

Credits

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Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where Exotic Encounters comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind. *Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new speciallycrafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on the strange and exotic (not to mention very dangerous) girallon. These fourarmed, white-haired, gorilla-like creatures have been with the game since they were printed in the 3rd edition Monster Manual, and have always been kind of unusual. The first of our three new takes on the girallon is the howler girallon (CR 5), which trades in some of the girallon's size and strength in exchange for a suite of potent vocal attacks, similar to certain howling monkeys. The spore-back girallon (CR 8) is more intelligent, able to use weapons and tools, and covers its fur in irritating spores and poisons its own teeth in order to better disable foes for its own nefarious purposes. Finally, the **behemoth girallon** (CR 15) is a massive, silver-backed version of the creature which not only has two additional arms, but potent regeneration and spell-reflecting abilities, as well.

Howler Girallon

This creature appears to be an overgrown monkey, except for the additional pair of arms jutting from the middle of its torso. Its fur is mostly dark, with a few patches of white on the chest and around the face. It opens its mouth wide, revealing several sharp-looking yellow fangs, and then begins screeching, creating a terrible racket and forcing you to cover your ears to escape the din.

GIRALLON, HOWLER

CR 5

XP 1,600

N Medium magical beast

Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural) hp 52 (5d10+25)

Fort +8, Ref +8, Will +2

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +7 (1d4+2), 4 claws +7 (1d3+2 plus rend) **Space** 10 ft.; **Reach** 10 ft.

Special Attack rend (4 claws, 1d3+3), unnerving screech

Str 15, Dex 18, Con 18, Int 4, Wis 12, Cha 7 Base Atk +5; CMB +7; CMD 21 Feats Improved Initiative, Skill Focus (Stealth), Toughness Skills Acrobatics +12, Climb +10, Perception +6, Stealth +13; Racial Modifiers Acrobatics +8

ECOLOGY

Environment warm forests and jungles **Organization** solitary, company (5-8), or troupe (9-16)

Treasure none

SPECIAL ABILITIES

Debilitating Shriek (Su): A howler girallon is capable of emitting an ear-piercing shriek that dazes nearby creatures. As a standard action, the howler girallon can force all creatures within 5 feet of him that can hear him to succeed on a Fortitude save (DC 16) or be staggered for 1 round. Creatures that fail the saving throw by 5 or more are dazed for 1 round, instead, and those that fail by 10 or more are stunned for 1 round, instead. The howler girallon cannot use this ability in the same round that he uses his unnerving screech ability. This is a sonic mindaffecting effect. The saving throw DC is Constitutionbased.

Sonic Howl (Su): As a full-round action, a howler girallon can unleash a powerful blast of sound from its mouth, which damages and deafens nearby creatures. All creatures in a 30-ft.-cone originating from the howler girallon's square suffer 5d10 points of sonic damage, and are deafened for 10 minutes. A successful Fortitude save

(DC 16) halves this damage, and negates the deafened condition. Using this ability strains the howler girallon's throat, and not only can it not use this ability again for one hour after doing so, but the saving throw DCs of its unnerving screech and debilitating shriek abilities are decreased by -2 for one hour after using this ability, as well. The howler girallon cannot use this ability in the same round that he uses his unnerving screech ability. This is a sonic effect. The saving throw DC is Constitutionbased.

Unnerving Screech (Ex): While in combat, a howler girallon emits an almost constant series of loud, short bursts of high-pitched noise, which it uses to intimidate its opponents. As a swift action, the howler girallon can force all creatures within 30 ft. that can hear it to succeed on a Will save (DC 16) or suffer a -2 morale penalty to AC for 1 round. This is a mind-affecting sonic fear effect. The howler girallon cannot use this ability in the same round that he uses his debilitating shriek or sonic howl abilities. The saving throw DC is Constitution-based.

Ecology

Somewhat smaller than their more traditional cousins, howler girallons possess all of their territorial fierceness, as well as their ferociousness in battle, and, in fact, have been known to be even more aggressive than their larger cousins, ganging up and attacking even creatures far larger than themselves. What they lack in strength they make up for in attitude, numbers, and their impressive vocal abilities, which they uses as a weapon to take down prey and intruders alike, as well as to communicate with one another over very long distances, and warn away other packs of howler girallons from their territory.

