

U-03  
For The Pathfinder  
Roleplaying Game

# Dungeonus Octopus

# Expanded Bananas!

ALL-NEW BANANA-THEMED CHARACTER OPTIONS AND MONSTERS  
BECAUSE HONESTLY, YOU KNOW YOU WANTED MORE



Dungeonus  Octopus

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ALL-NEW BANANA-THEMED CHARACTER OPTIONS AND MONSTERS  
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 Octopus  
Apocalypse

# “Expanded Bananas!”

Another bananastastic product from



EST. 2013

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*The Gentleman Bard*

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Special thanks to all the lovely people who have supported Octopus Apocalypse over the course of the last year. Without you, all these silly products would never have come to be.

Which—*just to be clear*—would be a bad thing.

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# EXPANDED BANANIC CHARACTER OPTIONS

## NEW BANANIC CLASS ARCHETYPES

The following class archetypes are available to any characters who meet the stated requirements.

### Banamazon (Ranger)

Nanamen are not generally known for their expertise in physical combat. But that's only because most are unaware of the elite all-female nanaman warriors known as banamazons.

**Requirements:** Female nanaman.

**Weapon and Armor Proficiency:** A banamazon is proficient with all simple weapons, plus the bola, chakram, longbow, longsword, net, throwing shield, trident, and whip. Banamazons are also proficient with light armor, medium armor, and shields (except tower shields).

**Cunning Defense (Ex):** A banamazon adds her Charisma modifier to her AC when wearing light armor or no armor. This bonus applies to touch attacks, but is lost when the banamazon is denied her Dexterity bonus to AC.

**Favored Terrain (Ex):** A banamazon cannot choose underground, urban, or an alternate plane as their first favored terrain. However, these options may be chosen when she gains additional favored terrains.

**Banamazonian Bond (Ex):** At 4th level, a banamazon forms a special bond with her companions, this functions as the ranger's Hunters Bond ability with the following differences. A banamazon who chooses a bond with her humanoid companions can, as a move action, grant the benefits of a combat feat to both herself, and one of her allies for 1 round—both must qualify for the feat. Using this bond counts towards the total daily uses of the banamazon's Versatile Combatant ability. Alternatively, the banamazon can choose a bond with an animal—or *bananamal*—companion, if she does not possess the Bananamal Companion feat she is restricted to the choices normally available to rangers.

**Versatile Combatant (Ex):** At 4th level a banamazon can spend a swift action to gain the benefits of a combat feat for 1 round, the feat must be one the banamazon meets the prerequisites for, or is available to her as one of her combat style feats. This ability can be used a number of times per day equal to 1/2 the banamazon's ranger level plus her Wisdom modifier. This ability replaces the ranger's spells.

### Bananscendentalist (Cleric)

There is no such thing as good and evil, law and chaos, black and white, it's all an illusion. The truth, the *real* truth of it all is this: *Everything is bananas.*

**Requirements:** Neutral alignment, does not worship a deity.

**Bonus Spells:** Add the following spells to the cleric spell list: 0th: *potassium surge*; 2nd: *banana boat*, *summon crystal bananas*; 5th: *expand banana*; 7th: *banansformation*.

**Channel Bananas (Su):** Whenever you channel energy you gain 1 magic banana—as per the *dancing bananas* spell—per d6 of channel energy, up to a maximum of 10 at any given time. The magic bananas' save DC is equal to 10 + 1/2 the bananscendentalist's cleric level + her Wisdom modifier. Channeled bananas will remain for 1 hour or until used.

**Domains:** A bananscendentalist must choose the banana subdomain as one of her domains and may not select the good or evil domains—or associated subdomains. A bananscendentalist does not gain bonus spell slots for her domain spells, although she may use one of spell slot of each level to prepare domain spells.

## EXPANDED BANANAMAL COMPANIONS

This book provides 2 new bananamal companions, the aquanana and the dire strawberry. A small creature with the aquatic subtype may select an aquanana as a mount. A medium aquatic creature may select a giant aquanana as a mount, with the alternative starting statistics below.

### Giant Aquanana

**Starting Statistics:** Size Medium; Speed swim 60 ft.; AC +2 natural armor; Attack slam (1d6); Ability Scores Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 5; Special Qualities low-light vision, plant traits.

## EXPANDED BANANIC FEATS

### Banana Counter (Combat, Style)

You easily take advantage of your—understandably—confused opponent.

**Prerequisites:** Cha 15, Banana Style, Improved Unarmed Strike, Improved Feint.

**Benefit:** When a creature denied their Dexterity bonus to AC due to your feint attacks you, it provoke an attack of opportunity from you.

### Banana Style (Combat, Style)

Your foes are left confused as you bob and weave with the speed and accuracy of... a banana? Well a toon'nana, that's a little bit better.

**Prerequisites:** Cha 13, Improved Unarmed Strike, trained in Bluff.

**Benefit:** When you make a Bluff check to feint, Add your Wisdom modifier to your Bluff skill bonus—in addition to your Charisma modifier.



### Banana Uppercut (Combat, Style)

You pack all your potassium into a single, devastating punch.

**Prerequisites:** Cha 15, Banana Counter, Banana Style, Improved Unarmed Strike, Improved Feint.

**Benefit:** The first attack you make against a creature denied their Dexterity bonus to AC due to your feint deals  $\times 2$  damage— $\times 3$  on a critical hit—this attack must be an unarmed strike.

### Versatile Antics

Your amusing antics give you an unmatched charm.

**Prerequisites:** A-peel-ing, versatile performance.

**Benefit:** If you select Perform (comedy) as your versatile performance, you can apply the benefits of that feature to Diplomacy checks—In addition to Bluff and Intimidate.

## EXPANDED BANANA MAGIC

### BANANA BOAT

**School** conjuration (creation) [banana]; **Level** druid 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 minute

**Components** V, S, F (carved wooden banana)

**Range** 10 ft.

**Effect** 1 banana boat

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

This spell conjures 1 giant, magically buoyant, 5-foot-wide, 15-foot-long banana boat. The banana boat seats 4 medium creatures comfortably, or twice as many medium creatures uncomfortably—creatures uncomfort-

ably seated are denied their Dexterity bonus to AC. You can magically command the banana boat to start moving as a standard action—using your caster level plus casting ability score modifier as your effective Profession (sailor) bonus—once the banana boat is moving, it can be controlled with the normal vehicle piloting rules. The banana boat has a maximum speed of 20 feet/3 caster levels, to a maximum speed of 120 feet at 18th level. The banana boat cannot be sunk, but can still be capsized. A banana boat can only travel on water or other non-hazardous liquids. A number of banana boats equal to your casting ability score modifier can be linked together and controlled as a single vehicle, this increases the DC of all Profession (sailor) checks by 4 for each additional banana boat.

