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Summon Nature's Ally I

RAT, DIRE

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT

CR 1/3



XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*:

Bite—*injury*; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.



DOLPHIN

This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

DOLPHIN

CR 1/2



XP 200

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision;

Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed swim 80 ft.

Melee slam +3 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

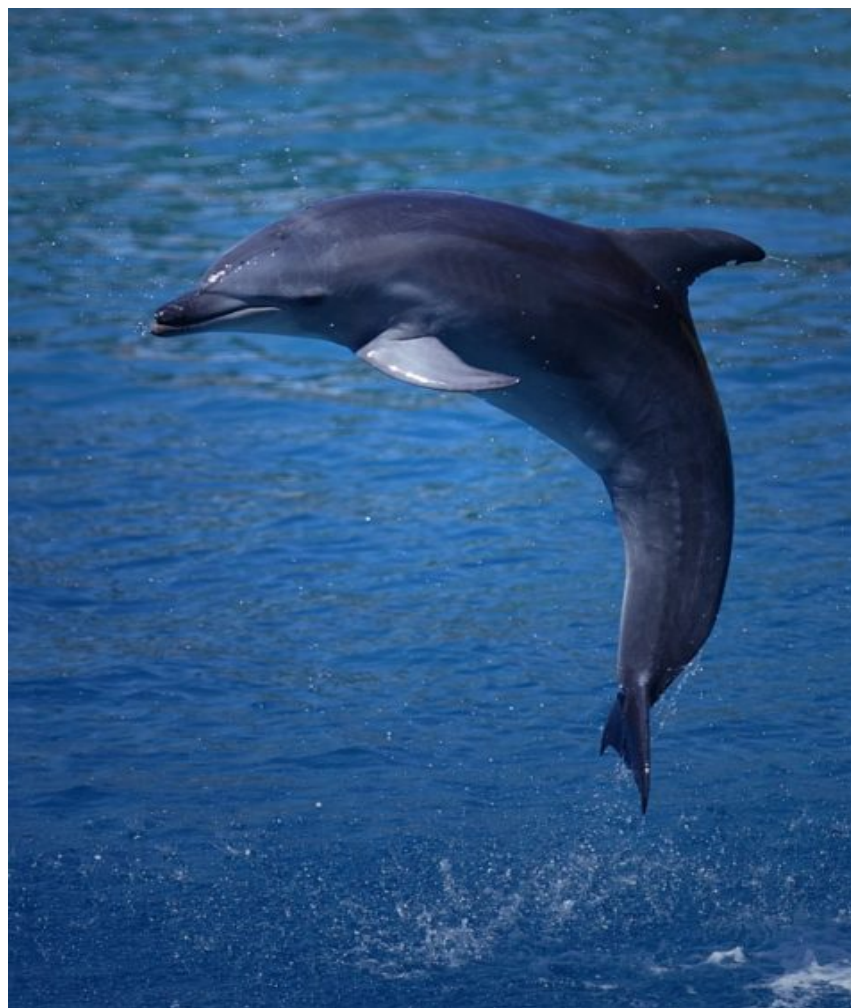
Skills Perception +9, Swim +13; **Racial Modifiers** +4

Perception

SQ hold breath

SPECIAL ABILITIES

Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.



EAGLE

This magnificent bird of prey has dark feathers save for those on its head, which are pure white.

EAGLE

CR 1/2



XP 200

N Small animal

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

Space 2-1/2 ft. **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, **Perception** +10; **Racial Modifiers** +8 Perception



CENTIPEDE, GIANT

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

GIANT CENTIPEDE CR 1/2   

XP 200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers**
+4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



BEETLE, FIRE

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

FIRE BEETLE

CR 1/3



XP 135

N Small vermin

Init +0; **Senses** low-light vision; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9 (17 vs. trip)

Skills Fly -2

SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.



MITE

This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering how ugly its puffy blue face is.

MITE

CR 1/4



XP 100

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent;
Perception +5

DEFENSE

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

hp 3 (1d6)

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

DR 2/cold iron

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2,
Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight
of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.



