

10 ALL-NEW

GIANT ARTHROPODS

Dungeonus  Octopus



Creepy Crawly Creatures for The Pathfinder Roleplaying Game



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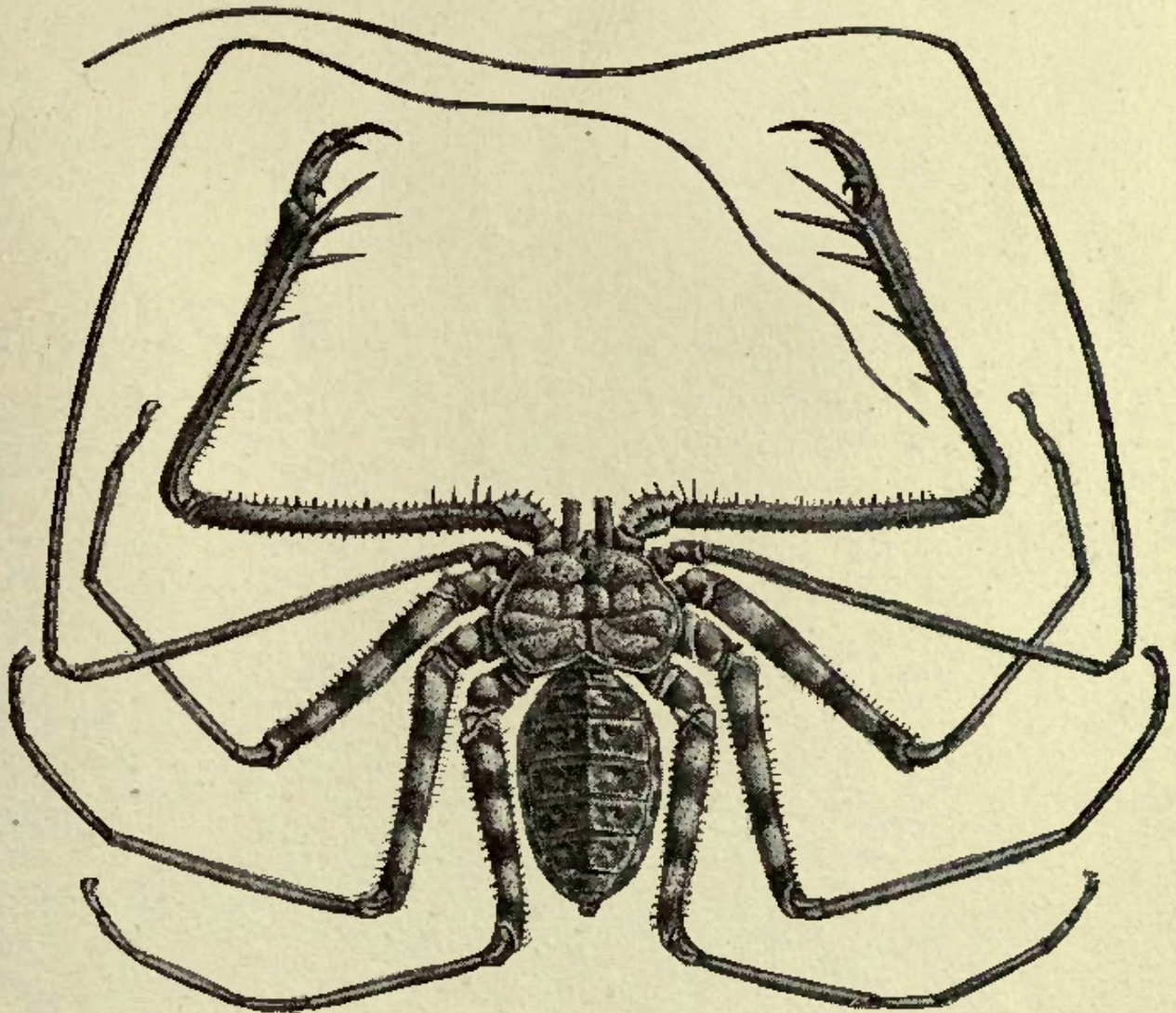


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Giant Arthropods

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Dungeonous  Octopus



“10 All-New Giant Arthropods”

Revision 1

Another unconventional product from



EST. 2013

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MONSTERS BY CHALLENGE RATING

CR 1/2	Giant Acorn Barnacle
	Giant Stink Bug
CR 1	Giant Carnivorous Caterpillar
CR 2	Giant Stalked Barnacle
CR 3	Giant Carnivorous Butterfly
CR 4	Giant Earwig
CR 6	Giant Water Scorpion
CR 9	Giant Whip Scorpion
CR 10	Giant Whip Spider
CR 12	Giant Mantis Shrimp

BARNACLE, ACORN, GIANT

What at first glance seems nothing more than a rock suddenly opens up and reaches out with twelve jointed legs.

