or smaller targets are immobilized (save ends). If the elephant moves, the target is no longer immobilized, regardless of whether or not a saving throw was made.	
⬇ <b>Gore</b> (standard; at-will)	
Immobilized or prone target only; +15 vs. AC; 4d8+8 damage.	
⬇ <b>Trample</b> (standard; at-will)	
An elephant can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the elephant must end its move in an unoccupied space. When it enters an enemy's space, the elephant makes a trample attack: +13 vs. Reflex; 2d8+8 damage, and the target is knocked prone.	
<b>Lofty Mount</b> (while mounted by friendly riders with total combined levels of 12 or more; at-will) ♦ <b>Mount</b>	
Creatures mounted on an elephant gain a +2 bonus to ranged and melee attack rolls against unmounted Medium-sized creatures. Provided, of course, they can reach targets on the ground.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 26 (+14)	<b>Dex</b> 12 (+7) <b>Wis</b> 18 (+10)
<b>Con</b> 20 (+11)	<b>Int</b> 2 (+2) <b>Cha</b> 12 (+7)
<b>Description</b> <i>This huge beast has gray, wrinkled skin and stands on four pillar-like legs. It has large ears, long tusks, and a long trunk that appears to be dexterous enough to manipulate objects.</i>	

## ELEPHANT TACTICS

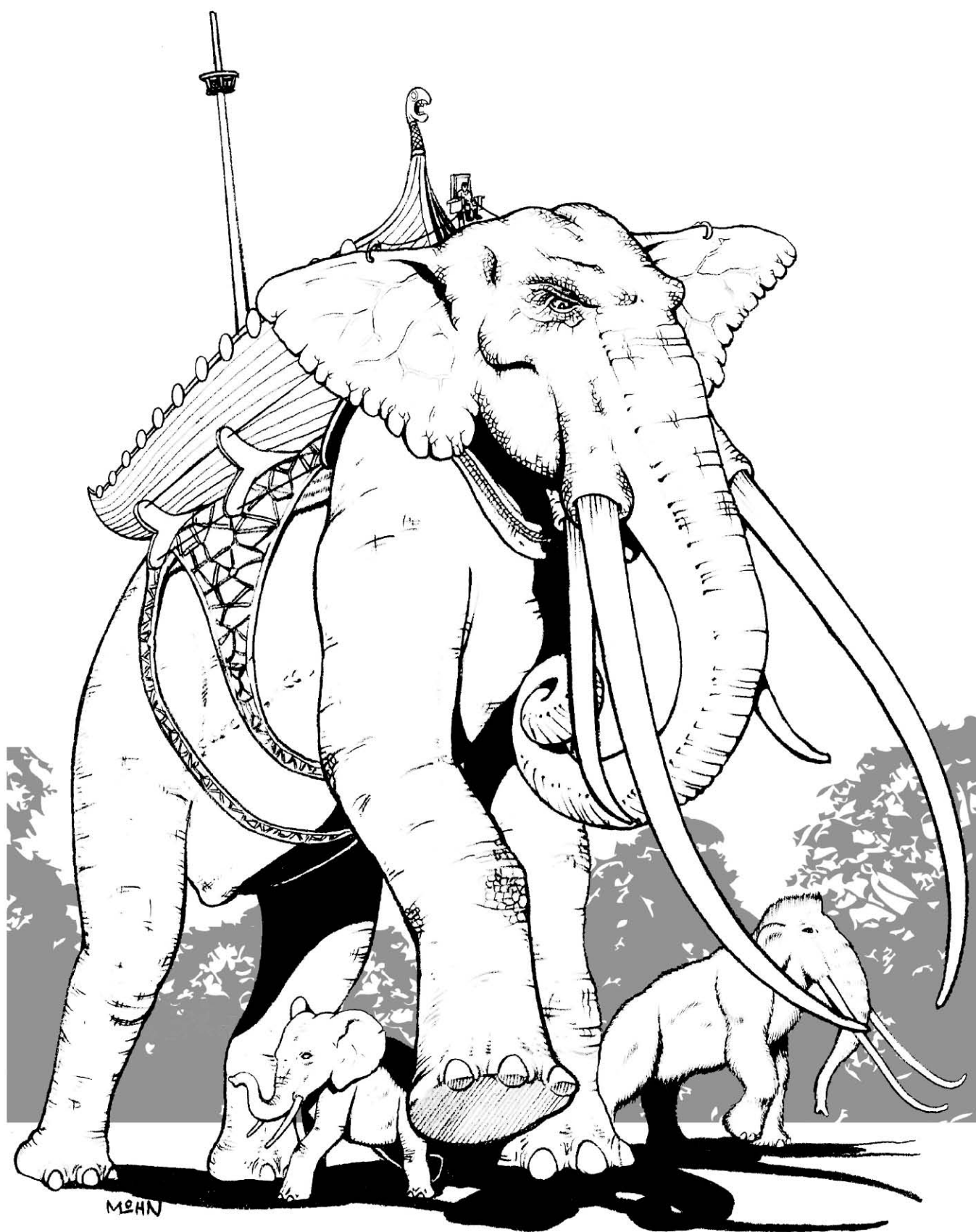
An elephant attacks by stamping on smaller foes, and then holding them in place with its tremendous weight. Once a foe is pinned, the elephant uses its tusks to gore the enemy, inflicting devastating wounds. An elephants is large enough to use its body as a weapon, and can trample smaller enemies with ease.

Mammoth	Level 15 Elite Brute
Huge natural beast (mount)	XP 2,400
<b>Initiative</b> +9	<b>Senses</b> Perception +16
<b>HP</b> 364; <b>Bloodied</b> 182	
<b>AC</b> 29; <b>Fortitude</b> 30, <b>Reflex</b> 21, <b>Will</b> 25	
<b>Resist</b> 10 cold	
<b>Saving Throws</b> +2	
<b>Speed</b> 8	
<b>Action Points</b> 1	
⬇ <b>Stamp</b> (standard; at-will)	
Reach 3; +18 vs. AC; 3d6+9 damage, and the target is knocked prone.	
⬇ <b>Tusks</b> (standard; at-will)	
Reach 3; +18 vs. AC; 3d6+9 damage, or 3d6+18 against a prone target.	
⬇ <b>Smash and Gore</b> (standard; at-will)	
The mammoth makes a stamp and a tusk attack.	
⬇ <b>Trample</b> (standard; at-will)	
A mammoth can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the mammoth must end its move in an unoccupied space. When it enters an enemy's space, the mammoth makes a trample attack: +16 vs. Reflex; 3d6+9 damage, and the target is knocked prone.	
<b>Towering Mount</b> (while mounted by friendly riders with total combined levels of 15 or more; at-will) ♦ <b>Mount</b>	
A rider or riders mounted on a mammoth gain a +3 bonus to ranged and melee attack rolls against unmounted Medium-sized creatures. Provided, of course, they can reach targets on the ground.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 28 (+16)	<b>Dex</b> 14 (+9) <b>Wis</b> 18 (+11)
<b>Con</b> 22 (+13)	<b>Int</b> 2 (+3) <b>Cha</b> 14 (+9)
<b>Description</b> <i>This huge beast resembles an oversized elephant covered in thick, shaggy hair. Its tusks are massive, curl upward, and end in sharp, goring points.</i>	

## MAMMOTH TACTICS

A mammoth attacks by stamping on foes and goring with its huge tusks. It can do both simultaneously, and prefers to gore opponents that have been knocked prone. In additional, like the common elephant, a mammoth can easily trample smaller enemies.





Olyphant

Gargantuan fey beast

Level 25 Elite Brute

XP 14,000

Initiative +16

Senses Perception +21

HP 580; Bloodied 290

AC 39; Fortitude 39, Reflex 32, Will 34

Resist 10 against effects that target AC

Saving Throws +2

Speed 10

Action Points 1

⚡ Stamp

(standard; at-will)

Reach 4; +28 vs. AC; 4d6+11 damage, and the target is knocked prone, and Huge and smaller targets are restrained (save ends). The target is restrained until the olyphant moves or it makes a saving throw.

⚡ Crushing Weight

(minor 1/round; at-will)

Target must be restrained; +26 vs. Fortitude; 4d6+22 damage.

⚡ Trample

(standard; at-will)

An olyphant can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the olyphant must end its move in an unoccupied space. When it enters an enemy's space, the olyphant makes a trample attack: +26 vs. Reflex; 4d6+11 damage, and the target is knocked prone.

↶ Sweeping Tusks

(standard; recharge ⚡⚡⚡)

Close burst 4; +26 vs. AC; 3d8+11 damage, and the target slides 3 squares and is knocked prone.

↶ Trumpeting Blast

(standard; recharge ⚡⚡⚡) ⚡ Thunder

Close blast 5; +24 vs. Fortitude; 4d8+10 thunder damage, and the target is dazed and deafened (save ends both).