FROG, POISON

This small frog is bright green and red, with electric-blue stripes on its hind legs.

POISON FROG

CR 1/2



XP 200

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** -1

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13,
Swim + 9; **Racial Modifiers** +4 Acrobatics (+8 jumping),
+4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save



HORSE, PONY

This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat.

PONY

CR 1/2



XP 200

N Medium animal

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

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +0

OFFENSE

Speed 40 ft.

Melee 2 hooves –3 (1d3)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Endurance, Run^B

Skills Perception +5

SQ docile (see horse)



DOG

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG

CR 1/3



XP 135

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent



STIRGE

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

STIRGE

CR 1/2



XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.



SNAKE, VENOMOUS

This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.

VIPER

CR 1/2



XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial**

Modifiers +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.



Summon Nature's Ally II

ANT, WORKER

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.



XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2) sting +3 (1d4+2)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness^B

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers**
+4 Perception, +4 Survival



ELEMENTAL, AIR

SMALL AIR ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11



ELEMENTAL, EARTH

SMALL EARTH ELEMENTAL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** -1, **Will** +3

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7



ELEMENTAL, FIRE

SMALL FIRE ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4



ELEMENTAL, WATER

SMALL WATER ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+3)

Special Attacks drench, vortex (DC 13), water mastery

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14



FROG, GIANT

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.



GIANT FROG

CR 1

XP 400

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** -1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1



XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);

Racial Modifiers +4

Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC

14; frequency 1/round for 4 rounds; effect

1d2 Strength damage; cure 1 save.



GOBLIN DOG

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

GOBLIN DOG

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, **Ref** +4, **Will** +1

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.



HORSE

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

HORSE

CR 1



XP 400

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee 2 hooves -2 (1d4+1)

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

STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

SQ docile

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.



HYENA

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA

CR 1



XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

Base Atk +1; CMB +3; CMD 15

Feats Alertness

Skills Perception +7, Stealth +6 (+10 in tall grass);

Racial Modifiers +4 Stealth in tall grass



OCTOPUS

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.

OCTOPUS

CR 1



XP 400

N Small animal (aquatic)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)

Feats Multiattack^B, Weapon Finesse

Skills Escape Artist +13, Stealth +20, Swim +9; **Racial Modifiers** +8 Stealth, +10 Escape Artist

SPECIAL ABILITIES

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.



SQUID

This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.

SQUID

CR 1



XP 400

N Medium animal (aquatic)

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

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +2

Defensive Ability ink cloud (5-ft. radius)

OFFENSE

Speed swim 60 ft., jet 240 ft.

Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16

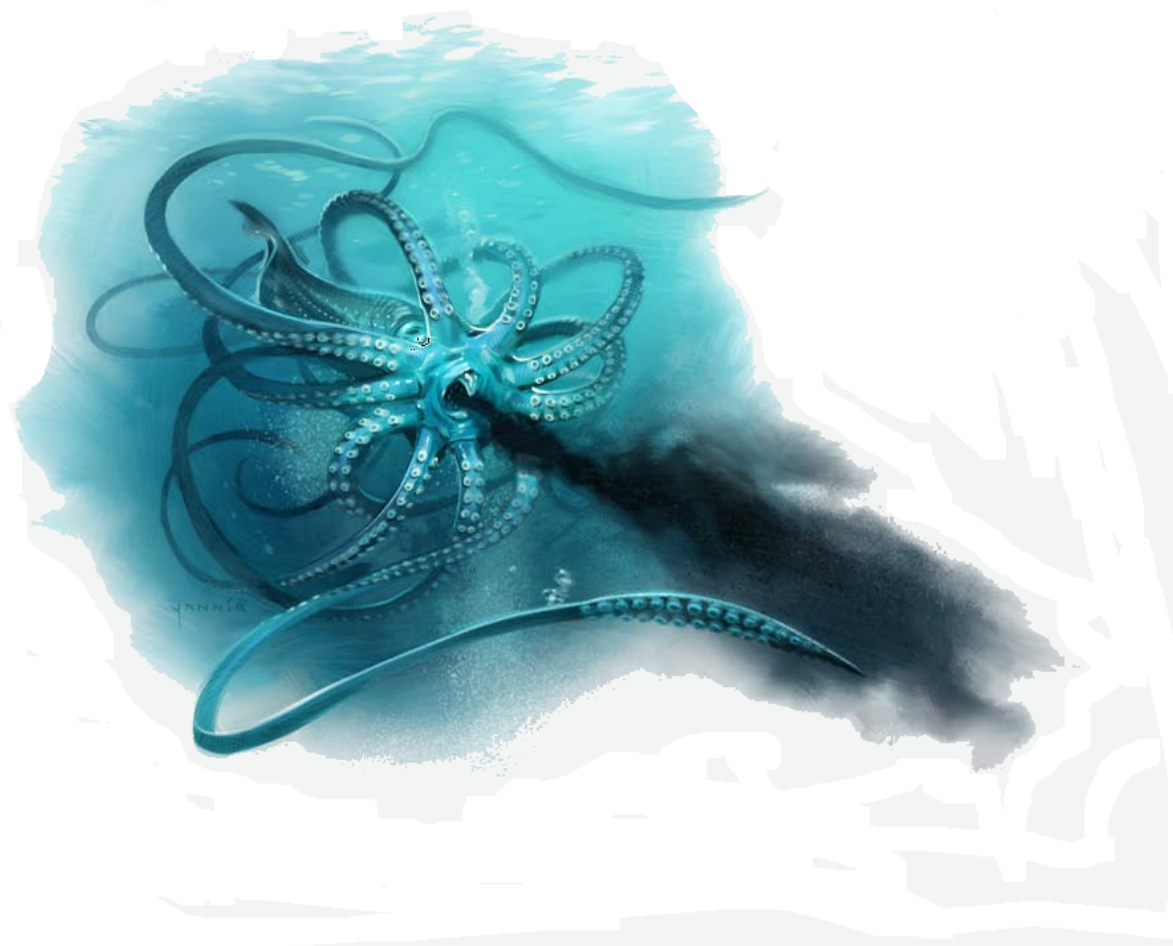
Feats Improved Initiative, Lightning Reflexes, Multiattack^B

Skills Perception +7, Swim +10

SPECIAL ABILITIES

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.



WOLF

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

WOLF

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent



Summon Nature's Ally III

APE, GORILLA

Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.

GORILLA

CR 2



XP 600

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +6; **CMD** 18

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14,
Perception +8

ECOLOGY

Environment warm forests

Organization solitary, pair,
or troop (3–12)

Treasure none



BOAR

This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.

BOAR

CR 2



XP 600

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +4 melee (1d8+4)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

Skills Perception +6

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or group (3–8)

Treasure none



CAT, CHEETAH

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.

CHEETAH

CR 2



XP 600

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

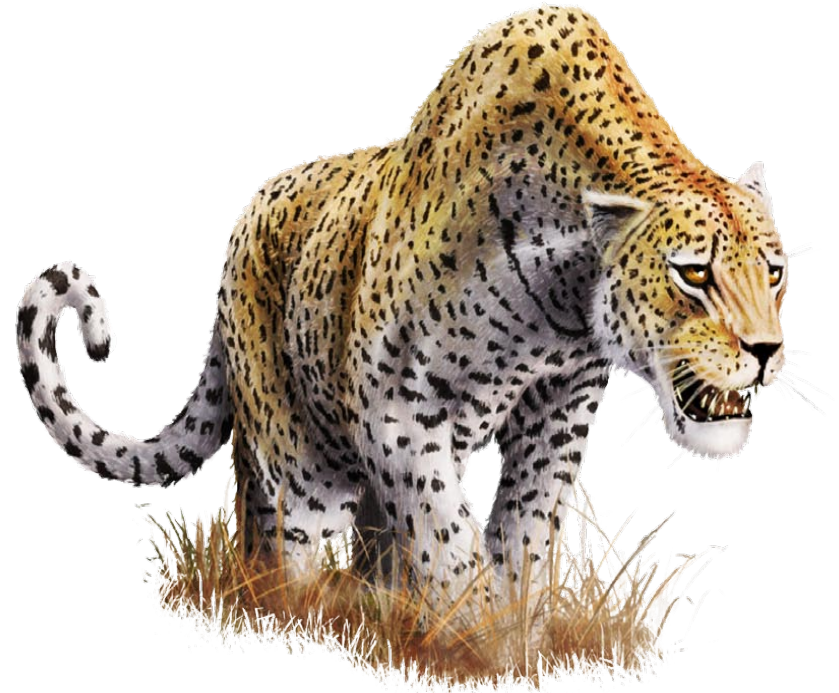
Environment warm plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.