GIANT ACORN BARNACLE

CR 1/2

N Medium vermin (aquatic, crustacean)

XP 200

Init: -5 | **Senses:** tremorsense 30 ft. ; Perception +0

DEFENSE

AC: 15 | **touch:** 5 | **flat-footed:** 15

Modifiers: -5 Dex, +10 natural

hp: 13 (3d8+0)

Fort: +3 | **Ref:** -4 | **Will:** +1

Defensive Abilities: retract | **Immune:** forced movement, mind-affecting effects

OFFENSE

Speed: 5 ft., swim 10 ft.

Melee: bite +3 (1d6+1 plus grab)

Space: 5 feet | **Reach:** 5 feet

STATISTICS

Str: 12 | **Dex:** 1 | **Con:** 11 | **Int:** — | **Wis:** 10 | **Cha:** 1

Base Atk: +2 | **CMB:** +3 (+7 to grab) | **CMD:** 8

(cannot be tripped)

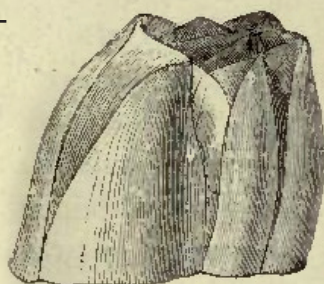
ECOLOGY

Environment: any ocean

Organization: solitary or fixture (3-12)

Frequency: uncommon

Treasure: none



SPECIAL ABILITIES

Carapace (Ex): A giant barnacle is surrounded by a carapace, this natural armor can be sundered as if it were manufactured armor with hardness 5 and 20 hit points. If the carapace is destroyed, the barnacle loses its immobile, inconspicuous, and retract abilities, and gains 5 feet to all movement speeds.

Dodecapodic Grapple (Ex): A giant barnacle gains a +6 bonus to CMD when opposing attempts to escape its grapple.

Immobile (Ex): A giant barnacle attaches itself permanently to a solid surface—or a creature of huge or larger size—reducing all movement speeds to 0 ft. and granting immunity to forced movement. This ability is lost if the barnacle is teleported. Loosing this ability grants the barnacle a +10 bonus to Dex.

Inconspicuous (Ex): As long as its legs are retracted, creatures must succeed on a DC 15 Perception or Knowledge (nature) check to identify a giant acorn barnacle as a living creature.

Retract (Ex): As a move action, a giant barnacle can retract completely into its carapace. While withdrawn, the giant barnacle cannot attack or be attacked, although its carapace can still be sundered. Emerging from the carapace can be done as a free action, or as part of an attack of opportunity.

Looking more like a rock than a living creature, giant barnacles are often overlooked as the dangerous aquatic predators they are. A giant barnacle's entire body is encased in a rock-hard carapace which can grow up to four feet wide. While this does provide the barnacle with extraordinary defence, it also leaves it completely immobile.

While in their larval form, giant barnacles permanently affix themselves to a solid substrate, onto which they grows their specialized carapace. Two moveable plates at the top of the carapace form an opening through which the barnacle can extend its twelve legs to feed.



BARNACLE, GOOSENECK, GIANT

This alien looking creature sways gently in the sea currents.

GIANT GOOSENECK BARNACLE

CR 2

N Medium vermin (aquatic, crustacean)

XP 600

Init: -3 | **Senses:** tremorsense 60 ft. ; Perception +0

DEFENSE

AC: 17 | **touch:** 7 | **flat-footed:** 17

Modifiers: -3 Dex, +10 natural

hp: 27 (6d8+0)

Fort: +5 | **Ref:** -1 | **Will:** +2

Immune: forced movement, mind-affecting effects

OFFENSE

Speed: 10 ft., swim 20 ft.