Alignment Unaligned

Languages —

Str 32 (+23)

Dex 18 (+16)

Wis 18 (+16)

Con 30 (+22)

Int 2 (+8)

Cha 14 (+14)

Description

The ground shakes and the sky darkens as a colossal beast approaches. It resembles an elephant, although scaled up to an absurd size. Standing nearly 60 feet tall, the gigantic pachyderm is armed with 20-foot tusks, and carries a platform on its back, where half a dozen archers are poised to rain arrows down upon targets on the ground.

OLYPHANT TACTICS

An olyphant begins combat with *trumpeting blast*, and then moves in with *sweeping tusks*, flinging dazed opponents away like leaves in a windstorm. In melee, an olyphant pins smaller opponents beneath its huge feet and crushes the life out of them. When faced with multiple foes, it simply smashes its way through the enemy line, using its gargantuan body as both battering ram and steamroller.

ELEPHANT LORE

A character knows the following with a successful Nature check.

**DC 15:** Elephants are quite intelligent and make excellent mounts and beasts of burden. A number of humanoid tribes train elephant for war, fitting the massive beasts with armored howdahs that can accommodate up to three riders. Giants, such as ettins, sometimes ride elephants into battle. Elephants are occasionally hunted for their ivory, as the tusks of a full-grown male can bring up to 100 gp.

**DC 20:** Mammoths, sometimes called woolly mammoths, are larger hairy cousins of the common elephant. They are found in cold climes, and travel in herds that can number up to a dozen individuals. Mammoths are often trained as mounts by giants, and can be terrifyingly effective when trained for war.

**DC 25:** Olyphants are colossal relatives of elephants native to the Feywild; they can reach heights of 60 feet or more, and weigh many hundreds of tons. They are relatively docile beasts, however, as they truly have no natural predators. This makes olyphants quite tractable, and fairly easy to train. Once trained for war, olyphants become gigantic mobile fighting platforms that can carry eight or more archers or javelineers.

ENCOUNTER GROUPS

All types of elephants are used as mounts and beasts of war by a wide variety of giants and humanoids. They can serve as mobile fighting platforms for humans and humanoids, or even as individual mounts for larger creatures.

Level 13 Encounter (XP 4,500)

- 3 hill giants (level 13 brute)
- 3 elephants (level 12 brute)

Level 17 Encounter (XP 7,600)

- 2 cyclops hewers (level 16 soldier)
- 2 mammoths (level 15 elite brute)

Level 21 Encounter (XP 18,800)

- 1 olyphant (level 25 elite brute)
- 8 banshrae dartswarmers (level 11 artillery)

# FROG

Monstrous frogs are found in wet climates, such as swamps and jungles. They are voracious predators and will attack nearly anything their own size and smaller. Some monstrous frogs are large enough to swallow an adventurer whole, while the smaller ones can secrete a deadly poison.

## FROG LORE

A character knows the following with a successful Nature check.

**DC 15:** Monstrous frogs are found in warm jungles and swamps, where they prey on large fish, giant insects, and even the occasional lizardfolk. Giant and dire frogs are very aggressive, and both can grab prey in their powerful jaws, and even swallow prey whole.

**DC 20:** Venomtoads are tiny, brightly colored frogs that gather in large swarms. Their skin secretes an incredibly powerful toxin that can kill even large animals in a matter of seconds. Certain tribes of lizardfolk are known to use venomtoad poison on their darts, arrows, and spears.

## GIANT FROG TACTICS

A giant frog is slow moving, so it waits for prey to wander within range of its long, sticky tongue, and then ambushes the target from hiding. Once a target is grabbed by the giant frog's tongue, it pulls the victim close and delivers a powerful bite.

Dire Frog

Level 7 Brute

Large natural beast

XP 300

Initiative +6

Senses Perception +9

HP 98; Bloodied 49

AC 19; Fortitude 20, Reflex 18, Will 15

Speed 6, swim 6; see also leap

⬇ Bite (standard; at-will)

+10 vs. AC; 2d6+5 damage, and the target is grabbed (save ends).

⬇ Swallow Whole (standard; at will)

The dire frog attempts to swallow a stunned Medium or smaller creature it is grabbing; +8 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the dire frog's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the dire frog dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the dire frog. If the dire frog fails to swallow a target, the target is still grabbed, and the dire frog can attempt to swallow it on its next turn. However, if the target is no longer stunned, it cannot be swallowed, although it is still grabbed.

⚡ Stunning Croak (standard; recharge ⏏⏏⏏) ⚡ Thunder

Close burst 3; +6 vs. Fortitude; 1d8+4 thunder damage, and the target is stunned (save ends).

Leap (move; at-will)

The giant frog shifts 6 squares.

Alignment Unaligned

Languages —

Skills Athletics +13 (+18 jumping)

Str 21 (+8)Dex 17 (+6)Wis 13 (+4)

Con 18 (+7)Int 2 (-1)Cha 8 (+2)

Description

*This huge frog is bright red and looks large enough to swallow a full-grown man.*

## DIRE FROG TACTICS

A dire frog begins combat with *stunning croak*, and then moves in to bite and swallow a stunned foe. It uses *leap* to maneuver around the battlefield or to escape a combat that has turned against it.



## Venomtoad Swarm

Level 11 Soldier

Medium natural beast (swarm)

XP 600

**Initiative** +11      **Senses** Perception +8

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

**HP** 118; **Bloodied** 59

**AC** 27; **Fortitude** 23, **Reflex** 21, **Will** 19

**Resist** 10 poison, half damage from melee and ranged attacks;

**Vulnerable** 10 against close and area attacks

**Speed** 6

⚡ **Venomous Swarm** (standard; at-will) ♦ **Poison**

+18 vs. AC; 2d6+4 damage, and the target takes ongoing 5 poison damage (save ends). *First Failed Save:* The target takes ongoing 10 poison damage (save ends, but with a –1 penalty on the roll). *Second Failed Save:* The target takes ongoing 15 poison damage (save ends, but with a –2 penalty on the roll).

**Alignment** Unaligned

**Languages** —

**Str** 13 (+6)

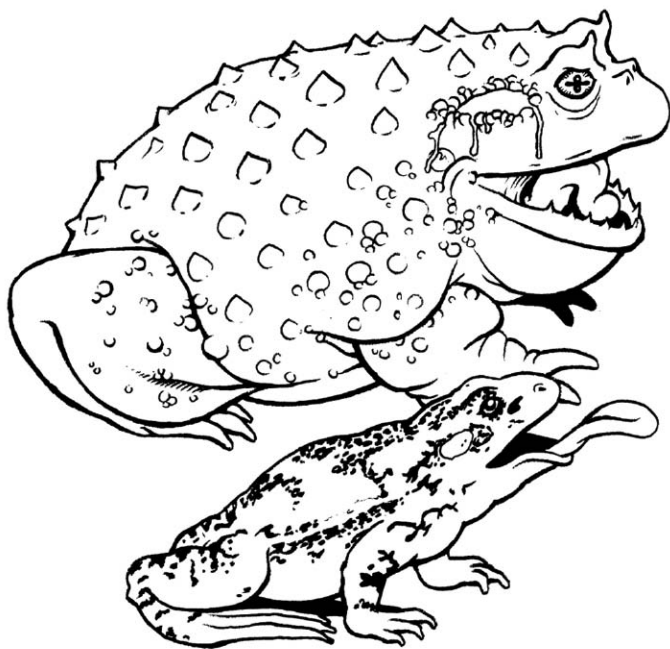
**Dex** 19 (+9)

**Wis** 16 (+8)

**Con** 22 (+11)

**Int** 2 (+1)

**Cha** 8 (+4)

**Description** *This ground roils with a thick carpet of hundreds of tiny, bright green and yellow frogs.*


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## VENOMTOAD SWARM TACTICS

A venomtoad swarm engulfs prey, allowing the hundreds of tiny toads that make up its mass to press their poison-coated skin up against the target. Venomtoad poison is swift and virulent, and most targets succumb within a few rounds of first contact.

## ENCOUNTER GROUPS

Monstrous frogs gather in small groups, and are occasionally tamed by swamp- and jungle-dwelling humanoids and monsters.

### Level 5 Encounter (XP 1,050)

- 1 greenscale march mystic (level 6 controller)
- 2 greenscale hunters (level 4 skirmisher)
- 3 giant frogs (level 3 brute)

### Level 7 Encounter (XP 1,500)

- 1 bog hag (level 7 controller)
- 2 dire frogs (level 7 brute)
- 1 venomtoad swarm (level 11 soldier)

## Venomtoad Poison

Level 11 Poison

*This venom is clear and viscous, and it sticks easily to the tip of a dart, arrow, or javelin.*

**Poison** 2,250 gp

**Attack:** +16 vs. Fortitude; ongoing 5 poison damage (save ends).

*First Failed Save:* Ongoing 10 poison damage (save ends, but with a –1 penalty).