SNAKE, CONSTRICTOR

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRICTOR SNAKE

CR 2



XP 600

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11,

Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water

Organization solitary or nest (2–6)

Treasure none



CROCODILE

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE

CR 2



XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial**

Modifiers +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.



BAT, DIRE

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT

CR 2



XP 600

N Large animal

Init +2; **Senses** blindsense 40 ft.; **Perception** +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4

Perception when using blindsense

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3–8)

Treasure incidental



CRAB, GIANT

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

GIANT CRAB

CR 2



XP 600

N Medium vermin (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +4 (1d4+2 plus grab)

Special Attacks constrict (1d4+2)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 15 (27 vs. trip)

Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary or cast (2–12)

Treasure none

SPECIAL ABILITIES

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.



LIZARD, MONITOR

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.

MONITOR LIZARD

CR 2



XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d8+9)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d8+4 plus grab and poison)

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth),

Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.



SHARK

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

SHARK

CR 2



XP 600

N Large animal (aquatic)

Init +5; Senses blindsense 30 ft., keen scent; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (4d8+4)

Fort +7, Ref +5, Will +2

OFFENSE

Speed swim 60 ft.

Melee bite +5 (1d8+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 12, Con 13, Int 1,

Wis 12, Cha 2

Base Atk +3; CMB +7; CMD 18

Feats Great Fortitude,
Improved Initiative

Skills Perception +8,
Swim +11

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3-6),
or pack (7-13)

Treasure none

SPECIAL ABILITIES

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.



WOLVERINE

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.



XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

ECOLOGY

Environment cold forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.



Summon Nature's Ally IV

DINOSAUR, DEINONYCHUS

This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

DEINONYCHUS

CR 3



XP 800

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +2

OFFENSE

Speed 60 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks pounce

STATISTICS

Str 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Run

Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15;

Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure none



APE, DIRE

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

DIRE APE (GIGANTOPITHECUS) CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks rend (2 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

ECOLOGY

Ecology warm forests

Organization solitary, pair, or troop (3–6)

Treasure incidental



BOAR, DIRE

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON)

CR 4



XP 1,200

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, −1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 melee (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3–8)

Treasure none



WOLF, DIRE

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF

CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

Treasure none



ELEMENTAL, AIR

MEDIUM AIR ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10



ELEMENTAL, FIRE

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7



ELEMENTAL, EARTH

MEDIUM EARTH ELEMENTAL

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3



ELEMENTAL, WATER

MEDIUM WATER ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, water)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 17 (+1 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +7 (1d8+4)

Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16



BEETLE, GIANT STAG

With a sleek body and huge mandibles raised in a threatening pose, this large beetle stands firm in defense of its territory.

GIANT STAG BEETLE

CR 4



XP 1,200

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 20 ft. (poor)

Melee bite +8 (2d8+6)

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

Special Attacks trample (1d6+6, DC 17)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** —, **Wis** 10, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 20 (28 vs. trip)

Skills Fly –6

ECOLOGY

Environment temperate forests

Organization solitary, pair, or cluster (3–6)

Treasure none



WASP, GIANT

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

GIANT WASP

CR 3



XP 800

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

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

Melee sting +6 (1d8+6
plus poison)

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

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** —,
Wis 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Skills Fly +3, Perception +9; **Racial
Modifiers** +8 Perception

ECOLOGY

Environment temperate forests

Organization solitary, pair, group (3–6), or
nest (7–19)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 18;
frequency 1/round for 6 rounds; *effect* 1d2 Dexterity
damage; *cure* 1 save. The save DC is Constitution-based,
and includes a +2 racial bonus.