### EXPAND BANANA

**School** transmutation [banana]; **Level** alchemist 6, sorcerer/wizard 5

**Casting Time** 1 full-round action

**Components** V, S, M (a banana)

**Range** 10 ft. (see text)

**Effect** 1 expanded banana

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell causes rapid growth in a common banana. The fully expanded banana is 15 feet long, 5 feet wide, and weighs 1.5 tons. As part of the action to cast this spell you may attempt to throw the banana up to 10 feet—making a ranged attack roll against an AC of 5, or 15 if you wish the banana to land facing a specific direction. The banana's expansion will push creatures

and objects away, creature who wish to oppose this treat it as a bull rush maneuver with a CMB equal to your base attack bonus plus your casting ability score modifier. If an object blocks the banana's expansion, it will push against it with an effective Strength modifier of +2—making Strength checks as necessary. If creatures or objects block its expansion, the banana will continue expanding in the opposite direction, if the banana is unable to expand in either direction, it will rupture into a 5×15-foot pile of banana mush. Once the banana is fully extended, it is treated as any other inanimate plant.

### SUMMON CRYSTAL BANANAS

**School** conjuration (summoning) [banana]; **Level** sorcerer/wizard 3, summoner 2

**Casting Time** 1 round

**Components** V, S, M (a handful of yellow sand)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** 1 or more crystal bananas

**Duration** concentration + 2 rounds

**Saving Throw** none; **Spell Resistance** no

This spell allows you to summon 1d3 crystal bananas from the Bananscendental Plane which obey your commands to the best of their abilities. Each crystal banana is a tiny creature with 10 hp, an AC equal to 12 plus your casting ability score modifier, DR 1/magic, and a gore attack—attack bonus equal to your base attack bonus, plus your casting ability score modifier, +2—which deals 1d4+1 damage. Summoned crystal bananas make all saves using your save bonuses. At 8th level and every 4 levels thereafter, increase the number of crystal bananas summoned and the crystal bananas' damage reduction by +1—to a maximum of 1d3+4 crystal bananas with DR 5/magic at 20th level.

### EXPANDED BANAGIC ITEMS

The following banagic items represent the latest and greatest in banana-related technology.

#### +1 BANANA

**Aura** faint transmutation; **CL** 3rd

**Slot** —; **Price** 100 gp; **Weight** —

#### DESCRIPTION

This enchanted banana grants a +1 enhancement bonus to any rolls made using the banana. If used as a material component for a spell, the spell is cast at a +1 caster level. Additionally, a +1 banana will remain fresh and perfectly ripe indefinitely—or until consumed.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *gentle repose*;

**Cost** 50 gp

### BANANA WOOD BANANA BOAT

**Aura** faint conjuration; **CL** 3rd

**Slot** —; **Price** 2,160 gp; **Weight** —

#### DESCRIPTION

This small banana carved from the wood of a banana tree transformers into a banana boat—as per the *banana boat* spell—when placed in water. The banana boat is under the control of the creature who activated the item. If that creature does not possess a caster level, the banana boat must be controlled with a Profession (sailor) check—or Wisdom check if untrained. A Banana Wood Banana Boat can be used for 21 hours/week, these hours must be spent in 1-hour increments. This item can be made at higher caster levels by increasing the price by 720 gp/caster level beyond 3rd. Each additional caster level grants +7 hours of use per week and a +20 ft. bonus to speed at every 3rd caster level. Using a Banana Wood Banana Boat as the focus for casting the *banana boat* spell increases the casters caster level by the item's caster level up to a maximum of 1–1/2 times the caster's level or 20—whichever is lower.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *banana boat*, 2 or more ranks in craft (sculpture or wood carving); **Cost** 1,080 gp



# AQUANANA

*This majestic creature somewhat resembles like a yellow dolphin.*

**AQUANANA** **CR 1**

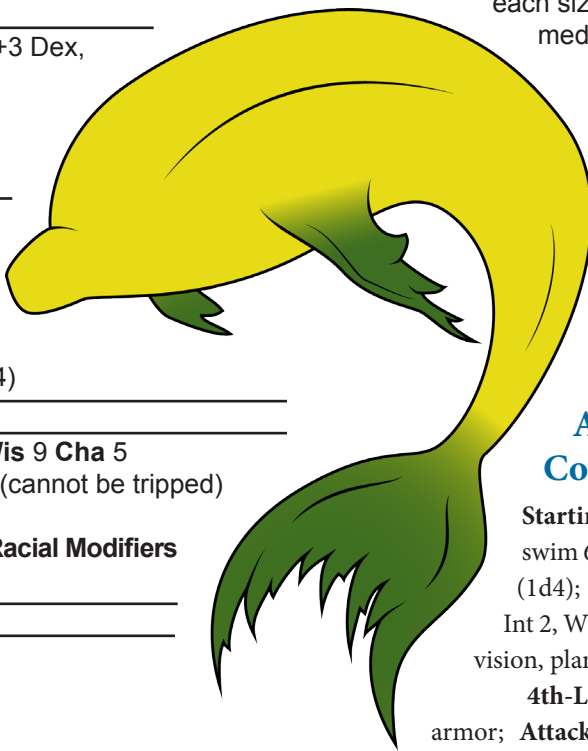
**XP 400**  
 N Medium pant (aquatic, banana)  
**Init** +7; **Senses** low-light vision; Perception +3

**DEFENSE**  
**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)  
**hp** 11 (2d8+2)  
**Fort** +4, **Ref** +3, **Will** -1  
**Immune** plant traits

**OFFENSE**  
**Speed** 5 ft., swim 60 ft.  
**Melee** slam +3 (1d6+3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** capsize, powerful charge (slam, 2d4+4)

**STATISTICS**  
**Str** 14, **Dex** 17, **Con** 12, **Int** 2, **Wis** 9 **Cha** 5  
**Base Atk** +1; **CMB** +3; **CMD** 16 (cannot be tripped)  
**Feats** Improved Initiative  
**Skills** Perception +3, Swim +10; **Racial Modifiers** Swim +8

**ECOLOGY**  
**Environment** warm aquatic  
**Organization** solitary  
**Frequency** rare  
**Treasure** none



**SPECIAL ABILITIES**

**Capsize (Ex)** An aquanana may attempt to capsize a watercraft by making a combat maneuver check as part of a charge attack. The DC of this check is equal to 25, or the result of the craft's captain's Profession (sailor) check—whichever is higher—plus 10 for each size category the craft is larger than medium.