*Second Failed Save:* Ongoing 15 poison damage (save ends, but with a –2 penalty).

LION

Lions are large, carnivorous felines that hunt in packs called prides. They are found in warm climates, typically where large herbivores, which serve as their prey, also dwell. The larger cave lion is a solitary predator, and like its name suggests, often uses shallow caves as a lair.

**Lion**  
Large natural beast

Level 4 Skirmisher  
XP 175

**Initiative** +7

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

**HP** 56; **Bloodied** 28

**AC** 18; **Fortitude** 17, **Reflex** 16, **Will** 14

**Speed** 8

⬇️ **Claws** (standard; at-will)

+9 vs. AC; 1d6+4 damage, and the target is grabbed (until escape).

⬇️ **Bite** (minor 1/round; at-will)

Grabbed target only; +9 vs. AC; 1d8+4 damage.

**Cooperative Pounce**

When a lion charges, it deals an extra 1d6 damage and grants all adjacent allies a +2 bonus to hit the target of the charge until the end of its next turn.

**Alignment** Unaligned

**Languages** —

**Skills** Stealth +10

**Str** 18 (+6)

**Dex** 16 (+5)

**Wis** 12 (+3)

**Con** 16 (+5)

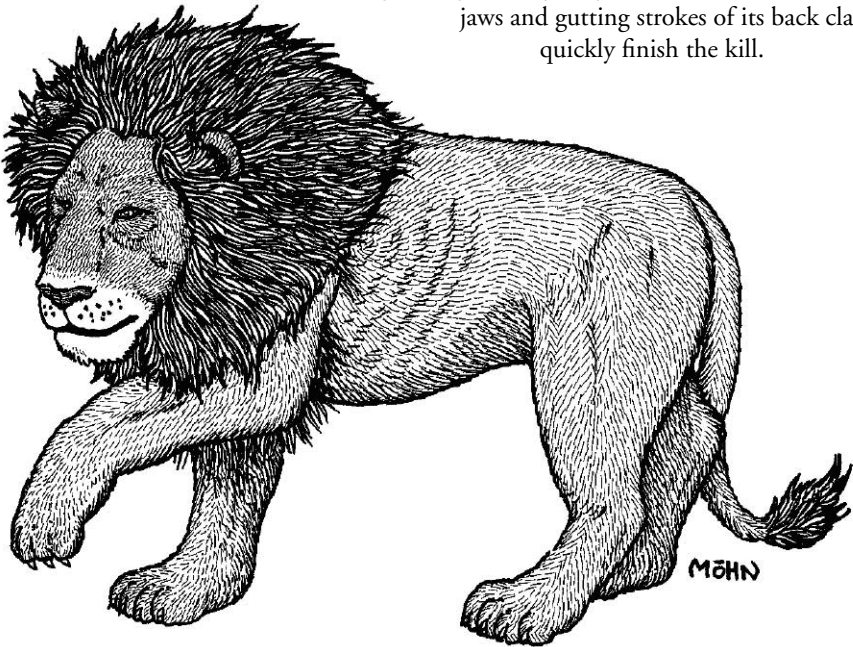
**Int** 2 (-2)

**Cha** 10 (+2)

**Description** *This large, powerfully built cat has tawny fur, a sleek, muscular body, and a square head surrounded by a heavy mane.*

LION TACTICS

A lion hunts with other members of its pride, using numbers and fairly sophisticated tactics to bring down large prey. A lion typically charges prey, grabs hold with its razor-sharp claws, and then delivers a killing bite.



**Cave Lion**  
Large natural beast

Level 7 Elite Skirmisher  
XP 600

**Initiative** +9

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

**HP** 162; **Bloodied** 81

**AC** 23; **Fortitude** 22, **Reflex** 21, **Will** 17

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⬇️ **Claw** (standard; at-will)

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

⬇️ **Double Claws** (standard; at will)

The cave lion makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape).

⬇️ **Bite** (minor 1/round; at will)

Grabbed target only; +12 vs. AC; 1d10+5 damage.

⬇️ **Ripping Rake** (standard; recharge ⓈⓈⓈ)

Grabbed target only; +12 vs. AC; 2d8+5 damage and 5 ongoing damage (save ends).

**Alignment** Unaligned

**Languages** —

**Skills** Stealth +12

**Str** 21 (+8)

**Dex** 19 (+7)

**Wis** 14 (+5)

**Con** 17 (+6)

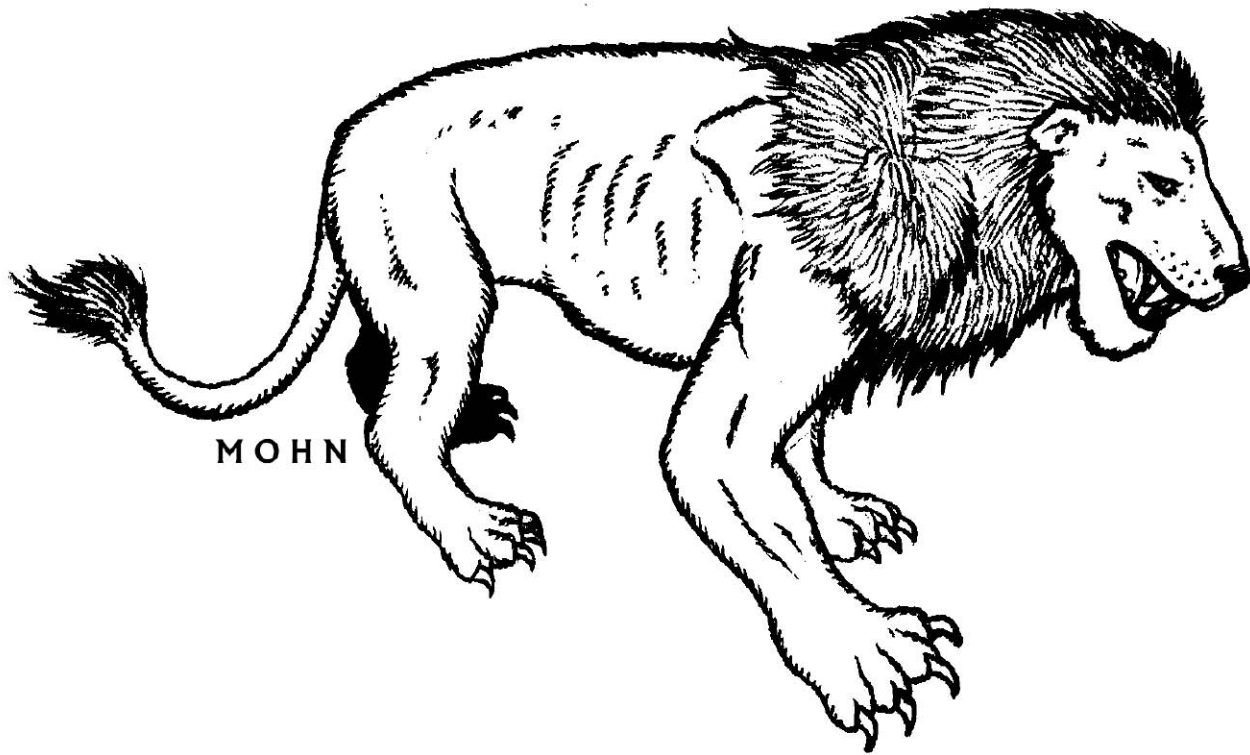
**Int** 2 (-1)

**Cha** 12 (+4)

**Description** *This feline predator has short, powerful legs designed for quick sprints, and a massive head equipped with huge jaws. Its coat is long, spotted, and fairly shaggy, ideal for blending in to the cold, tundra around it.*

CAVE LION TACTICS

A cave lion strikes from ambush, charging as soon it is close enough for a quick sprint. It attacks prey with its claws, gripping the target tightly, and then uses its powerful jaws and gutting strokes of its back claws to quickly finish the kill.



## LION LORE

A character knows the following with a successful Nature check.

**DC 15:** Lions are one of the few of large cats that band together in large groups. They are canny and intelligent hunters, and use group tactics to bring down large prey. Lions reared from a cub can make loyal and fairly predictable companions. Many primitive human tribes consider the killing of a lion to be a right of passage for young men. Lion pelts are valuable, fetching 50 gp and up.

**DC 15:** Cave lions are solitary predators that inhabit colder climes and stake out large areas as their own personal hunting grounds. They are usually the apex predator in a given area, and powerful enough to hunt and kill herbivores far larger than themselves. The pelt of a cave lion is quite valuable, and can fetch up to 200 gp from the right buyer.