GRIFFON

This majestic beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings.

GRIFFON

CR 4



XP 1,200

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, −1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 (1d6+3), 2 talons +7 (1d6+3)

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

Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10, Fly +5, Perception +12; **Racial Modifiers**

+4 Acrobatics, +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or pride (6–10)

Treasure incidental



BEAR, GRIZZLY

Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.

GRIZZLY BEAR

CR 4



XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

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

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial Modifiers**
+4 Swim

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none



LION

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

LION

CR 3



XP 800

N Large Animal

Init +7; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

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

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains

Organization solitary, pair, or pride (3–10)

Treasure none



MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.



MEPHIT

CR 3



XP 800

N Small outsider (varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3); **fast healing** 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing:** Works only in gusty and windy areas.
- **Speed:** Fly 60 ft. (perfect)
- **Breath Weapon:** A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities:** *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing:** Works only in dusty environments.
- **Speed:** Fly 50 ft. (perfect)
- **Breath Weapon:** A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth* and *stone* 1/day

Ice Mephit (Cold)

Ice mephits are commonly found on the Plane of Air. These mephits are cruel and aloof.

- **Fast Healing:** Works only in areas below freezing.
- **Immune:** Cold
- **Weaknesses:** Vulnerability to fire
- **Breath Weapon:** A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *magic missile* 1/hour, *chill metal* 1/day (DC 14)

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

- **Fast Healing:** Works only while the mephit is underwater.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of acid that deals 1d8 acid damage.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing:** Works only in contact with magma or lava.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of fire that deals 1d8 fire damage.
- **Magma Form (Su):** Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.
- **Spell-Like Abilities:** *pyrotechnics* 1/day

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing:** Works only in boiling water or steam.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath weapon:** A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su):** Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *blur* 1/hour

OWLBEAR

An amalgam of fur and feathers, this bizarre half-bear, half-owl monstrosity raises its huge, ursine claws in anger.

OWLBEAR

CR 4



XP 1,200

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +12

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

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

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus
(Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3–8)

Treasure incidental



DINOSAUR, PTERANODON

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

PTERANODON

CR 3



XP 800

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +3

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +5 (2d6+4)

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

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative, Skill Focus (Perception)