Melee: bite +7 (1d8+4 plus grab) or slam (1d8+4)

Space: 5 ft. | **Reach:** 10 ft.

STATISTICS

Str: 16 | **Dex:** 5 | **Con:** 11 | **Int:** — | **Wis:** 10 | **Cha:** 1

Base Atk: +4 | **CMB:** +7 (+11 to grab) | **CMD:** 14

(cannot be tripped)

ECOLOGY

Environment: any ocean

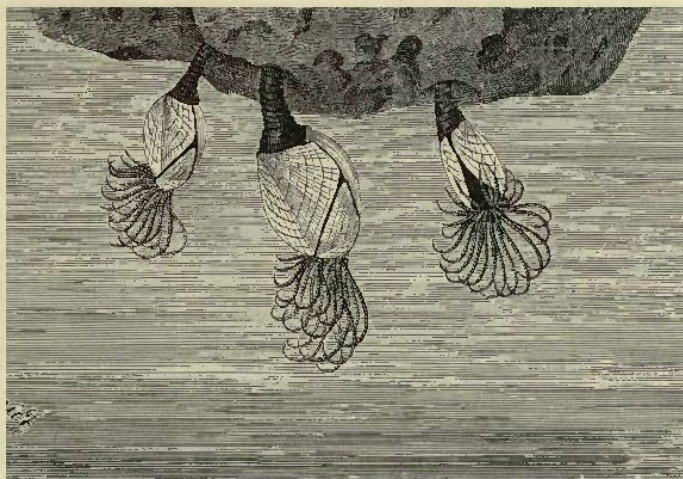
Organization: solitary or fixture (3-12)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Carapace (Ex): This functions as the giant acorn barnacle's ability, except that destroying a giant gooseneck barnacle's carapace does not negate its Immobile ability.



Dodecapodic Grapple (Ex): A giant barnacle gains a +6 bonus to CMD when opposing attempts to escape its grapple.

Immobile (Ex): This functions as the giant acorn barnacle's ability; however, the giant gooseneck barnacle can detach or attach itself voluntarily as a full-round action.

Retract (Ex): As a move action, a giant gooseneck barnacle can close its carapace, granting it an +2 bonus to natural armor and immunity to critical hits. While its carapace is closed the barnacle cannot use its bite attack or grapple. The barnacle can emerge again as a free action.

Rather than being directly attached to a surface, giant gooseneck barnacles are attached via a long muscular stalk. This gives the giant stalked barnacle superior reach and an overall length of up to nine feet.

BUTTERFLY, CARNIVOROUS, GIANT

As beautiful as it is deadly, this giant insect flaps its powerful wings sending dust and debris flying.

GIANT CARNIVOROUS BUTTERFLY

CR 3

N Large vermin (insect)

XP 800
Init: +6 | **Senses:** darkvision 60 ft. ; Perception +0

DEFENSE

AC: 16 | **touch:** 15 | **flat-footed:** 10

Modifiers: +6 Dex, +1 natural, -1 size

hp: 26 (4d8+8)

Fort: +6 | **Ref:** +7 | **Will:** +1

Immune: mind-affecting effects

OFFENSE

Speed: 20 ft., fly 60 ft. (good)

Melee: siphon +8 (1d8+6)

Special Attacks: drain, poison scales

Space: 10 ft. | **Reach:** 5 ft.

STATISTICS

Str: 18 | **Dex:** 22 | **Con:** 14 | **Int:** — | **Wis:** 10 | **Cha:** 12

Base Atk: +3 | **CMB:** +8 | **CMD:** 24 (32 vs. trip)

Feats: Hover^B, Weapon Finesse^B
Skills: Fly +8 (+6 Dex, +4 racial, -2 size)

ECOLOGY

Environment: any forest or plains

Organization: solitary or flight (3-18)

Frequency: rare

Treasure: To the right buyer, the wings of a giant carnivorous butterfly can fetch 500 gp or more depending on condition.