## ENCOUNTER GROUPS

Wild lions are always found in groups. In addition, a number of humans and humanoid tribes train lions as hunting beasts. Cave lions are solitary predators, although ogres and hill giants often attempt to domesticate them.

### Level 4 Encounter (XP 875)

- 1 human mage (level 4 artillery)
- 2 human berserkers (level 4 brute)
- 2 lions (level 4 skirmisher)

### Level 11 Encounter (XP 3,100)

- 1 ogre warkhulk (level 11 elite brute)
- 2 ogre savages (level 8 brute)
- 2 cave lions (level 7 elite skirmisher)



# LIZARD

Giant lizards come in a variety of shapes and sizes, and can be found anywhere it is warm enough to support their cold-blooded bodies. Jungles, deserts, swamps, and even warm caverns in the Underdark are all likely habitats for giant lizards. Most giant lizards are carnivorous and actively hunt other creatures for food.

## Giant Lizard

Level 2 Skirmisher

Medium natural beast (reptile)

XP 125

**Initiative** +6**Senses** Perception +2; low-light vision**HP** 40; **Bloodied** 20**AC** 16; **Fortitude** 16, **Reflex** 15, **Will** 13**Speed** 6, climb 4, swim 4⬇ **Bite** (standard; at-will)

+7 vs. AC; 1d8+3 damage, and the target is grabbed (until escape).

⬇ **Claws** (minor 1/round; at-will)

Grabbed target only; +7 vs. AC; 1d4+3 damage.

**Alignment** Unaligned**Languages** —**Skills** Athletics +9, Stealth +9**Str** 17 (+4)**Dex** 16 (+4)**Wis** 12 (+2)**Con** 16 (+4)**Int** 1 (-4)**Cha** 6 (-1)

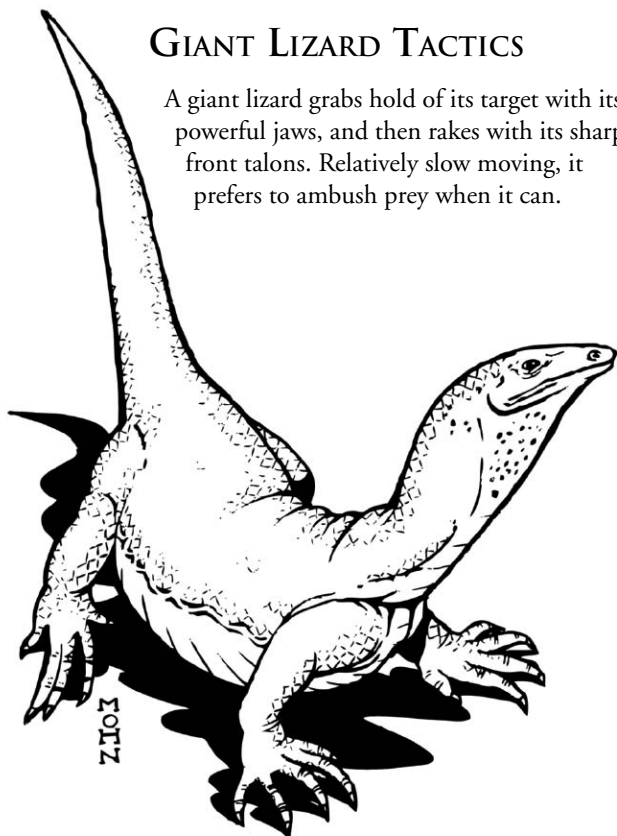
**Description** *This large lizard has a long, whip-like tail, sharp claws, and a formidable set of jaws.*



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## GIANT LIZARD TACTICS

A giant lizard grabs hold of its target with its powerful jaws, and then rakes with its sharp front talons. Relatively slow moving, it prefers to ambush prey when it can.



ZIOZ

## Tunnel Lizard

Level 4 Lurker

Medium natural beast (reptile)

XP 175

**Initiative** +10**Senses** Perception +9; darkvision**HP** 44; **Bloodied** 22**AC** 18; **Fortitude** 16, **Reflex** 17, **Will** 15**Speed** 8, climb 6 (spider climb)⬇ **Bite** (standard; at-will) ♦ **Poison**+9 vs. AC; 1d6+4 damage, and the tunnel lizard makes a secondary attack against the same target. *Secondary Attack:* +7 vs. Fortitude; ongoing 5 poison damage and the target is weakened (save ends both).↗ **Tongue** (minor 1/round; recharge ⓧⓧⓧ)

Ranged 5; +7 vs. Reflex; the target is grabbed (until escape) and pulled adjacent to the tunnel lizard. The tunnel lizard receives a +2 bonus to attack and damage rolls as long as it is grabbing the target.

**Chameleon** (minor; at-will)

The tunnel lizard gains a +10 bonus to Stealth checks until it moves or attacks.

**Alignment** Unaligned**Languages** —**Skills** Athletics +10, Stealth +11**Str** 16 (+5)**Dex** 18 (+6)**Wis** 14 (+4)**Con** 14 (+4)**Int** 2 (-2)**Cha** 9 (+1)

**Description** *This giant lizard has a low, flat body, scales the color of the surrounding stone, and long limbs that end in wide, splayed-toed feet. Its head features a wide mouth full of sharp teeth and large, round eyes.*

## TUNNEL LIZARD TACTICS

Tunnel lizards cling to the ceilings and walls of caverns and tunnels and use *chameleon* to blend into the surrounding stone. When prey wanders within range they shoot out their sticky tongues and drag the target in for a venomous bite.

**Deathjaw Lizard (Megalania)** Level 16 Brute  
Huge natural beast (reptile) XP 1,400

**Initiative** +12      **Senses** Perception +11; low-light vision  
**HP** 190; Bloodied 95

**AC** 28; **Fortitude** 29, **Reflex** 24, **Will** 23

**Speed** 8, swim 6

⬇ **Septic Bite** (standard; at-will) ⬆ **Disease**  
Reach 2; +19 vs. AC; 3d8+8 damage or 3d8+13 against a prone target, and the target contracts septic death (see below).

⬇ **Tail Lash** (minor 1/round; at-will)  
Reach 2; +19 vs. AC; 1d8+4 damage, and the target is knocked prone.

**Alignment** Unaligned      **Languages** —

**Skills** Athletics +21, Stealth +17

**Str** 26 (+16)      **Dex** 18 (+12)      **Wis** 16 (+11)

**Con** 20 (+13)      **Int** 2 (+4)      **Cha** 10 (+8)

**Description** *This mammoth lizard is easily 25 feet long and has a truly massive head equipped with dagger-filled jaws. Long ropes of greasy drool hang from the beast's mouth, and the carrion stench of death is thick in the air.*

## DEATHJAW LIZARD TACTICS

A deathjaw lizard attacks with its huge jaws, using its massive teeth and the deadly bacteria that live within its thick saliva to dispatch prey. It uses its heavy tail to knock fast-moving targets to the ground before administering a *septic bite*.

## LIZARD LORE

A character knows the following with a successful Nature check.

**DC 15:** Common giant lizards are typically found in jungles and swamps, often in small groups. Strong and agile, giant lizards can hunt prey on land, in the treetops, and even in the water.

**DC 15:** Tunnel lizards are elusive predators that hunt the dim caverns and tunnels of the Underdark. Their ability to cling to sheer surfaces and change the coloration of their skin makes them very difficult to detect when on the hunt. Tunnel lizards have a long grasping tongue that they use in conjunction with a venomous bite to subdue prey.

**DC 20:** Deathjaw lizards are gigantic reptilian predators that hunt warm savannahs and grasslands. Their bite carries a terrible disease that quickly causes the bitten area to rot and poison the rest of the body.

## ENCOUNTER GROUPS

Giant lizards are often encountered in the company of reptilian humanoids, who train them for a variety of purposes. Death giants have been known to train deathjaw lizards as both mounts and guard beasts.

### Level 5 Encounter (XP 1,000)

- 2 greenscale hunters (level 4 skirmisher)
- 2 greenscale darters (level 5 lurker)
- 2 giant lizards (level 2 skirmisher)

### Level 8 Encounter (XP 1,700)

- 1 troglodyte curse chanter (level 8 controller)
- 3 troglodyte maulers (level 6 soldier)
- 3 tunnel lizards (level 5 lurker)

### Level 19 Encounter (XP 12,500)

- 2 death giants (level 22 brute)
- 3 deathjaw lizards (level 16 brute)

## Septic Death

Level 16 Disease

*Rampant, flesh-eating bacteria devour the victim from the inside out.*

**Attack:** +18 vs. Fortitude

**Endurance** improve DC 31, maintain DC 26, worsen DC 25 or lower

Target is cured

◀ **Initial Effect:** The target loses two healing surges and suffers a –2 penalty to attacks, checks, and saves.