At first glance, an aquanana may appear to simply be a yellow dolphin, until you remember that yellow is generally not a color dolphins come in. Aquananas are gentle by nature and easily trained. They are most often trained for performance or to be used as aquatic draft bananamals.

**Aquanana Bananamal Companions**

**Starting Statistics:** **Size** Medium; **Speed** swim 60 ft.; **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 14, Con 15, Int 2, Wis 11, Cha 5; **Special Qualities** low-light vision, plant traits.  
**4th-Level Advancement:** **AC** +1 natural armor; **Attack** slam (1d6); **Ability Scores** Str +2, Dex +2, Con +2; **Special Attacks** powerful charge (2d4+twice Strength modifier)

# BANANA, COMMON

*It just sits there, what is it waiting for?*

**COMMON BANANA** **CR 1/256**

**XP 1**  
 N Diminutive plant (banana)  
**Init** -5; **Senses** none; Perception n/a

**DEFENSE**  
**AC** 9, touch 9, flat-footed 9 (-5 Dex, +4 size)  
**hp** 1 (1d8-5)  
**Fort** -3, **Ref** -5, **Will** -5  
**Immune** plant traits  
**Weaknesses** immobile

**OFFENSE**  
**Speed** 0 ft.  
**Space** 1 ft.; **Reach** 0 ft.  
**Special Attacks** choking

**STATISTICS**  
**Str** 0, **Dex** 0, **Con** 0, **Int** —, **Wis** — **Cha** —  
**Base Atk** +0; **CMB** -9; **CMD** -4 (cannot be tripped)  
**Skills** Stealth +7; **Racial Modifiers** Stealth +12

**ECOLOGY**

**Environment** any tropical  
**Organization** solitary, hand (10-20), or bunch (30-400)  
**Frequency** common  
**Treasure** potassium

**SPECIAL ABILITIES**

**Choking (Ex)** If a creature eats a banana too fast they may choke on it. The banana makes a combat maneuver check against the target, and if successful obstructs their airway, making it impossible to breath. This effect can be ended with a DC 5 Constitution check or a DC 10 Heal check—Heal check may be made by a creature other than the victim.

A banana is an elongated, slightly curved, yellow hand fruit—*technically* a berry—known for having an pleasant flavor and ample supply of potassium.

Seriously, it's *just* a banana, how much description do you really need? Why are you still reading this?



# BANANA, COSMIC ETERNAL CRYSTALLINE

*This crystalline entity bears an abstract bananoid form.*

## COSMIC ETERNAL CRYSTALLINE BANANA CR 12

XP 19,200

LB Large outsider (banana, extraplanar)

Init 6; Senses blindsight 120 ft.; Perception 28

### DEFENSE

AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +13 natural)

hp 152 (16d10+64)

Fort +16, Ref +9, Will +20

DR 5/bludgeoning, 5/magic

### OFFENSE

Speed fly 40 ft. (perfect)

Melee 4 gores +20 (1d8+5/19-20)

Space 10 ft.; Reach 5 ft.

Special Attacks cosmic truth, summon crystal bananas

### STATISTICS

Str 21, Dex 14, Con 18, Int 18, Wis 30 Cha 17

Base Atk +16; CMB +22 (cannot grapple); CMD 34 (cannot be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Diplomacy), Skill Focus (Knowledge [planes]), Skill Focus (Sense Motive)

Skills Acrobatics +12, Diplomacy +27, Escape Artist +12, Fly +26, Intimidate +8, Knowledge (arcana) +14, Knowledge (nature) +22, Knowledge (planes) +28, Knowledge (religion) +22, Perception +28, Sense Motive +34, Spellcraft +14; Racial Modifiers Fly +8

Languages telepathy (unlimited)

SQ crystalline, eternal

### ECOLOGY

Environment any (Bananscendental Plane)

Organization solitary

Frequency unique

Treasure enlightenment

### SPECIAL ABILITIES

#### Cosmic Truth

(Su) As a standard action, the Cosmic Eternal Crystalline Banana can impart a small amount of the cosmic truth of Bananscendentalism into the mind of a creature within 10 feet. The target must succeed on a DC 21 Will save or take 1d4 Wisdom damage—as they are unable to comprehend the cosmic truth. Once used, this ability takes 1d4 rounds to recharge. Save DC is Charisma-based.

#### Crystalline (Ex)

The Cosmic Eternal Crystalline Banana's body is made of crystallized bananscendental essence, granting it DR 5/bludgeoning and 5/magic—Effectively DR 10 against a non-magic, non-bludgeoning attack. Certain effects—such as the shatter spell—may affect crystalline creatures differently.