SPECIAL ABILITIES

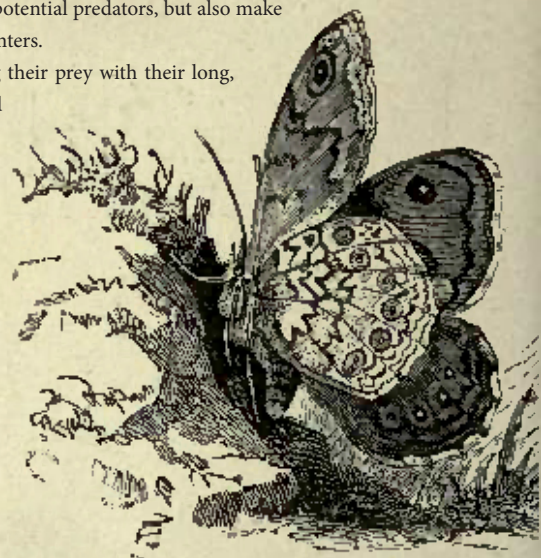
Drain (Ex): When a giant carnivorous butterfly deals damage to a living creature by maintaining a grapple it deals an additional 1d2 Con damage.

Poison Scales (Ex): As a standard action, a giant carnivorous butterfly can aggressively flap its wing creating a 10-foot-wide cloud of poisonous scales directly below it. The cloud lasts for 1 round before being dispersed by the butterfly's beating wings, or until it is blown away by strong or stronger winds.

Poison (Ex): Scales—Inhaled; *save* Fort DC 14; *frequency* 1/round for 3 rounds; *effect* 1d3 Dex damage; *cure* 1 save. Save DC is Constitution-based.

Giant carnivorous butterflies can grow to have a wingspan of up to fifteen feet and weigh two-hundred pounds. Their large, colorful wings advertise their toxicity to potential predators, but also make them a target of trophy hunters.

They feed by piercing their prey with their long, needle-tipped siphon and sucking out the tasty fluids inside. While they prefer small and easily caught game, they will predate larger creatures if necessary. When hunting larger or more dangerous prey, the butterfly will often try to slow down targets with its paralyzing poison before moving in to feed.



CATERPILLAR, CARNIVOROUS, GIANT

This chubby larva will one day become a beautiful, deadly butterfly.

GIANT CARNIVOROUS CATERPILLAR

CR 1

N Medium vermin (insect)

XP 400

Init: +0 | **Senses:** darkvision 60 ft. ; Perception -1

DEFENSE

AC: 12 | **touch:** 10 | **flat-footed:** 12

Modifiers: +2 natural

hp: 16 (2d8+7)

Fort: +5 | **Ref:** +0 | **Will:** -1

Defensive Abilities: poisonous spines

Immune: mind-affecting effects

OFFENSE

Speed: 20 ft., climb 20 ft.

Melee: bite +2 (1d6+1) or spines +2 (1d4 plus poison)

Space: 5 ft. | **Reach:** 5 ft.

STATISTICS

Str: 12 | **Dex:** 11 | **Con:** 14 | **Int:** — | **Wis:** 9 | **Cha:** 2

Base Atk: +1 | **CMB:** +2 | **CMD:** 12 (cannot be tripped)

Feats: Toughness^B

Skills: Climb +9 (+8 racial)

ECOLOGY

Environment: any forest or plains

Organization: solitary or army (2-12)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Poisonous Spines (Ex): The giant caterpillar's body is covered with poisonous spines, any adjacent creature attacking the caterpillar with a light melee weapon, natural weapon, or unarmed strike must succeed on a DC 12 Reflex save. Failure means the attacker takes 1d4 damage and must make a save versus the caterpillar's poison. Save DC is Strength-based.

Poison (Ex): Spines—*injury*; *save* Fort DC 13; *frequency* 1/round for 3 rounds; *effect* 1d3 Dex damage; *cure* 1 save. Save DC is Constitution-based.

The larval form of the giant carnivorous butterfly, a giant carnivorous caterpillar's body is black with light spots and can grow up to seven feet in length. The entirety of their bodies are covered in rows of poisonous spines which protect them from predators.

After hatching in the spring, giant carnivorous caterpillars eats continuously, growing from one to seven feet in as little as four months. At around six months of age, the caterpillars will form a chrysalis around their body where they will spend the next six months metamorphosing into an adult carnivorous butterfly.



EARWIG, GIANT

This mammoth insect scuttles along on six strong legs, its powerful pincers poised to strike.

GIANT EARWIG

CR 4

N Large vermin (insect)

XP 1,200
Init: +0 | **Senses:** darkvision 60 ft.; Perception +1

DEFENSE

AC: 16 | **touch:** 9 | **flat-footed:** 16

Modifiers: +7 natural, -1 size

hp: 45 (6d8+18)

Fort: +8 | **Ref:** +2 | **Will:** +3

Immune: mind-affecting effects

OFFENSE

Speed: 50 ft., climb 30 ft., burrow 20 ft.