◀◀ The target loses two more healing surges, takes a –4 penalty to attacks, checks, and saves, and is weakened.

▶ **Final State:** The target takes a –6 penalty to attacks, checks, and saves, loses the ability to regain hit points, and gains ongoing 10 necrotic damage each time it takes damage (save ends).

# RHINOCEROS

Rhinoceroses are large herbivorous animals with an aggressive temperament that can be found in warm grasslands and arctic tundra. All rhinoceroses are characterized by a large nasal horn that can be used in conjunction with a devastating charge attack, and thick protective skin that is highly resistant to blows and punctures.

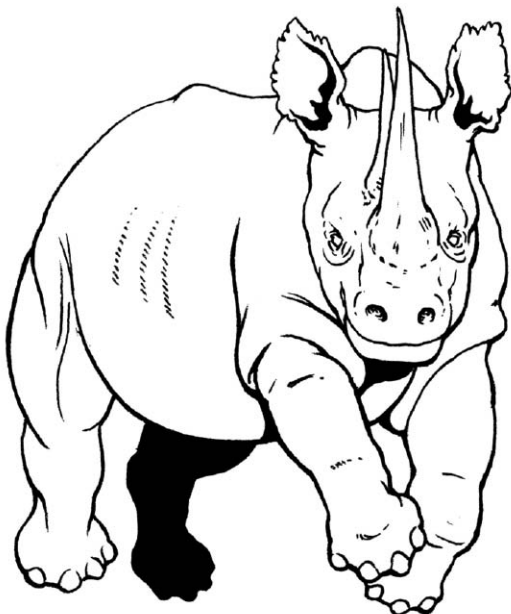
## RHINOCEROS LORE

A character knows the following with a successful Nature check.

**DC 15:** Common rhinoceroses are found in warm savannahs and grasslands in small herds numbering up to a dozen individuals. They are aggressive and territorial and are likely to charge any creature of Medium size or larger that comes too close to the herd. Certain types of humanoids capture and train rhinos to serve as mounts, prizing the beast's aggressive nature and nearly unstoppable charge.

**DC 15:** Wooly rhinoceroses are larger, arctic cousins of the common rhino. As their name suggests, wooly rhinos have a thick coat of long fur that protects them from the cold weather. Like its smaller cousins, wooly rhinos live in small herds, and are generally aggressive towards other animals. However, humanoids living in cold climes have learned to domesticate these massive beasts, using them as mounts, and even a source of food in lean times.

**DC 20:** Thunderhorns are a truly gigantic type of rhinoceros found only in the most remote and primeval places in the world. Standing at upwards of 11 feet at the shoulder, these massive beasts are virtually invulnerable to attacks by all but the most determined predators. Highly aggressive and dull-witted, thunderhorns are nearly impossible to train; however, a few tribes of hill giants have been known to make use of the giant rhinos as mounts.



## ENCOUNTER GROUPS

Rhinos of all types are found in small herds. They are also frequently trained by humanoids as mounts, beasts of burden, and in the case of the thunderhorn, living battering rams.

### Level 6 Encounter (XP 1,350)

- 3 gnoll marauders (level 6 brute)
- 3 rhinoceroses (level 5 brute)

### Level 11 Encounter (XP 2,850)

- 1 orc chieftain (level 8 elite brute)
- 1 wooly rhinoceros (level 8 brute)
- 3 orc bloodragers (level 7 elite brute)

### Level 15 Encounter (XP 6,000)

- 2 thunderhorns (level 12 elite brute)
- 4 hill giants (level 13 brute)

### Rhinoceros

Level 5 Brute

Large natural beast (mount)

XP 200

**Initiative** +3

**Senses** Perception +9

**HP** 78; **Bloodied** 39

**AC** 18; **Fortitude** 19, **Reflex** 15, **Will** 16

**Resist** 5 against attacks that target AC

**Speed** 8

⬇ **Gore** (standard; at-will)  
+8 vs. AC; 1d8+5 damage.

⬇ **Charge** (encounter; recharge ⏏⏏⏏)  
The rhinoceros makes a charge attack: +9 vs. AC; 2d8+5 damage, the target is pushed 1 square and knocked prone.

**Mighty Charge** (while mounted by a friendly rider of 5th level or higher; at will) ⬆ **Mount**  
On charge attacks, a rhinoceros' rider deals an extra 1d6 damage and pushes the target 1 square.

**Alignment** Unaligned

**Languages** —

**Str** 20 (+7)

**Dex** 12 (+3)

**Wis** 14 (+3)

**Con** 18 (+6)

**Int** 2 (-2)

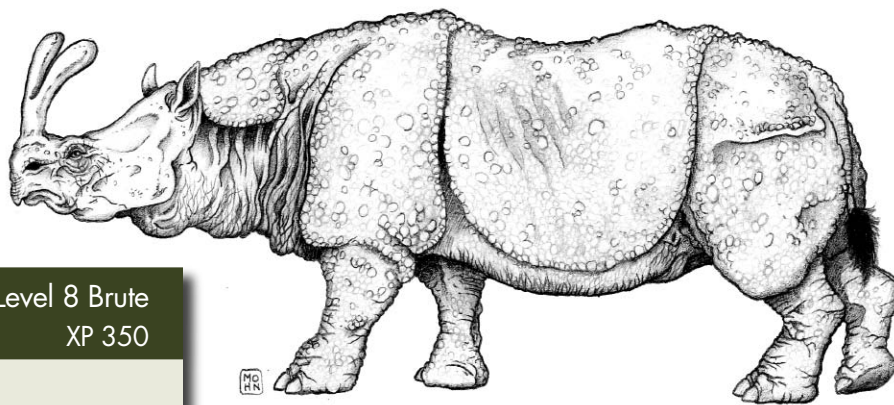
**Cha** 5 (+0)

**Description** *This large beast stands on four sturdy legs and has a thick, leathery hide the color of ash. Its head is massive, and is crowned with a single large horn that looks capable of piercing dragon hide with little effort.*

## RHINOCEROS TACTICS

A rhinoceros attacks with the huge, sharp horn on the end of its snout. Typically, its response to any threat is to lower its head and charge, a deadly proposition should its massive horn connect with its target. A rhino's armor-like skin is thick enough to repel even determined attacks from predators.





## Woolly Rhinoceros

Large natural beast (mount)

Level 8 Brute

XP 350

**Initiative** +7 **Senses** Perception +11

**HP** 110; **Bloodied** 55

**AC** 20; **Fortitude** 21, **Reflex** 18, **Will** 17

**Resist** 5 cold, 5 against attacks that target AC

**Speed** 8

⬇ **Gore** (standard; at-will)  
+11 vs. AC; 1d10+6 damage, and the target is pushed 1 square.

⬇ **Tossing Charge** (encounter; recharge ⬇⬇⬇)  
The dire rhinoceros makes a charge attack: +12 vs. AC; 2d10+6 damage, and the woolly rhinoceros makes a secondary attack against the same target. *Secondary Attack*: +10 vs. Fortitude; the woolly rhinoceros slides the target 3 squares, and the target is knocked prone.

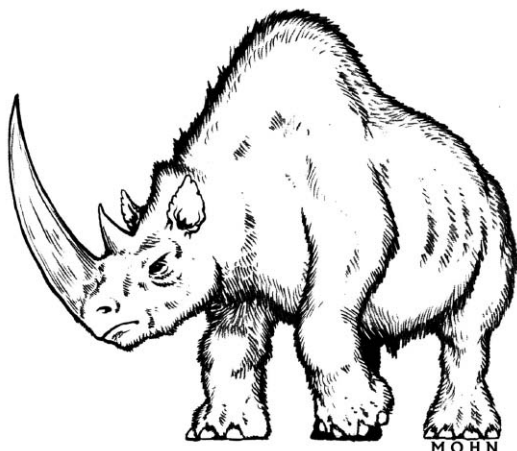
**Devastating Charge** (while mounted by a friendly rider of 8th level or higher; at will) ♦ **Mount**  
On charge attacks, a woolly rhinoceros' rider deals an extra 1d6 damage and knocks the target prone.

**Alignment** Unaligned **Languages** —  
**Str** 22 (+10) **Dex** 16 (+7) **Wis** 14 (+6)  
**Con** 20 (+9) **Int** 2 (+0) **Cha** 5 (+1)

**Description** *This brutish creature stands on four pillar-like legs and is covered in a thick layer of shaggy hair. Its massive head is equipped with two horns; a long, pointed spiral on the tip of its snout, and a shorter, blunt horn just behind it.*

## WOOLY RHINOCEROS TACTICS

A wooly rhino attacks with the twin horns on its snout, lowering its head and charging any creature that wanders within range. So powerful is a wooly rhino's charge that it is able to toss creatures high into the air with a single flip of its massive head.