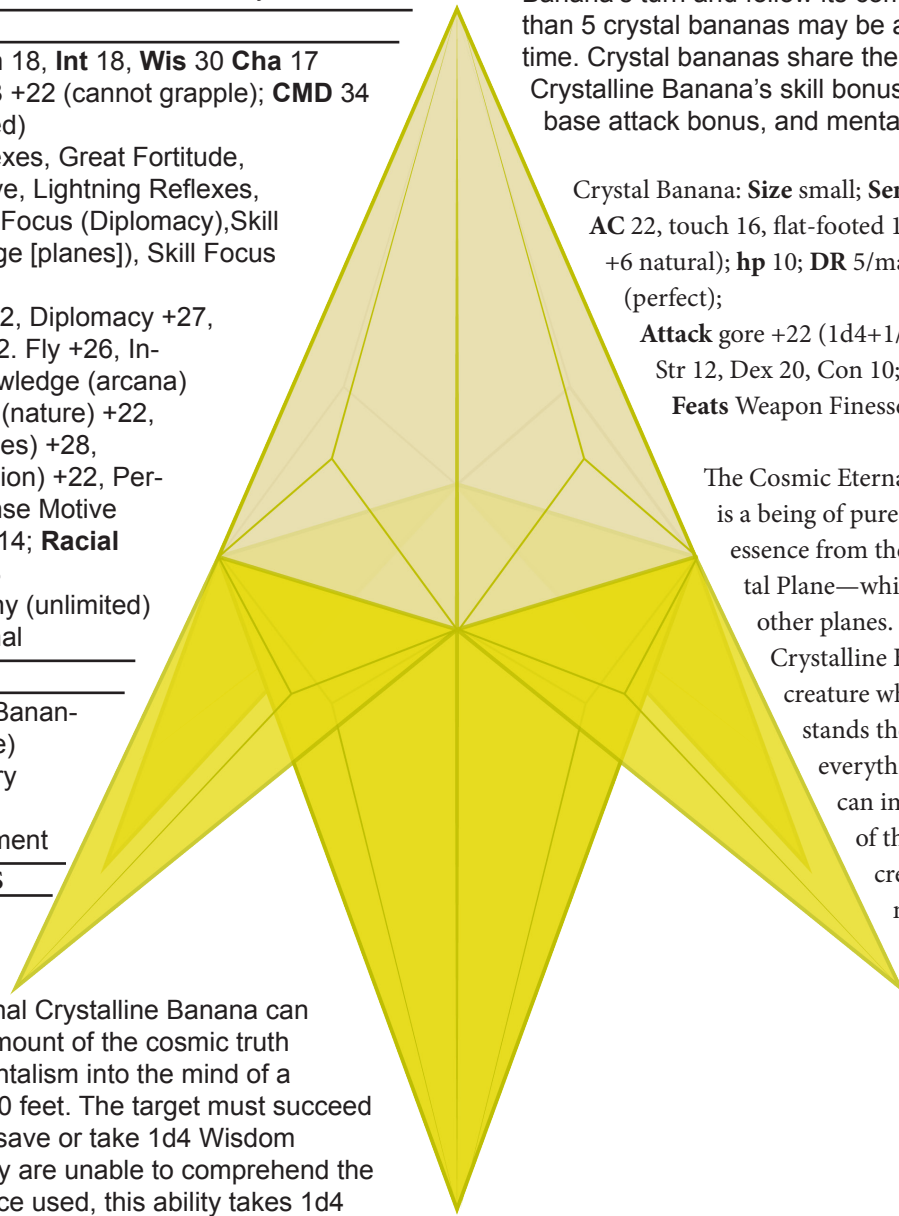
**Eternal (Su)** The Cosmic Eternal Crystalline Banana cannot be destroyed. If defeated, it evaporates into bananscendental essence and reforms on the Bananscendental Plane in 2d4 days.

**Summon Crystal Bananas (Su)** As a full-round action, the Cosmic Eternal Crystalline Banana can summon 1d4 crystal bananas. For each crystal banana summoned, the Cosmic Eternal Crystalline Banana loses 1d10+1 hit points. The summoned crystal bananas act on the Cosmic Eternal Crystalline Banana's turn and follow its commands. No more than 5 crystal bananas may be active at a single time. Crystal bananas share the Cosmic Eternal Crystalline Banana's skill bonuses, base saves, base attack bonus, and mental ability scores.

Crystal Banana: **Size** small; **Senses** blindsense 60 ft.; **AC** 22, touch 16, flat-footed 17 (+1 size, +5 Dex, +6 natural); **hp** 10; **DR** 5/magic; **Speed** fly 20 ft. (perfect);

**Attack** gore +22 (1d4+1/19-20); **Ability Scores** Str 12, Dex 20, Con 10; **CMB** 16, **CMD** 31; **Feats** Weapon Finesse.

The Cosmic Eternal Crystalline Banana is a being of pure bananscendental essence from the Bananscendental Plane—which encompasses all other planes. The Cosmic Eternal Crystalline Banana is the only creature who fully understands the cosmic truth—i.e., everything is bananas—and can impart a small fraction of this knowledge to mortal creatures, although most mortal minds cannot withstand such knowledge.



# BANANACONDA

*This creature is long and yellow, like a banana, but also wiggly squiggly, like a snake*

## BANANACONDA CR 8

**XP 4,800**

N Large plant (banana)

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

### DEFENSE

**AC** 19, touch 11, flat-footed 17 (–1 size, +2 Dex, +8 natural)

**hp** 102 (12d8+48) fast healing 5

**Fort** +12, **Ref** +8, **Will** +5

**Defensive Abilities** regeneration; **Immune** plant traits

### OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** bite +17 (2d6+13/19–20 plus grab)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (2d6+13)

### STATISTICS

**Str** 28, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12 **Cha** 2

**Base Atk** +9; **CMB** +19 (+23 to grapple); **CMD** 31 (cannot be tripped)

**Feats** Improved Critical, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Perception +11, Stealth +8 (+12 in swamps or jungles), Survival +8; **Racial Modifiers** Stealth +4 in swamps or jungles

**SQ** bisect

### ECOLOGY

**Environment** warm swamps and jungles

**Organization** solitary

**Frequency** very rare

**Treasure** terrible, terrible memories.

### SPECIAL ABILITIES

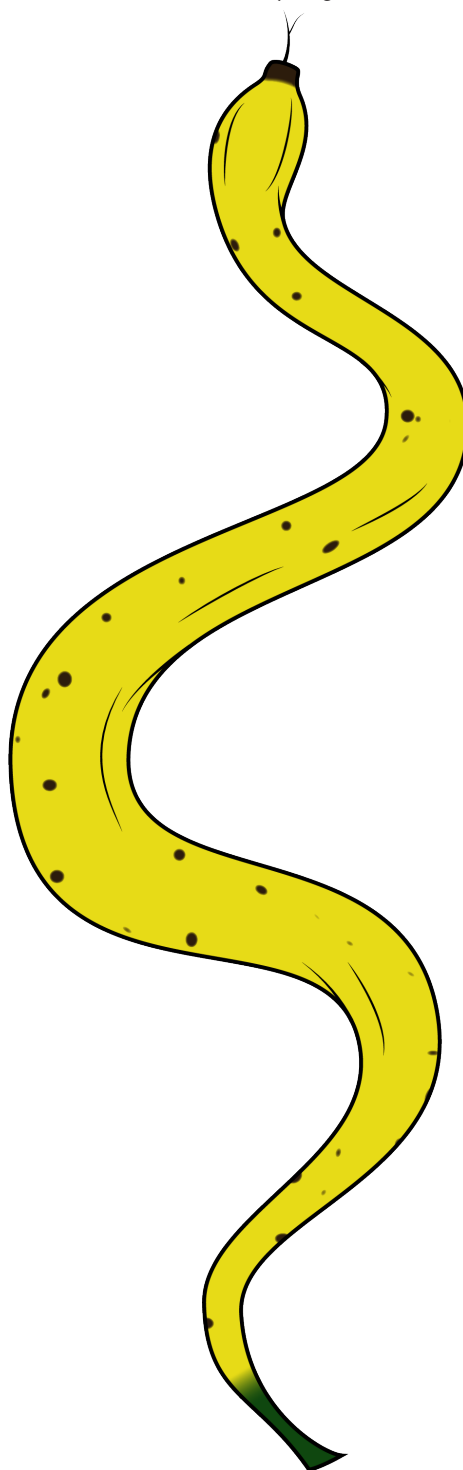
**Bisect (Ex)** Whenever a bananaconda is subject to a critical hit from a slashing weapon or a single attack that does more than 25 points of slashing damage, there is a 50% chance that it will be cut in two. On the bananaconda's next turn, it will regenerate into two bananacondas, each with half the bananaconda's current hit points—plus the 5 from its fast healing. Additional effects may trigger this ability at the GM's discretion.