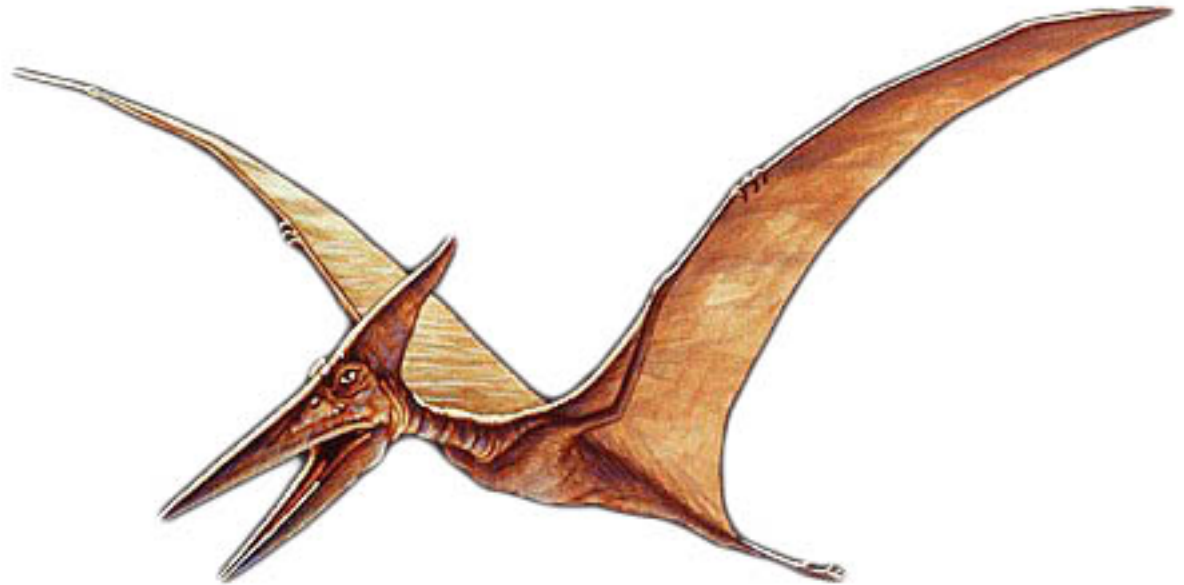
Skills Fly -1, Perception +11

ECOLOGY

Environment warm coastline

Organization solitary, pair,
or flock (3-12)

Treasure none



RHINOCEROS

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

RHINOCEROS

CR 4



XP 1,200

N Large animal

Init +0; Senses scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 42 (5d8+20)

Fort +10, Ref +4, Will +2

OFFENSE

Speed 40 ft.

Melee gore +8 (2d6+9)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 4d6+12)

STATISTICS

Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5

Base Atk +3; CMB +10; CMD 20

(24 vs. trip)

Feats Endurance, Great Fortitude,
Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment warm plains

Organization solitary, pair, or
herd (3–12)

Treasure none



SATYR

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.

SATYR

CR 4



XP 1,200

CN Medium *fey*

Init +2; **Senses** low-light vision; Perception +18

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 44 (8d6+16)

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

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/x3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*,
ghost sound (DC 14), *sleep* (DC 15), *suggestion*
(DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Mobility, Skill Focus (Perception),
Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9,
Intimidate +9, Knowledge
(nature) +10, Perception +18,
Perform (wind instruments)
+21, Stealth +17, Survival
+7; **Racial Modifiers** +4 Perception, +4
Perform, +4 Stealth

Languages Common, Sylvan

ECOLOGY

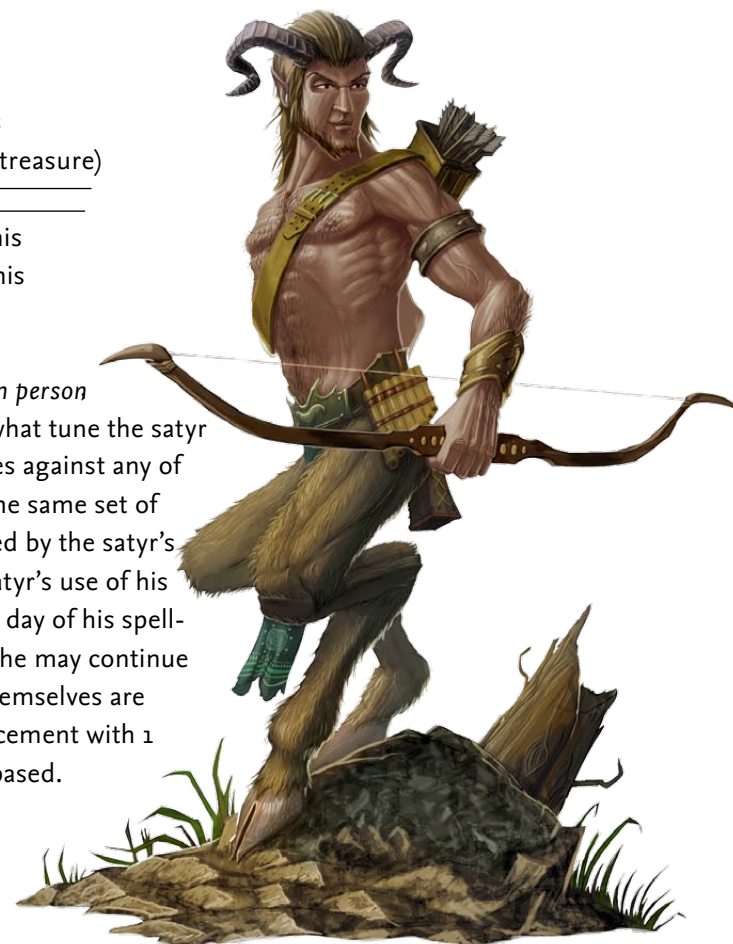
Environment temperate forests

Organization solitary, pair, band (3–6), or
orgy (7–11)

Treasure standard (dagger, short bow plus
20 arrows, masterwork panpipes, other treasure)

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.