## Thunderhorn (Brontotherium)

Huge natural beast

Level 12 Elite Brute

XP 1,400

**Initiative** +9 **Senses** Perception +14

**HP** 304; **Bloodied** 152

**AC** 26; **Fortitude** 29, **Reflex** 22, **Will** 20

**Resist** 5 against attacks that target AC

**Saving Throws** +2

**Speed** 9

**Action Points** 1

⬇ **Gore** (standard; at-will)  
Reach 2; +15 vs. AC; 2d6+8 damage, the target is pushed 1 square, and knocked prone.

⬇ **Trample** (standard; at-will)  
The thunderhorn can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the thunderhorn must end its move in an unoccupied space. When it enters an enemy's space, the thunderhorn makes a trample attack: +13 vs. Reflex; 2d6+8 damage, and the target is knocked prone.

⬇ **Thunderous Charge** (encounter; recharge ⬇⬇⬇)  
The thunderhorn move its full speed and makes a charge attack against each enemy within reach along the path of its charge. It moves through enemies' spaces as necessary to complete its charge, drawing opportunity attacks as normal, but must end its movement in an unoccupied space: +16 vs. AC; 4d6+8 damage, and the target is knocked prone and dazed (save ends).

**Alignment** Unaligned **Languages** —  
**Str** 26 (+14) **Dex** 16 (+9) **Wis** 16 (+9)  
**Con** 22 (+12) **Int** 2 (+2) **Cha** 8 (+5)

**Description** *Standing over 10 feet tall at the shoulder, this colossal four-legged beast is armed with a huge, knobby horn on the end of its snout. Its body is massive, powerfully built, and covered in a thick, hairy hide that looks stout enough to turn aside any claw, fang, or blade.*

## THUNDERHORN TACTICS

A thunderhorn is so massive that it can use its sheer size to crush smaller foes under foot. However, it is the beast's fearsome Y-shaped horn that is the most devastating weapon in its arsenal. When riled, a thunderhorn charges at its foes, swinging its huge head from side to side and smashing each foe along the path of its charge with a blow from its horn.

# TIGER

Tigers ranks among the largest of feline carnivores, outstripping lions and panthers in both body length and weight. They are typically solitary predators that stalk their prey through dense forests and jungles. Despite their size, tigers are incredibly agile and can make astonishing leaps of up to 30 feet with little effort.

The legendary saber-tooth tiger is a far more social animal than its smaller kin, and often hunts cooperatively in small groups. One of the largest of the big cats, only the cave lion rivals the saber-tooth tiger in sheer size and power.

## TIGER LORE

A character knows the following with a successful Nature check.

**DC 15:** Tigers are solitary feline predators that hunt large prey in forests and jungles. They are quite stealthy, and generally employ ambush tactics to bring down prey. Tigers are intelligent and curious animals, and if taken as cubs can be trained as loyal companions.

**DC 15:** Saber-tooth tigers, sometimes called smilodons, are massive, predatory felines that hunt open grasslands. They specialize in attacking very large prey, and often hunt in small groups to bring down animals two to three times their size. Saber-tooth tigers get the name from their huge, 8-inch canines that jut from their mouths, protruding well past the lower jaw. These ivory daggers can open up huge, bleeding wounds in the smilodons' prey.

**Tiger**  
Large natural beast

Level 6 Lurker  
XP 250

**Initiative** +10

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

**HP** 58; **Bloodied** 29

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

**Speed** 8, climb 4

⬇ **Bite** (standard; at-will)

+11 vs. AC; 2d6+5 damage.

⬇ **Barreling Pounce** (standard; at-will)

The tiger makes a charge attack: +11 vs. AC; 2d6+10 damage, and the target is knocked prone.

**Combat Advantage**

A tiger deals an extra 1d6 damage to against any target it has combat advantage against.

**Mighty Leap** (move; recharge ⚡⚡⚡)

The tiger shifts 6 squares.

**Alignment** Unaligned

**Languages** —

**Skills** Athletics +13, Stealth +11

**Str** 21 (+8)

**Dex** 17 (+6)

**Wis** 14 (+5)

**Con** 16 (+6)

**Int** 2 (-1)

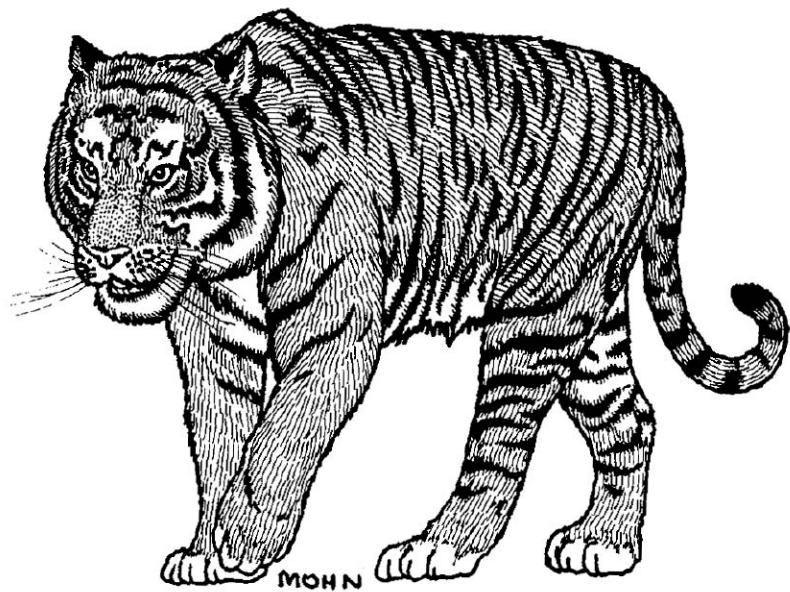
**Cha** 8 (+2)

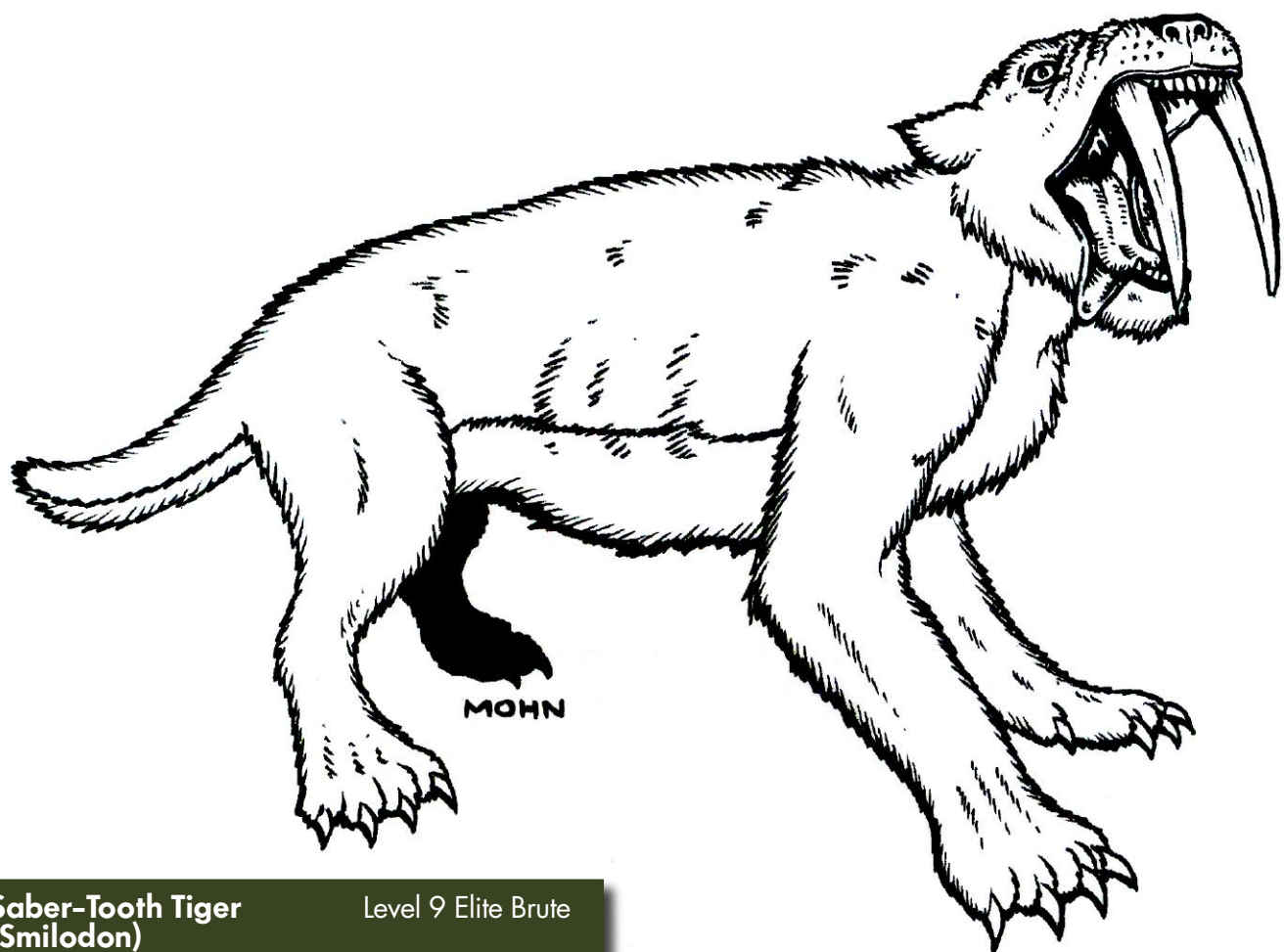
**Description**

*This large hunting cat has thick fur striated in orange, black, and white. Its head is large and robust, and it moves with economical grace despite its size.*

## TIGER TACTICS

A tiger typically stakes out an area frequented by prey animals, such as a watering hole, and hides nearby. When a suitable target comes within charging range, the tiger bursts from cover and pounces, using its huge size to bear the target to the ground. A tiger relies on its powerful jaws to dispatch prey.