Instead of the traditional girallon's trademark pure-white fur, howler girallons tend to be covered mostly in a dark brown fur that is nearly black, with patches of cream-colored, off-white fur on the front of their torsos (their chest and belly region) and in a ring around their leathery faces. Howler girallons also have long, prehensile tails which they use to balance while climbing, but which are not flexible enough or strong enough to use as a weapon. For the most part, howler girallons do not walk upright, and use all four of their arms when they walk, which is part of why they are able to move so fast. Howler girallons only rear up onto their legs when they are fighting, as they use their four sets of claws to devastate and tear into opponents. In the rare cases that howler girallons have been domesticated and taught to walk upright (such attempts usually end in a bloody tragedy), they tend to move much slower, walking at about half their normal pace, and with a curious, shifting gait.

Pollen-Back Girallon

The massive creature before you resembles a gorilla, except for the extra pair of muscle-bound arms, thicker than your legs, which jut out from the middle of its torso. It studies you warily for a moment, its beady black eyes seemingly deep in thought. It is then that you notice the spear that it holds in its hand, and it throws it at you, then snarls and charges towards you on all six limbs, a cloud of yellow-green dust erupting from its black fur as it does so.

GIRALLON, POLLEN-BACK

CR 8

XP 4,800 CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 94 (9d10+45)

Fort +12, **Ref** +9, **Will** +6

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +12 (1d6+4 plus poison) and 4 claws +12 (1d4+4 plus grab), or spear +12 (2d6+6/x3), net +6 touch (entangle) and bite +7 (1d6+2)

Ranged spear +11 (2d6+4/x3)

Space 10 ft.; Reach 10 ft.

Special Attack pollen, pollen cloud

STATISTICS

Str 19, Dex 17, Con 18, Int 7, Wis 12, Cha 7 Base Atk +9; CMB +14; CMD 27 Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness Skills Climb +12, Perception +11, Stealth +7 (+11 in forests and jungles); Racial Modifiers +4 Stealth in forests and jungles Languages Giant SQ natural grappler

ECOLOGY

Environment warm jungles

Organization solitary, patrol (3-5), tribe (12-24, plus 4-8 young)

Treasure incidental (net, spear, other treasure)

SPECIAL ABILITIES

Natural Grappler (Ex): A pollen-back girallon's four arms make it exceptionally well-suited for grappling. If the pollen-back girallon initiates a grapple with its grab ability, it can choose to use only two of its arms to hold the opponent. If it does, it suffers only a -4 penalty to its CMB checks to make and maintain the grapple, instead of the normal -20 penalty. It still does not gain the grappled condition itself. Further, while maintaining the grapple in this way, the pollen-back girallon can still attack with its other arms: it can maintain the grapple and make two claw attacks as a full-round action, or maintain the grapple and make a single attack as a standard action. Finally, the pollen-back girallon can use this ability to maintain two separate grapples with the same action, if it has grabbed two separate characters (it still suffers the -4 penalty on both grapples).

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* target is staggered for 1 round. If the target fails its saving throw by 5 or more, he is stunned for 1 round, instead; *cure* 1 save.

Pollen (Ex): A pollen-back girallon's hairs produce a thick pollen, which irritates the skin of those who touch it. Each round that the girallon is involved in a grapple with a non-girallon creature, that creature must succeed on a Fortitude save (DC 18) or be affected by the pollen, which imposes a -3 penalty to attack rolls, damage rolls, AC, CMB, CMD, skill checks, and ability checks. A character affected by the pollen can temporarily suppress these penalties by scratching his body as a standard action, which temporarily removes the penalties for 1d4 rounds. The character continues to suffer from the effects of the pollen for 1 hour after he stops being exposed to it, or until he receives a remove disease or neutralize poison spell, or more powerful magic. Characters with immunity or resistance to poison apply it to this ability. The saving throw DC is Constitutionbased.

Pollen Cloud (Ex): As a standard action, a pollenback girallon can shake its body vigorously, filling the air within 10 feet of it with a cloud of its pollen. All creatures in the area other than pollen-back girallon are affected by its pollen ability. The pollen-back girallon can use this ability once per hour.

Ecology

Pollen-back girallons are far more intelligent than their more common, white-furred cousins, and are capable of using tools and wielding weapons. They are no more friendly than their kin, however, and are exceptionally aggressive and warlike towards any non-girallons in their territory, especially those that show any signs of intelligence.

While primitive, the pollen-back girallon's tactics are actually quite effective. They regularly rub their bodies with a special kind of moss, whose pollen is very irritating, but which they grow desensitized to through exposure, and then use the pollen trapped in their fur to distract and weaken their foes. Similarly, from a young age they are conditioned to eat a certain fruit which bears a numbing poison. Not only do they become immune to the poison, but by maintaining a steady diet of the fruit, they are able to coat their teeth in the venom and poison those they bite.