Melee: bite +7 (1d6+4), pincers +7 (1d10+6 plus grab)

Space: 10 ft. | **Reach:** 5 ft.

STATISTICS

Str: 18 | **Dex:** 10 | **Con:** 17 | **Int:** — | **Wis:** 13 | **Cha:** 2

Base Atk: +4 | **CMB:** +9 (+13 to grapple) | **CMD:** 19 (27 vs. trip)

Skills: Climb +12 (+8 racial bonus)

SQ: crushing critical, deadly pincers

ECOLOGY

Environment: temperate or warm forests

Organization: solitary or nest (2-5)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Crushing Critical (Ex): When a giant earwig confirms a critical hit with its pincers the target takes damage as normal and is subject to an additional penalty. If the target is wearing medium or lighter armor, they will suffer either a -5 penalty to speed—a leg injury—or -1 penalty to attack rolls—an arm injury. Penalties are cumulative and remain until the target receives natural or magical healing.

If the target wears heavy armor, they revive only normal damage from the attack, with the additional critical damage being applied directly to their armor—less damage reduction from the armor's hardness as normal.

Deadly Pincers (Ex): A giant earwig has exceptionally strong pincers. All pincer attacks are made with the giant earwig's full attack bonus and add 1-1/2 their Strength modifier to damage. Additionally, attempts made to make or maintain a grapple using only the pincers are made at a -10 penalty versus the standard -20.

Giant earwigs have a long, flat body up to 15 feet in length in shades of yellow, brown, and red. Their most distinctive feature is their elongated abdomen which ends in a set of powerful pincers used to grab and immobilize their prey. These pincers are strong enough to break bones crush metal armor. Although they do possess wings, giant earwigs are incapable of flight due to their massive size.





MANTIS SHRIMP, GIANT

This massive crustacean lunges from its underground hiding place, striking out with its scythe-like claws.

GIANT MANTIS SHRIMP

CR 12

N Gargantuan vermin (aquatic, crustacean)

XP 19,200
Init: +2 | **Senses:** darkvision 120 ft.; Perception +6

DEFENSE

AC: 24 | **touch:** 4 | **flat-footed:** 24

Modifiers: -2 Dex, -4 size, +20 natural

hp: 161 (17d8+85)

Fort: +15 | **Ref:** +3 | **Will:** +7

DR: 5/piercing | **Immune:** mind-affecting effects

OFFENSE

Speed: 60 ft., swim 40 ft., burrow 20 ft.

Melee: 2 claws +21 (2d8+13)

Space: 20 ft. | **Reach:** 20 ft.

STATISTICS

Str: 36 | **Dex:** 7 | **Con:** 21 | **Int:** — | **Wis:** 15 | **Cha:** 8

Base Atk: +12 | **CMB:** +29 | **CMD:** 37 (45 vs. trip)

Feats: Improved Initiative⁸
Skills: Perception +6 (+4 racial bonus), Stealth -14 (+2 to hide [+16 racial bonus]), Swim +21 (+8 racial bonus)

SQ: ambush predator

ECOLOGY

Environment: any underwater

Organization: solitary

Frequency: very rare

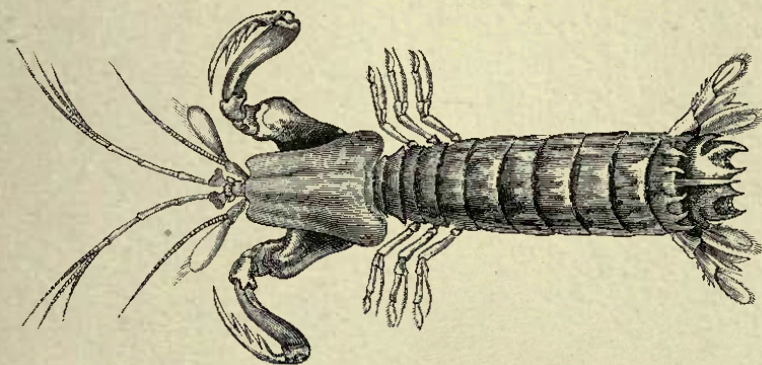
Treasure: the meat and carapace of a giant mantis shrimp can sell for up to 10,000 gp to the right buyer.