**Saber-Tooth Tiger (Smilodon)**

Level 9 Elite Brute

Large natural beast

XP 800

**Initiative** +8      **Senses** Perception +11; low-light vision

**HP** 236; **Bloodied** 118

**AC** 23; **Fortitude** 24, **Reflex** 22, **Will** 18

**Saving Throws** +2

**Speed** 8

**Action Points** 1

⬇ **Claw** (standard; at-will)  
+12 vs. AC; 1d10+6 damage, and the target is grabbed (until escape).

⬇ **Double Claws** (standard; at will)  
The saber-toothed tiger makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape).

⬇ **Saber Bite** (standard; at-will)  
Grabbed target only; automatic hit; 3d8+6 damage, and the target takes ongoing 5 damage (save ends).

**Alignment** Unaligned      **Languages** —

**Skills** Athletics +15, Stealth +13

**Str** 23 (+10)      **Dex** 18 (+8)      **Wis** 14 (+6)

**Con** 18 (+8)      **Int** 2 (+0)      **Cha** 8 (+3)

**Description** *This huge feline has a compact body with short muscular legs, a powerful neck, and a large head. However, its most notable feature are the pair of gigantic canines, like ivory dirks, that protruding well below its lower jaw.*

**SABER-TOOTH TIGER TACTICS**

A saber tooth tiger uses its powerful claws to grab prey and wrestle it to the ground. It then uses its oversized canines to deliver a deep puncturing bite. It hangs on and bites repeatedly if the target does not succumb after the first bite.

**ENCOUNTER GROUPS**

Tigers are solitary predators, but when taken as cubs by humans and other humanoids they can be trained for a variety of tasks. Bugbears, admiring the tiger's stealthy power, have been known to train and keep tigers in their lairs. Hill giants and ogres occasionally capture saber-tooth tiger cubs and train the huge cats as hunting beasts.

**Level 7 Encounter (XP 1,400)**

- 2 bugbear stranglers (level 6 lurker)
- 2 bugbear warriors (level 5 brute)
- 2 tigers (level 6 lurker)

**Level 13 Encounter (XP 4,000)**

- 2 hill giants (level 13 brute)
- 3 saber-tooth tigers (level 9 elite brute)



# WEASEL

Giant weasels comprise a related group of large animals that includes the dire weasel, dire badger, and the giant skunk. All of these beasts are found in temperate forests to sub-arctic tundra, and everywhere in between. Giant weasels and dire badgers are very aggressive, while the giant skunk is more docile, but can be incredibly dangerous when riled.

## WEASEL LORE

A character knows the following with a successful Nature check.

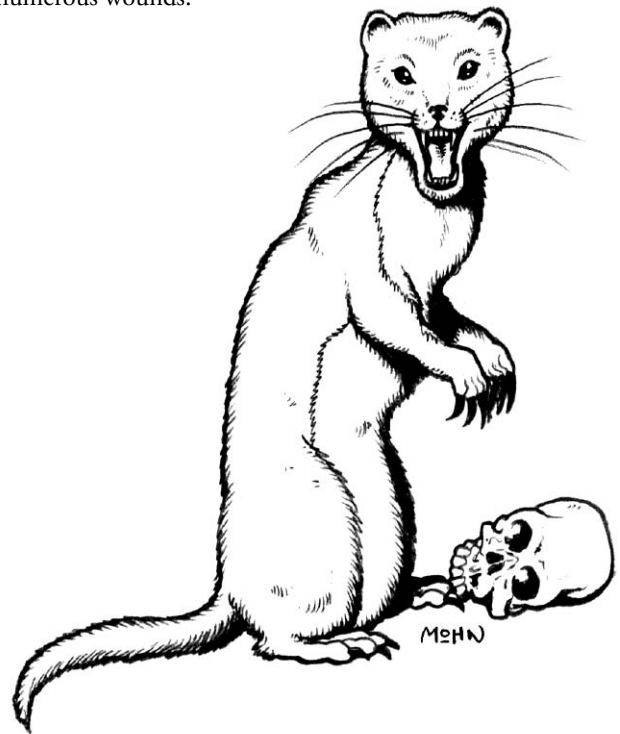
**DC 15:** Dire weasels are sleek, stealthy predators that can be found in temperate and cold forests, and even underground. Kobolds have an affinity for dire weasels, and often train the beasts as mounts.

**DC 15:** Dire badgers are misanthropic and aggressive, and likely to attack any creature that wanders too close to their burrows. However, gnomes and dwarves often tame dire badgers to guard their subterranean homes. Once riled, dire badgers are relentlessly aggressive, fighting until their bodies are literally falling apart from numerous mortal wounds.

**DC 15:** Giant skunks are relatively docile creatures, although when their tails go up, smart creatures head for cover. Elves and other woodland races often tame giant skunks, and then use the beasts to wage biological warfare against orcs, goblins, and other fell humanoids.

## DIRE WEASEL TACTICS

A dire weasel attacks with its incredible sharp teeth, opening up fiercely bleeding wounds on its target. Its preferred method of attack is to slip into melee, bite its target, and then slip away, repeating this tactic until its foe is bleeding from numerous wounds.



### Dire Weasel

Medium natural beast

Level 1 Lurker

XP 100

**Initiative** +8      **Senses** Perception +6; low-light vision

**HP** 26; **Bloodied** 13

**AC** 15; **Fortitude** 14, **Reflex** 15, **Will** 12

**Speed** 8

⬇ **Bleeding Bite** (standard; at-will)  
+6 vs. AC; 1d6+4 damage, the target take 2 ongoing damage (save ends), and the dire weasel shifts 1 square.

**Combat Advantage** (standard; at will)  
The dire weasel deals an extra 1d6 damage against any target it has combat advantage against.

**Alignment** Unaligned      **Languages** —

**Skills** Stealth +9

**Str** 13 (+1)      **Dex** 18 (+4)      **Wis** 12 (+1)

**Con** 14 (+2)      **Int** 2 (-4)      **Cha** 10 (+0)

**Description** *This sleek, agile beast has a long, lean body covered in thick white fur. Its head is wedge-shaped, with two beady red eyes and a jaw filled with needle-like teeth.*

### Dire Badger

Medium natural beast

Level 3 Soldier

XP 150

**Initiative** +6      **Senses** Perception +7; low-light vision

**HP** 48; **Bloodied** 24

**AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 14

**Speed** 6, burrow 3

⬇ **Claw** (standard; at-will)  
+10 vs. AC; 1d8+3 damage.

⬇ **Claws of Fury** (standard, when bloodied; at-will)  
A dire badger makes two claw attacks and gains a +2 bonus to the damage roll.

#### Unstoppable Aggression

A dire badger is not immediately slain when it reaches 0 hit points. It continues to fight on, albeit with a -2 penalty to attack rolls and all defenses, until is reduced to -16 hit points or 5 rounds have passed, whichever comes first, at which time it dies.

**Alignment** Unaligned      **Languages** —

**Str** 17 (+4)      **Dex** 16 (+4)      **Wis** 12 (+2)

**Con** 16 (+4)      **Int** 2 (-3)      **Cha** 6 (-1)

**Description** *This squat, furry beast is thick-bodied and muscular, with a short, blunt-nosed head, and two massive front claws, perfect for digging.*



## DIRE BADGER TACTICS

A dire badger attacks with its powerful, spade-like front claws. When wounded, it flies into a berserk rage, and continues to fight well after its wounds should have killed it outright.

### Giant Skunk

Level 3 Controller

Medium natural beast

XP 150

Initiative +4

Senses Perception +7; low-light vision

HP 50; Bloodied 25

AC 17; Fortitude 17, Reflex 15, Will 13

Speed 6

⚔ **Claw** (standard; at-will)  
+8 vs. AC; 1d6+3 damage.