TIGER

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

TIGER

CR 4



XP 1,200

N Large animal

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

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

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

Special Attacks pounce, rake (2 claws +10, 1d8+6)

STATISTICS

Str 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Environment any forests

Organization solitary or pair

Treasure none



Summon Nature's Ally V

DINOSAUR, ANKYLOSAURUS

Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

ANKYLOSAURUS

CR 6



XP 2,400

N Huge animal

Init +0; Senses low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 75 (10d8+30)

Fort +12, Ref +7, Will +4

OFFENSE

Speed 30 ft.

Melee tail +14 (3d6+12 plus stun)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Base Atk +7; CMB +17; CMD 27 (31 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.



CYCLOPS

A single huge eye stares from the forehead of this nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.

CYCLOPS

CR 5



XP 1,600

NE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +11

DEFENSE

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +4

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee greataxe +11 (3d6+7/×3)

Ranged heavy crossbow +5 (2d8/19-20/×3)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 22

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial**

Modifiers +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.



LION, DIRE

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

DIRE LION (SPOTTED LION) CR 5



XP 1,600

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

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

Special Attacks pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception),
Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental



DOLPHIN, ORCA

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

ORCA

CR 5



XP 1,600

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision;

Perception +19

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, −2 size)

hp 67 (9d8+27)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed swim 80 ft.

Melee bite +13 (2d6+12)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 28

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, Swim +28; **Racial Modifiers** +8 Perception

SQ hold breath (as dolphin)

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3–20)

Treasure none



ELEMENTAL, AIR

LARGE AIR ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

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

Special Attacks whirlwind (DC 18)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge



ELEMENTAL, FIRE

LARGE FIRE ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +11, **Will** +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

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

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11



ELEMENTAL, EARTH

LARGE EARTH ELEMENTAL

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5



ELEMENTAL, WATER

LARGE WATER ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +2

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +12 (1d8+5)

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

Special Attacks drench, vortex (DC 19), water mastery

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 27

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24



ETTIN

This lumbering, filthy, two-headed giant wears tattered remnants of leather armor and clutches a large flail in each fist.

ETTIN

CR 6



XP 2,400

CE Large humanoid (giant)

Init +3; Senses low-light vision; Perception +12

DEFENSE

AC 18, touch 8, flat-footed 18; (+2 armor, -1 Dex, +8 natural, -1 size)

hp 65 (10d8+20)

Fort +9, Ref +2, Will +5

OFFENSE

Speed 40 ft.

Melee 2 flails +12/+12/+7/+7 (2d6+6)

Ranged 2 javelins +5 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

Base Atk +7; CMB +14; CMD 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12; Racial Modifiers +4 on Perception

Languages pidgin of Giant, Goblin, and Orc

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.



EEL, GIANT MORAY

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL

CR 5



XP 1,600

N Large animal (aquatic)

Init +6; Senses low-light vision, scent; Perception +7

DEFENSE

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

hp 52 (7d8+21)

Fort +8, Ref +9, Will +3

OFFENSE

Speed swim 30 ft.

Melee bite +11 (2d6+9 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks gnaw

STATISTICS

Str 22, Dex 14, Con 16, Int 1, Wis 12, Cha 8

Base Atk +5; CMB +12 (+16 grapple); CMD 24

Feats Improved Initiative, Lightning

Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +10, Perception +7,

Stealth +8, Swim +14; Racial Modifiers +8 Escape Artist

SPECIAL ABILITIES

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.



GIRALLON

This four-armed, gorilla-like creature, covered with matted white fur, roars in rage as it rears up to its full, towering height.