SPECIAL ABILITIES

Ambush Predator (Ex): The giant mantis shrimp is highly adept at sneaking up on prey despite its tremendous size. The giant mantis shrimp gains a +16 racial bonus on stealth checks made to hide and can take a 20 on such checks by burying itself in the sand. Additionally, the giant mantis shrimp can act as in a full round during a surprise round.

Giant mantis shrimps are known as vicious aquatic predators. Their striped grey armored bodies reach length of more than forty feet and can weigh as much as twenty tons.

Ambush predators by nature, giant mantis shrimps prefer to hide themselves in their burrows and wait for unsuspecting prey to come by. Any creature unfortunate enough to come within reach of the mantis shrimp's raptorial claws suffers the risk of becoming its next meal.





STINK BUG, GIANT

This squat little bug doesn't seem to be all that dangerous, its odor however, is quite ghastly.

GIANT STINK BUG

CR 1/2

N Small vermin (insect)

XP 200

Init: +1 | **Senses:** darkvision 60 ft.; Perception -1

Aura: stench (10 ft., DC 11, 1 minute)

DEFENSE

AC: 13 | **touch:** 12 | **flat-footed:** 12

Modifiers: +1 Dex, +1 natural, +1 size)

hp: 9 (2d8+0)

Fort: +3 | **Ref:** +1 | **Will:** -1

Immune: mind-affecting effects

OFFENSE

Speed: 20 ft., fly 40 ft. (average)

Melee: bite +3 (1d4-1)

STATISTICS

Str: 8 | **Dex:** 12 | **Con:** 11 | **Int:** — | **Wis:** 9 | **Cha:** 2

Base Atk: +1 | **CMB:** -1 | **CMD:** 10 (18 vs. trip)

Feats: Weapon Finesse⁸

Skills: Fly +3 (+2 size)

ECOLOGY

Environment: any

Organization: solitary or infestation (10-100)

Frequency: uncommon

Treasure: none

SPECIAL ABILITIES

Stench Aura: As a free action, a giant stink bug can release a foul-smelling fluid, granting it a 10-foot stench aura for 1 hour. Creatures in the area must succeed on a DC 11 Fortitude save or be sickened for 1 minute. Creatures who successfully save are immune to this effect for 24 hours. For full details on the stench ability see the "Universal Monster Rules" section in Appendix 3 of the Pathfinder® Roleplaying Game Bestiary™

Stench Spray: As a standard action, a giant stink bug can spray its pungent secretions at a target within 20 feet, DC 12 Reflex to avoid. If the target is hit, it must make a DC 11 Fortitude save or become nauseated for one round and then sickened for 1 minute. Additionally, the target gains a 5-foot stench aura (DC 11, 1 minute) lasting for 1 hour, or until the target is thoroughly cleaned. Creatures who have already saved against the stink bug's stench aura are also immune to aura created by this ability; however, the target receives no such immunity.

Giant stink bugs are mottled brown in color, three feet long, and almost as wide. When threatened, they secrete a foul-smelling fluid from glands on its abdomen in an attempt to drive off predators.

Giant stink bugs are predatory in nature, subsisting primarily on small animals and vermin, although they are capable of surviving entirely on tree sap if prey animals cannot be found.





WATER SCORPION, GIANT

This flat-bodied insect moves through the water with effortless grace, ready to make a meal of any creature that gets in its way.

GIANT WATER SCORPION

CR 6

N Large vermin (insect)

XP 2,400
Init: +0 | **Senses:** darkvision 60 ft. ; Perception +1

DEFENSE

AC: 20 | **touch:** 9 | **flat-footed:** 20

Modifiers: +11 natural, -1 size

hp: 67 (9d8+27)

Fort: +9 | **Ref:** +3 | **Will:** +4

Immune: mind-affecting effects

OFFENSE

Speed: 30 ft., swim 60 ft.

Melee: bite +9 (1d8+4), 2 claws +9 (1d6+4 plus grab)

Special Attacks: grasping claws +9 (2d6+6 plus grab)

Space: 10 ft. | **Reach:** 5 ft.