⚡ **Stench Blast** (standard; recharge ⚡) ♦ **Poison**

Close blast 3; +5 vs. Fortitude; 1d10+4 poison damage, the target is blinded until the end of the giant skunk's next turn, and suffers a -2 penalty to attack rolls until the end of the encounter. In addition, for the rest of the encounter, an affected creature radiates an aura (aura 1) of terrible stench. All creatures suffer a -1 penalty to attack rolls while within the aura.

Alignment Unaligned

Languages —

Str 16 (+4)

Dex 16 (+4)

Wis 12 (+2)

Con 18 (+5)

Int 2 (-3)

Cha 10 (+1)

**Description** This animal has a squat body, short legs, and a long bushy tail. Its coloration, black with a white stripe, immediately fills your mind with dread, long before the beast raises its tail and points it back end in your direction.

## GIANT SKUNK TACTICS

A giant skunk is a relatively harmless creature, unless riled, and then it is one of the most feared denizens of the forest. When threatened, the giant skunk lifts its tail, exposing a set of powerful scent glands, and fires a blast of caustic, stinking fluid at its foe. This fluid burns the eyes and creates a stench that is almost beyond description, more than enough to drive away even the most determined predator.

## ENCOUNTER GROUPS

Dire weasels are often encountered with kobolds, who admire their speed and cunning. Dwarves and gnomes keep dire badgers as guard beasts, and elves, eladrin, and certain types of fey, tame giant skunks to use against their enemies.

### Level 3 Encounter (XP 700)

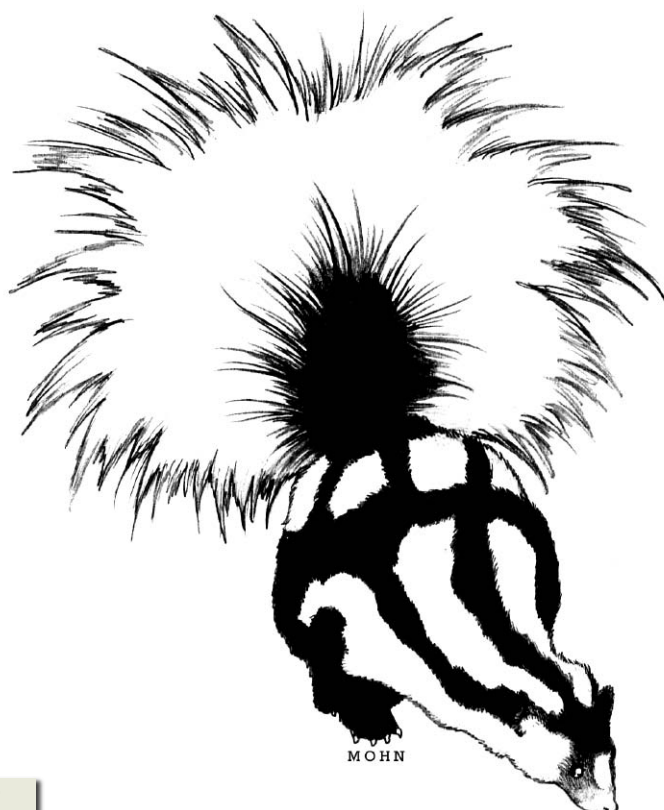
- 1 kobold wyrm Priest (level 3 artillery)
- 2 kobold dragonshields (level 2 soldier)
- 3 dire weasels (level 1 lurker)

### Level 5 Encounter (XP 1,050)

- 2 dwarf hammerers (level 5 soldier)
- 2 dwarf bolters (level 4 artillery)
- 2 dire badgers (level 3 soldier)

### Level 5 Encounter (XP 1,050)

- 3 elf scouts (level 2 skirmisher)
- 3 elf archers (level 2 artillery)
- 2 giant skunks (level 3 controller)



# WOLVERINE

Wolverines are solitary, misanthropic carnivores found in colder climes. They are incredibly strong, and can tackle prey much larger than themselves with relative ease.

## WOLVERINE LORE

A character knows the following with a successful Nature check.

**DC 15:** Wolverines are normally solitary creatures, and generally pose no threat to sentient humanoids. However, if riled, they can be implacable foes.

**DC 20:** Larger and more aggressive than standard wolverines, dire wolverines are dangerous predators that attack nearly anything that wanders into their expansive territories. The pungent, musky secretion a dire wolverine sprays upon on trees and other natural formations in its territory is usually the first sign that one of the beasts is in the area.

<b>Wolverine</b>	Level 2 Soldier
Medium natural beast	XP 125
<b>Initiative</b> +5 <b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 14, <b>Will</b> 14	
<b>Speed</b> 6, burrow 3, climb 3	
⚔ <b>Claw</b> (standard; at-will) +9 vs. AC; 1d6+3 damage.	
<b>Retributive Rage</b> A wolverine receives a +2 bonus to the attack roll and deals an additional 1d6 damage to the last creature that struck it in melee.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3) <b>Wis</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 2 (-3) <b>Cha</b> 7 (-1)
<b>Description</b> <i>This squat mammalian predator look something like a muscular, overgrown weasel. Its front claws are massive and look very sharp.</i>	

## WOLVERINE TACTICS

An angry wolverine attacks with its sharp claws. It specifically targets any creature that harms it, pursuing the foe relentlessly until either it or its enemy is dead.

### Dire Wolverine

Level 5 Soldier

Large natural beast

XP 200

**Initiative** +6

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

**HP** 64; **Bloodied** 32; see also *raking frenzy*

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

**Speed** 6, burrow 3, climb 3

⚔ **Claw** (standard; at-will)

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

⚔ **Raking Frenzy** (immediate reaction, when first bloodied; encounter)

Close burst 1; targets enemies; +12 vs. armor class  
1d8+5 damage.

**Retributive Rage**

A dire wolverine receives a +2 bonus to the attack roll and deals an additional 1d8 damage to the last creature that struck it in melee.

**Alignment** Unaligned

**Languages** —

**Str** 20 (+7)

**Dex** 15 (+4)

**Wis** 14 (+4)

**Con** 16 (+4)

**Int** 2 (-2)

**Cha** 7 (+0)

**Description** *Nearly as large as a horse, this huge wolverine has steel-gray fur and exudes a pungent, musky smell.*

## DIRE WOLVERINE TACTICS

A dire wolverine attacks its foe ferociously with its massive, brutally sharp claws. It lashes out viciously at any creature that manages to strike it in combat, and becomes even more deadly once significantly injured.

## ENCOUNTER GROUPS

Orcs admire the ferocity of wolverines, and sometimes train the beasts to serve as guard animals or even hunting companions.

### Level 4 Encounter (XP 850)

- 2 orc berserkers (level 4 brute)
- 4 wolverines (level 2 soldier)

### Level 5 Encounter (XP 1,026)

- 2 dire wolverine (level 5 soldier)
- 3 orc raiders (level 3 skirmisher)
- 4 orc drudges (level 4 minion)







## 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
Dire Weasel	360 gp	130/260/650 lb.
Rhinoceros	1,000 gp	250/500/1250 lb.
Dire Eagle	1,800 gp	190/380/950 lb.
Wooly Rhinoceros	3,400 gp	275/550/1375 lb.
Elephant	13,000 gp	325/650/1625 lb.
Thunderhorn	13,000 gp	325/650/1625 lb.
Mammoth	25,000 gp	350/700/1750 lb.
Deathjaw Lizard	45,000 gp	325/650/1625 lb.
Olyphant	625,000 gp	400/800/2000 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
Dire Weasel	1 Lurker	20
Golden Eagle	2 Skirmisher	5
Giant Lizard	2 Skirmisher	14
Wolverine	2 Soldier	22
Ape	3 Brute	3
Giant Frog	3 Brute	10
Dire Badger	3 Soldier	20
Giant Skunk	3 Controller	21
Tunnel Lizard	4 Lurker	14
Lion	4 Skirmisher	12
Great Harpy Eagle	4 Soldier	6
Rhinoceros	5 Brute	16
Dire Wolverine	5 Soldier	22
Dire Eagle	6 Skirmisher	6
Tiger	6 Lurker	18
Dire Frog	7 Brute	10
Cave Lion	7 Elite Skirmisher	12
Dire Ape	8 Elite Brute	2
Wooly Rhinoceros	8 Brute	17
Saber-Tooth Tiger	9 Elite Brute	19
Venomtoad Swarm	11 Soldier	11
Elephant	12 Brute	7
Thunderhorn	12 Elite Brute	17
Mammoth	15 Elite Brute	7
Deathjaw Lizard	16 Brute	15
Tyrant Ape	17 Solo Brute	3
Olyphant	25 Elite Brute	9