Note: Additional bananacondas spawned from this ability do not add to the encounter's experience point total.

**Regeneration (Su)** A bananaconda is capable of rapidly regenerating its flesh, granting it fast healing 5 and fast healing 1 for physical ability score damage—mental ability score damage is healed as normal—and the ability to almost instantly regrow lost parts of its body. Damage from effects that specifically harms plant creatures cannot be healed with this ability.

Bananacondas are giant snake-like plant creatures, usually more than 20 feet in length with bright yellow flesh mottled with brown spots. Much like meat snakes, bananacondas coil around their prey and crush the life out of them before swallowing them whole. Bananacondas also possess remarkable regenerative capabilities, and if cut in half can actually regenerate both halves into a complete bananaconda—which is why it is generally ill-advised to cut a bananaconda in half.

Contrary to popular belief, bananacondas are actually quite indifferent towards whether or not you got buns.



# BANANASAURUS

*This forty-foot-long banana has vicious teeth and a long spiked tail. Its ferocious roar can be heard for miles around.*

## BANANASAURUS

**CR 11**
**XP 12,800**

N Gargantuan plant (banana)

**Init** -2; **Senses** low-light vision, scent; **Perception** +9

### DEFENSE

**AC** 24, touch 4, flat-footed 24 (-2 Dex, -4 size, +20 natural)

**hp** 161 (19d8+76)

**Fort** +15, **Ref** +4, **Will** +8

**Immune** plant traits

### OFFENSE

**Speed** 60 ft.

**Melee** bite +20 (2d8+22/19–20 plus grab), tail +16 (2d8+11/19–20)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** awesome blow (2d8+14), ferocious roar, swallow whole (6d6 acid, AC 20, 16 hp)

### STATISTICS

**Str** 38, **Dex** 7, **Con** 19, **Int** 2, **Wis** 14 **Cha** 2

**Base Atk** +14; **CMB** +32 (+34 to bull rush, +36 to grab); **CMD** 40

**Feats** Awesome Blow, Bleeding Critical, Critical Focus Improved Bull Rush, Improved Critical (bite), Improved Critical (tail), Power Attack, Skill Focus (Intimidate), Staggering Critical, Weapon Focus (tail)

**Skills** Intimidate +14, Perception +9, Survival +8, Swim +15; **Racial Modifiers** Intimidate +4

\*generally, a bananasaurus applies the Bleeding Critical feat to its bite attack and Staggering Critical to its tail attack; however, the GM should not feel required to do so.

### ECOLOGY

**Environment** deep jungles

**Organization** solitary

**Frequency** very rare

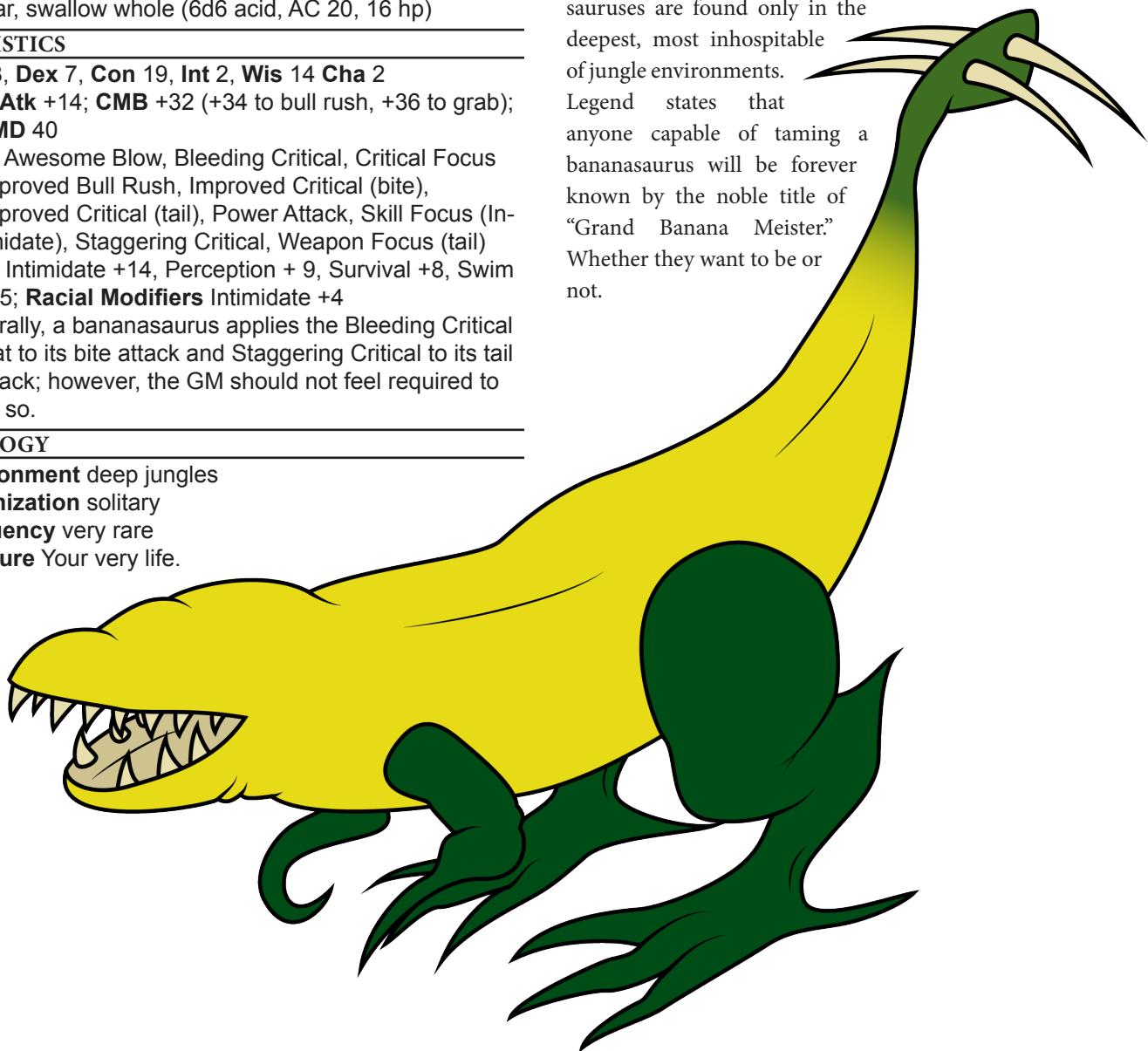
**Treasure** Your very life.