It is a well-established fact that pollen-back girallons prefer to capture prey alive, if at all possible (this is likely the reason behind their poison use, and certainly why they regularly carry nets). Exactly what they do with these captives is unknown: to date, there are no records of anyone escaping after being brought back to the tribe's lair.

Behemoth Girallon

There is a great and terrible cracking sound, and the foliage above you splits apart suddenly, with a great snapping of branches and a shower of green leaves. The damage is caused by a massive, six-armed creature that resembles a gorilla, except for its massive size and extra limbs. Still holding the canopy apart with two of its arms, it beats its chest with the other four, and lets out a bellowing roar of primal rage that shakes you to your very core.

GIRALLON, BEHEMOTH

CR 15

XP 51,200 N Gargantuan magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

AC 19, touch 9, flat-footed 16 (+3 Dex, +10 natural, -4 size) hp 189 (18d10+90) regeneration 10 Fort +15, Ref +14, Will +9 SR 26 (arcane spells only) Defensive Abilities reflective hide

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +20 (2d6+6), 6 claws +20 (1d8+6 plus rend)

Space 20 ft.; Reach 20 ft. Special Attack powerful rend

STATISTICS

Str 23, Dex 17, Con 18, Int 2, Wis 12, Cha 7 Base Atk +18; CMB +28; CMD 41 Feats Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Skill Focus (Perception), Snatch, Toughness Skills Climb +14, Perception +28 ECOLOGY Environment warm forests Organization solitary or pair

Treasure none
SPECIAL ABILITIES

Powerful Rend (Ex): A behemoth girallon that hits one creature with multiple claw attacks can rend his flesh, dealing extra damage. This functions as the rend special ability, except that the damage dealt depends on the number of claw attacks that the girallon hits the creature with. A creature hit with 4 claw attacks suffers an additional 1d8+6 points of damage. One hit with 5 claw attacks suffers an additional 2d8+12 points of damage, instead. A creature hit with all 6 claw attacks suffers an additional 3d8+18 points of damage, instead. A behemoth girallon cannot use this ability more than once per turn.

Reflective Hide (Su): Any arcane spell that targets a behemoth girallon but fails to penetrate its spell resistance might be reflected. If the caster level check to

penetrate its spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. Non-arcane spells (including most spell-like abilities) are not affected by the behemoth girallon's spell resistance and can't be reflected in this way. This otherwise functions as *spell turning*.

Regeneration (Su): A behemoth girallon's regeneration can only be suppressed if it suffers both acid damage and cold damage in the same round.

Ecology

These truly terrifying creatures are only encountered in the deepest and darkest depths of primal jungles, much to the relief of the civilized races. Relatively little is known about these mysterious creatures, due to their relative scarcity, their fondness for remote locations, and the fact that very few who encounter them live to tell the tale. Despite this, however, most sages are fairly confident that these creatures are the few remaining members of an ancient and primordial species from which the more common girallons evolved.

Behemoth girallons look much like exceptionally large versions of their lesser cousins, and if not for the extra pair of arms (giving them a total of six), they might have been mistaken for simply being particularly ancient girallons. A closer examination reveals that the fur coating the behemoth girallon's body is silvery in color, rather than the pure white that the better known and much smaller girallon is known for.

The fact that the behemoth girallon's hide reflects arcane magic has been much debated by scholars specializing in rare and unusual creatures, and some use it to support the theory that these girallons were actually created by some kind of mad wizard, who decided to make a larger, more powerful girallon who was resistant to magic, likely as some kind of enforcer. Others believe that this trait may have been a naturally-evolved one: since so few natural creatures could possibly threaten a behemoth girallon, it only makes sense that they would develop resistances to the one thing likely to be a threat: magic. A few posit that this resistance is evidence of an ancient proto-girallon civilization, which somehow found a way to grant their entire race resistance to magic. According to this theory, the ancient proto-girallons angered the gods with their arrogance, and were stripped of their intelligence and made into mindless beasts, and their descendants went on to become the various girallons that exist today, including both the behemoth girallons and the more common, smaller versions. Many scholars are skeptical of this explanation, however, as it fails to explain why the behemoth girallon is the only remaining species to possess this spell resistance.

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Exotic Encounters: Girallons

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