STATISTICS

Str: 18 | **Dex:** 10 | **Con:** 17 | **Int:** — | **Wis:** 13 | **Cha:** 2

Base Atk: +6 | **CMB:** +11 (+15 to grapple) | **CMD:** 21 (25 vs. trip)

Skills: Swim +12 (+8 racial)

SQ: hold breath, semiaquatic

ECOLOGY

Environment: lakes and streams

Organization: solitary

Frequency: rare

Treasure: none

SPECIAL ABILITIES

Drowning Grapple (Ex): When a giant water scorpion successfully grapples a target on land from water, it can make a free drag attempt to pull the target into the water.

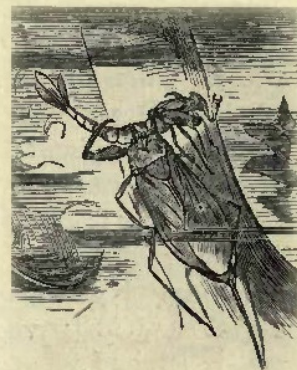
Grasping Claws: As an attack action or as part of a charge, a giant water scorpion can make a single attack with both its claws. If successful, the water scorpion may make a free grapple attempt against the target with a +2 bonus—in addition to their existing +4 bonus.

Hold Breath (Ex): A giant water scorpion can hold its breath a number of minutes equal to 6 times its Constitution score (1 hour and 42 minutes) before it risks drowning.

Semiaquatic (Ex): Giant water scorpions suffer no penalties to their attack and damage rolls while underwater.

Despite their name, giant water scorpions are insects, rather than arachnids like true scorpions. They are brown in color with wide, flat bodies that can grow up to twelve feet in length with a four-foot whip-like tail. Their front legs are adapted into a set of grasping claws similar to those of a mantis.

Giant water scorpions are fierce predators that will prey on any creature smaller than themselves. They are equally capable on land, and underwater. One of the giant water scorpion's favored tactics is to wait for a creature to come near the water's edge, then grab the creature and drag it under the water where the water scorpion has the advantage.





WHIP SCORPION, GIANT

This gigantic beast seems to be a grotesque cross between spider and scorpion, but is in reality neither.

GIANT WHIP SCORPION

CR 9

N Huge vermin (arachnid)

XP 6,400

Init: +1 | **Senses:** darkvision 60 ft. tremorsense 60 ft. ; Perception +2

DEFENSE

AC: 23 | **touch:** 9 | **flat-footed:** 22

Modifiers: +1 Dex, +14 natural, -2 size

hp: 110 (13d8+52)

Fort: +12 | **Ref:** +5 | **Will:** +6

Immune: mind-affecting effects | **Resist:** acid 20

OFFENSE

Speed: 60 ft.

Melee: 2 claws +16 (1d8+9), whip +14 (1d8+4)

Special Attacks: acid spray (DC 20)

Space: 15 ft. | **Reach:** 10 ft. (15 ft. with whip)

STATISTICS

Str: 29 | **Dex:** 12 | **Con:** 18 | **Int:** — | **Wis:** 15 | **Cha:** 2

Base Atk: +9 | **CMB:** +20 | **CMD:** 31 (39 vs. trip)

Feats: Multiattack^B

Skills: Stealth +1 (+1 Dex, +8 racial, -8 size)

ECOLOGY

Environment: warm forests and underground

Organization: solitary

Frequency: rare

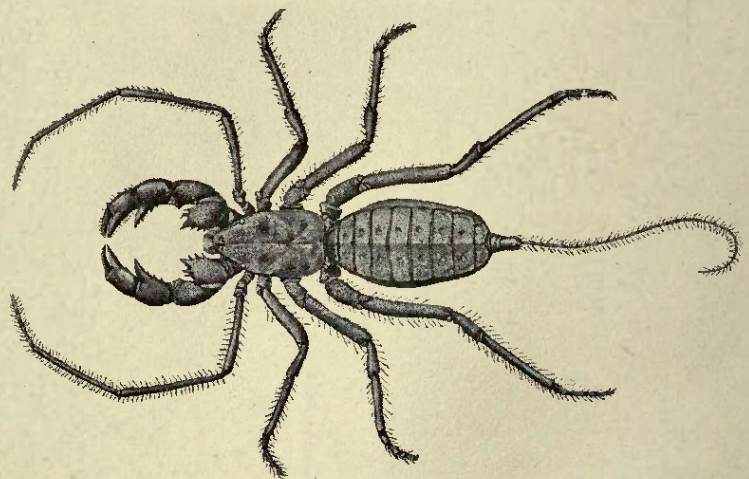
Treasure: none

SPECIAL ABILITIES

Acid Spray (Ex): Once per 1d4 rounds, a giant whip scorpion can, as a standard action, spray acid from glands on its abdomen in a 30-foot cone. Creatures caught in the area take 3d6 acid damage plus an additional 1d8 acid damage on their next turn. A successful DC 20 Reflex save halves the damage and negates the additional damage on the creature's turn. Save DC is Constitution-based.