### SPECIAL ABILITIES

**Ferocious Roar (Ex)** As a full-round action, a bananasaurus can let out a ferocious roar to terrify its enemies. The bananasaurus makes an Intimidate check to demoralize each target that can hear the roar. The bananasaurus suffers a cumulative -1 penalty for each 5-foot increment the target is beyond 30 feet to a maximum of 120 feet. Creatures do not need to be able to see the bananasaurus, but must be able to hear it—as such, deaf creatures are immune to this effect. This ability is a mind-affecting fear effect, any bonuses to saves against fear effects are added to the Intimidate check DC.

Bananasauruses are the ancient ancestors of the dire banana. Every bit as vicious, and nearly twice as large as their modern descendants, bananasauruses pack a vicious bite and spiked tailstem which make them one of the most deadly of all banana creatures. Long believed—and hoped—to be extinct, bananasauruses are found only in the deepest, most inhospitable of jungle environments.

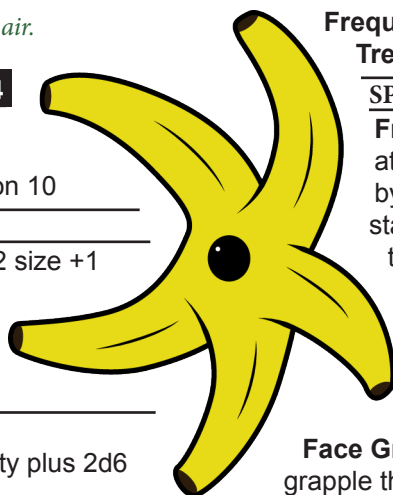
Legend states that anyone capable of taming a bananasaurus will be forever known by the noble title of “Grand Banana Meister.” Whether they want to be or not.



## STARNANA

*This five-pointed banana floats ominously in the air.*

<b>STARNANA</b>	<b>CR 4</b>
<b>XP 1,200</b>	
NE Tiny aberration (banana)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception 10	
<b>DEFENSE</b>	
<b>AC</b> 17, touch 16, flat-footed 13 (+4 Dex, +2 size +1 natural)	
<b>hp</b> 32 (5d8+10)	
<b>Fort</b> +2, <b>Ref</b> +5, <b>Will</b> +6	
<b>OFFENSE</b>	
<b>Speed</b> 5 ft., fly 40 ft. (good)	
<b>Melee</b> touch +9 versus touch (2d6 electricity plus 2d6 cold plus grab)	
<b>Space</b> 2.5 ft.; <b>Reach</b> 0 ft.	
<b>Special Attacks</b> face grab, freezing grasp	
<b>STATISTICS</b>	
<b>Str</b> 4, <b>Dex</b> 18, <b>Con</b> 13, <b>Int</b> 7, <b>Wis</b> 15 <b>Cha</b> 9	
<b>Base Atk</b> +3; <b>CMB</b> +5 (+9 to grapple); <b>CMD</b> 12 (cannot be tripped)	
<b>Feats</b> Agile Maneuvers, Toughness, Weapon Finesse	
<b>Skills</b> Fly +17, Perception +10, Stealth +18	
<b>ECOLOGY</b>	
<b>Environment</b> any	
<b>Organization</b> solitary	



**Frequency** very rare  
**Treasure** none

**SPECIAL ABILITIES**

**Freezing Grasp (Ex)** A starnana can attempt to grapple a creature of any size by attaching itself to the creature's body—starnana gains the grappled condition, but the target does not. If the starnana successfully maintains the grapple—dealing cold and electricity damage from its touch attack—the target takes a –2 penalty to attempts to breaking the grapple.

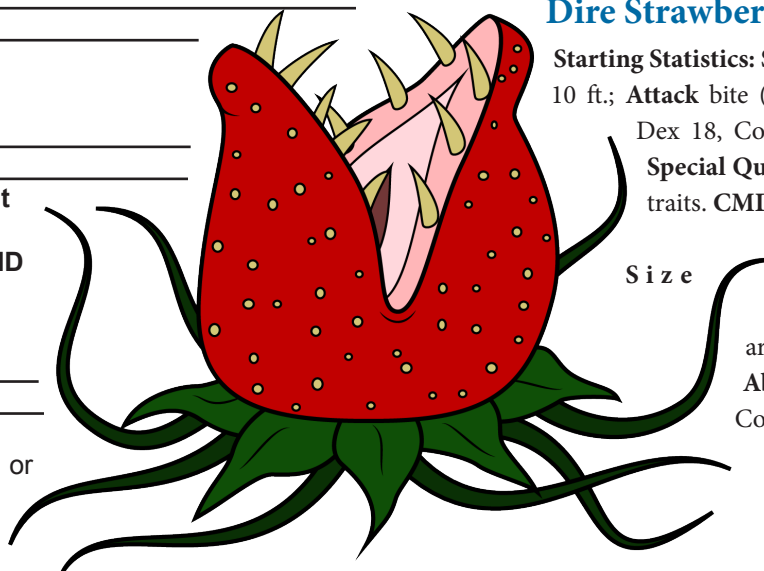
**Face Grab (Ex)** A starnana can attempt to grapple the face of a medium or smaller creature by taking a –5 penalty to its attack roll. If successful, the target is blinded and unable to breath until the starnana is removed—in addition to the normal effects of being grappled.

Starnanas are among the strangest of banana creatures, appearing as a floating, five-pointed banana with a single back eye. Starnanas like to latch onto their victims with their banana-like tentacles and freeze themselves in place.

## STRAWBERRY, DIRE

*This bright red creature pairs well with banana creatures.*

<b>DIRE STRAWBERRY</b>	<b>CR 1</b>
<b>XP 400</b>	
N Medium plant	
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception +5	
<b>DEFENSE</b>	
<b>AC</b> 13, touch 13, flat-footed 10 (+3 Dex)	
<b>hp</b> 14 (2d8+5)	
<b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +1	
<b>Immune</b> plant traits	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft., climb 20 ft.	
<b>Melee</b> bite +3 (1d6+3)	
<b>Space</b> 5 ft.; <b>Reach</b> 5 ft.	
<b>STATISTICS</b>	
<b>Str</b> 14, <b>Dex</b> 16, <b>Con</b> 12, <b>Int</b> 2, <b>Wis</b> 13 <b>Cha</b> 6	
<b>Base Atk</b> +1; <b>CMB</b> +3; <b>CMD</b> 16 (cannot be tripped)	
<b>Feats</b> toughness	
<b>Skills</b> Perception +5	
<b>ECOLOGY</b>	
<b>Environment</b> warm plains	
<b>Organization</b> solitary, pair, or grove (3-12)	
<b>Frequency</b> rare	
<b>Treasure</b> none	



Dire strawberries have a bright red 4-foot-wide body spotted with yellow seeds. It uses its bright colors and sweet scent to attract prey, and once they're within reach, dispatch them with its long needle-like teeth. While normally a luring predator, dire strawberries are quite mobile, moving themselves with several tentacle-like vines growing from their underside.

For unknown reasons, dire strawberries—which are not technically berries—go very well together with banana creatures—which are technically berries.

**Dire Strawberry Companions**

**Starting Statistics:** **Size** Small; **Speed** 20 ft., climb 10 ft.; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 18, Con 12, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, plant traits. **CMD** cannot be tripped.

**4th-Level Advancement:** **Size** Medium; **Speed** 30 ft., climb 20 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4

# TOON'NANA

Something about this bizarre creature doesn't quite seem real.

## TOON'NANA CR 1/3

XP 135

CN Small plant (banana, toon)

**Init** +1; **Senses** low-light vision; Perception +5

### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 8 (1d8+4)

**Fort** +3, **Ref** +1, **Will** +0

**Defensive Abilities** amusing; Immune plant traits

### OFFENSE

**Speed** 20 ft.

**Melee** club +1 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 10, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10 **Cha** 12

**Base Atk** +0; **CMB** -1; **CMD** 10

**Feats** Toughness

**Skills** Perception +5

**Languages** Common, Nanamanian, Toon'nana

**SQ** amusing (DC 11)

### ECOLOGY

**Environment** any

**Organization** solitary or bunch (3–18)

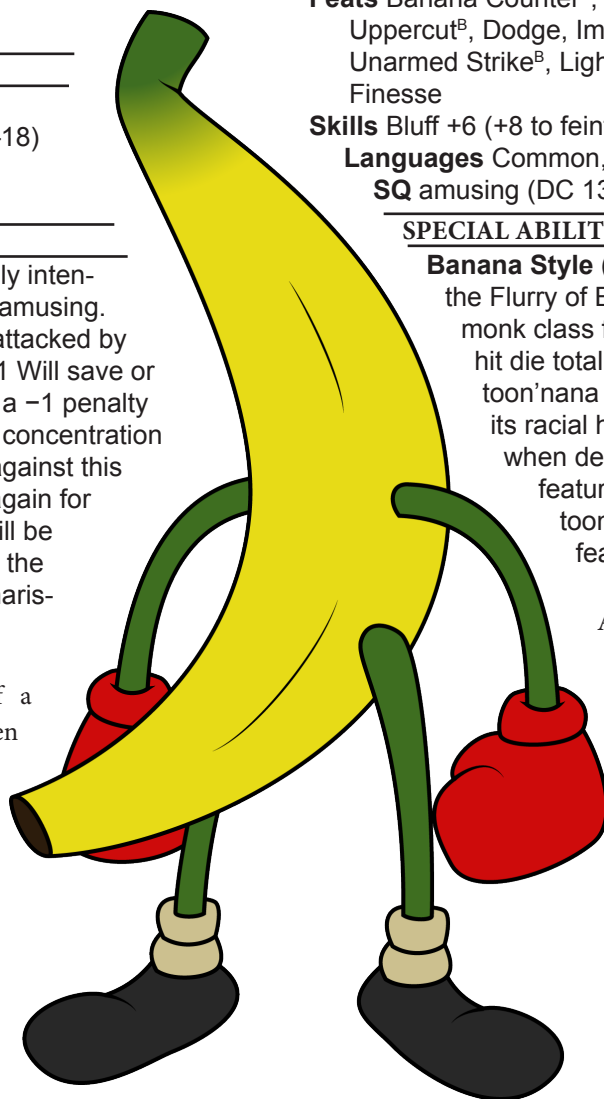
**Frequency** uncommon

**Treasure** small club

### SPECIAL ABILITIES

**Amusing (Ex)** While not necessarily intentional, toon'nanas can be quite amusing. Any intelligent creature who is attacked by a toon'nana must make a DC 11 Will save or be amused for 1 round—taking a -1 penalty to attack rolls, skill checks, and concentration checks. A creature who saves against this ability cannot be effected by it again for 24 hours—although they can still be amused by other monsters with the amusing quality. Save DC is Charisma-based.

Toon'nanas have the appearance of a three-foot-tall banana with thin green limbs and large hands and feet which strangely resemble gloves and shoes. Despite lacking any apparent sensory organs, toon'nanas possess a full compliment of senses and are capable of speech.



## VIOLENT TOON'NANA CR 3

XP 800

CN Small plant (banana, toon)

**Init** +3; **Senses** low-light vision; Perception +6

### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +6, **Will** +3

**Defensive Abilities** amusing; Immune plant traits

### OFFENSE

**Speed** 20 ft.

**Melee** unarmed strike +7 (1d6+1), or flurry of blows +7/+7 (1d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** flurry of blows

### STATISTICS

**Str** 13, **Dex** 16, **Con** 14, **Int** 8, **Wis** 15 **Cha** 12

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Banana Counter<sup>B</sup>, Banana Style<sup>B</sup>, Banana Uppercut<sup>B</sup>, Dodge, Improved Feint<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Lightning Reflexes, Weapon Finesse

**Skills** Bluff +6 (+8 to feint), Perception +6

**Languages** Common, Nanamanian, Toon'nana

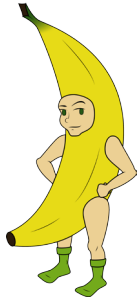
**SQ** amusing (DC 13), banana style

### SPECIAL ABILITIES

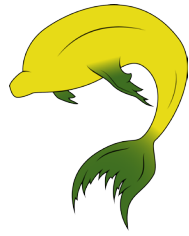
**Banana Style (Ex)** Violent toon'nanas gain the Flurry of Blows and Unarmed strike monk class features, treating their racial hit die total as their monk level. A violent toon'nana possessing monk levels adds its racial hit die total to its monk level when determining the effects of these features. Additionally, a violent toon'nana gains all 3 Banana Style feats as bonus feats.