Giant whip scorpions measure up to eighteen feet in length and are black in color. They possess a powerful set of claw-like pedipalps, eight legs, and a whip-like tail. Their front pair of legs are used to detect vibrations in the ground and locate prey. Giant whip scorpions are also able to spray acid from their abdomens to ward off predators or subdue prey.

In combat, giant whip spiders rely on their claws and whips. If they sense that their opponent poses a serious threat, they will back off and use their acid spray to weaken their targets.





WHIP SPIDER, GIANT

This huge creature moves with surprising grace, each of its spindly appendages as thick as a tree trunk.

GIANT WHIP SPIDER

CR 10

N Huge vermin (arachnid)

XP 9,600

Init: +2 | **Senses:** darkvision 60 ft., tremorsense 90 ft.; Perception +0

DEFENSE

AC: 24 | **touch:** 8 | **flat-footed:** 22

Modifiers: +2 Dex, -4 size, +14 natural

hp: 127 (15d8+60)

Fort: +13 | **Ref:** +7 | **Will:** +5

Immune: mind-affecting effects

OFFENSE

Speed: 60 ft.

Melee: bite +17 (2d6+8), 2 claws +17 (1d8+8 plus pull), 2 whips +15 (1d8+4)

Special Attacks: pull (claw, 10 feet)

Space: 15 ft. | **Reach:** 15 ft. (5 ft. with bite)

STATISTICS

Str: 26 | **Dex:** 14 | **Con:** 19 | **Int:** — | **Wis:** 10 | **Cha:** 2

Base Atk: +11 | **CMB:** +21 | **CMD:** 33 (41 vs. trip)

Feats: Multiattack[®]

Skills: Stealth +2 (+8 racial)

ECOLOGY

Environment: any forest or underground

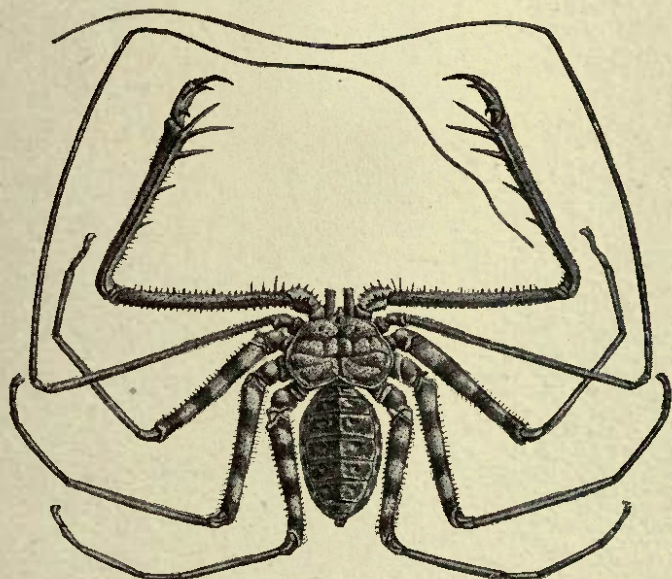
Organization: solitary

Frequency: rare

Treasure: none

Giant whip spiders are mottled brown in color, with distinctive flat bodies and striped legs. While the body of a giant whip spider is only about twelve feet long, its long, spindly legs can stretch out to almost forty feet. Giant whip spiders have a set of long, claw-like pedipalps which they use to snare prey and bring them to their mouths. Their long, whip-like front legs serve a dual purpose as weapons and acute sensory receptors. Their flat bodies provide them a surprising level of stealth for a creature of their size.

Giant whip spiders reside underground during the daytime and come up to the surface at night to feed. In combat, they usually focus on using their lengthy claws to pull prey towards their mouth so they can utilize their powerful bite attack.



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