A violent toon'nana is much like a normal toon'nana, except that they stand almost four feet tall and has large, red, bulbous hands. Their unique fighting style is based on fast movements, powerful punches, and misdirection.

# CREATURE SIZE COMPARISON



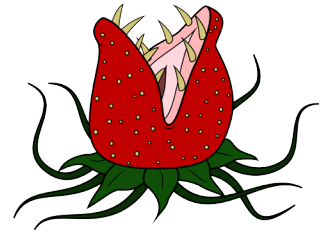
Nanaman



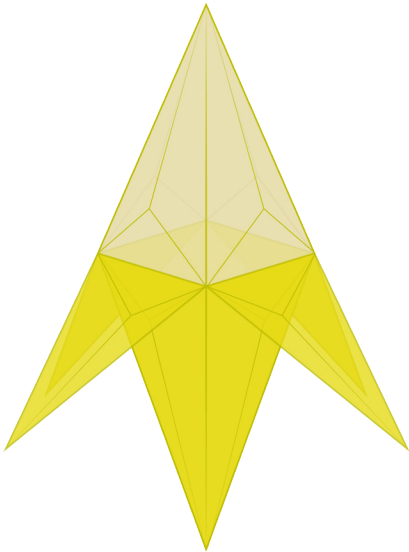
Aquanana



Starnana



Dire Strawberry



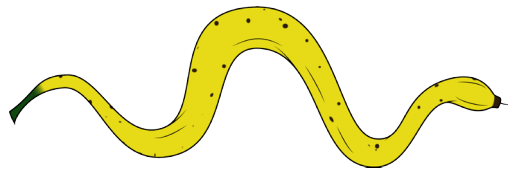
Cosmic Eternal  
Crystalline Banana



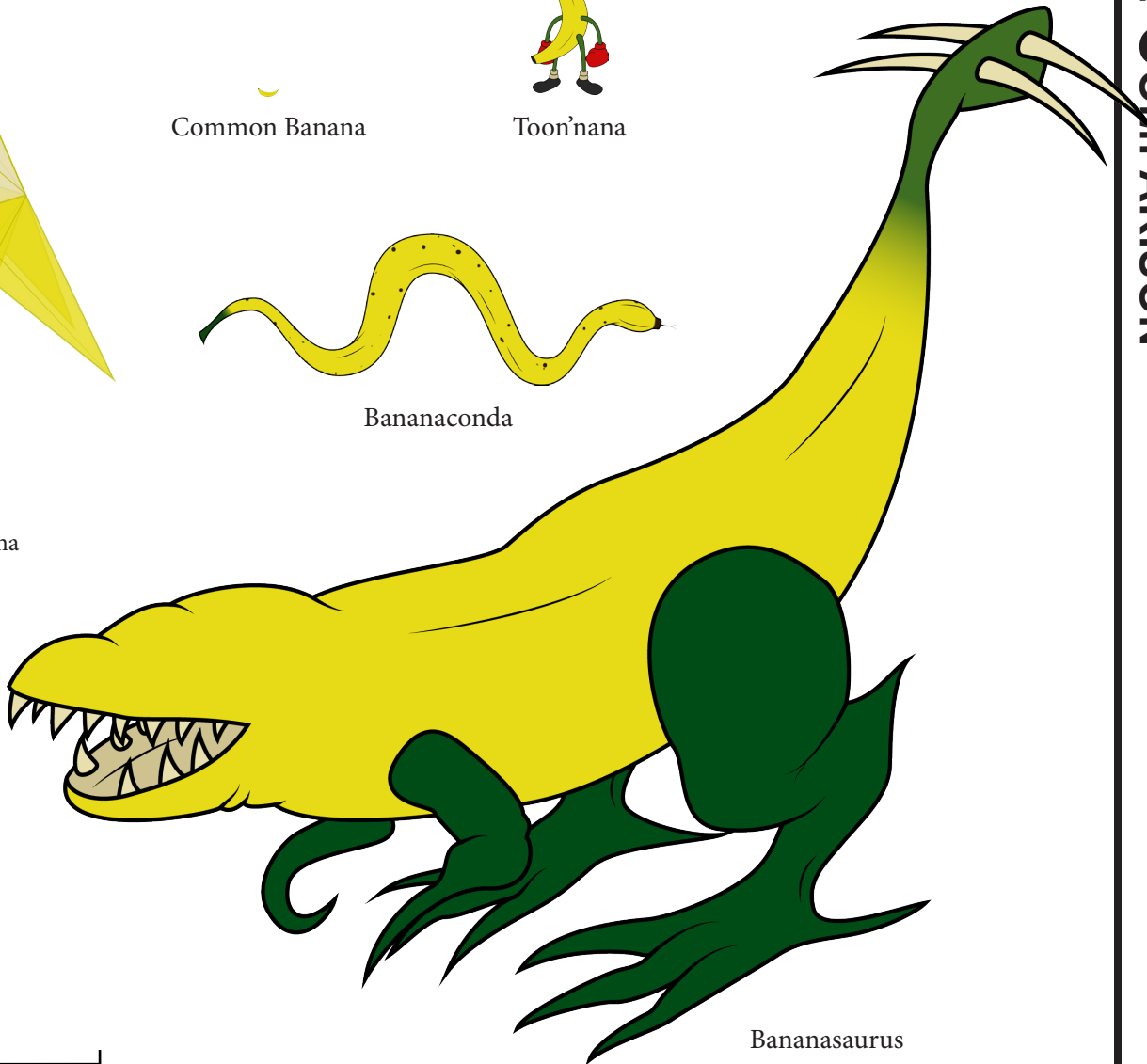
Common Banana



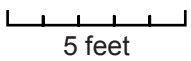
Toon'nana



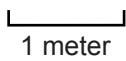
Bananaconda



Bananasaurus



5 feet



1 meter

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