GIRALLON

CR 6



XP 2,400

N Large magical beast

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

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 73 (7d10+35)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)

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

Special Attacks rend (4 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +14; **CMD** 27

Feats Improved Initiative, Iron Will, Skill Focus
(Perception), Toughness

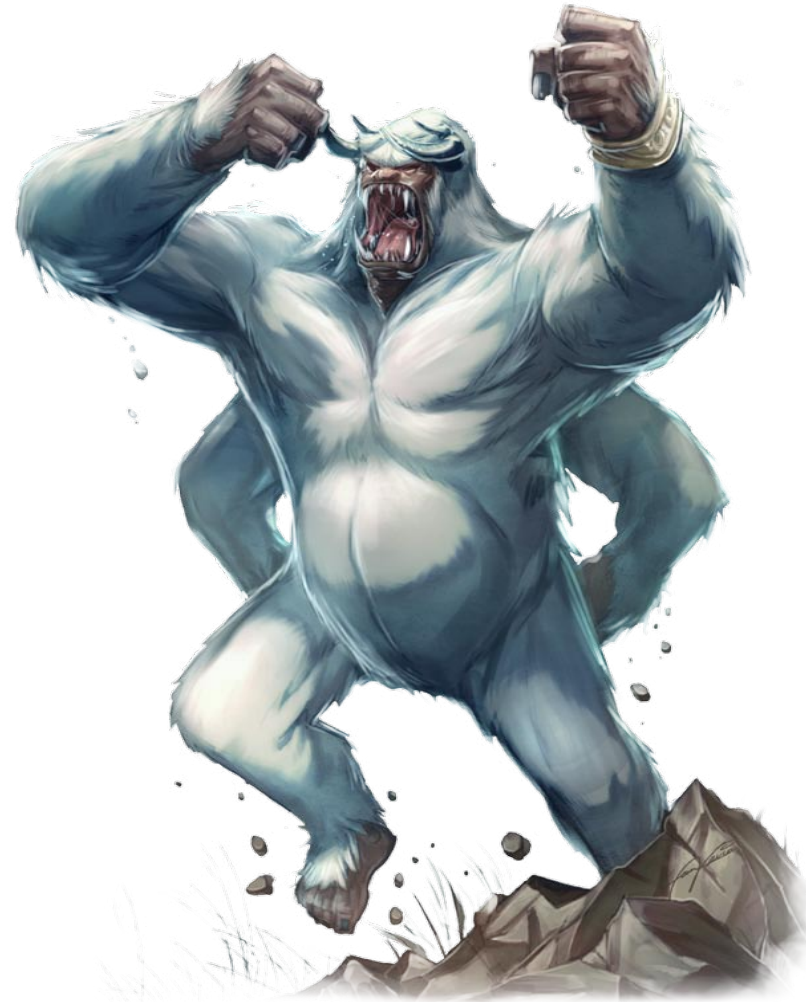
Skills Climb +14, Perception +11, Stealth +5

ECOLOGY

Environment warm forests

Organization solitary or company (5–8)

Treasure none



MANTICORE

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

MANTICORE

CR 5



XP 1,600

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, −1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

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

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly −3, Perception +9, Survival +4 (+8 tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

ECOLOGY

Environment warm hills and marshes

Organization solitary, pair, or pride (3–6)

Treasure standard

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.



RHINOCEROS, WOOLLY

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

WOOLLY RHINOCEROS CR 6



XP 2,400

N Large animal

Init +0; **Senses** scent; Perception +15

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 76 (8d8+40)

Fort +13, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+13)

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

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15



Summon Nature's Ally VI

BULETTE

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

BULETTE CR 7

XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.



BEAR, DIRE

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.

DIRE BEAR (CAVE BEAR)

CR 7



XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

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

STATISTICS

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure incidental



TIGER, DIRE

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

DIRE TIGER (SMILODON)

CR 8



XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)

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

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps

Organization solitary or pair

Treasure none



DINOSAUR, ELASMOSAURUS

Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.

ELASMOSAURUS

CR 7



XP 3,200

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

hp 105 (10d8+60)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +13 (2d8+12)

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

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Dodge, Great Fortitude, Iron Will,
Mobility, Toughness

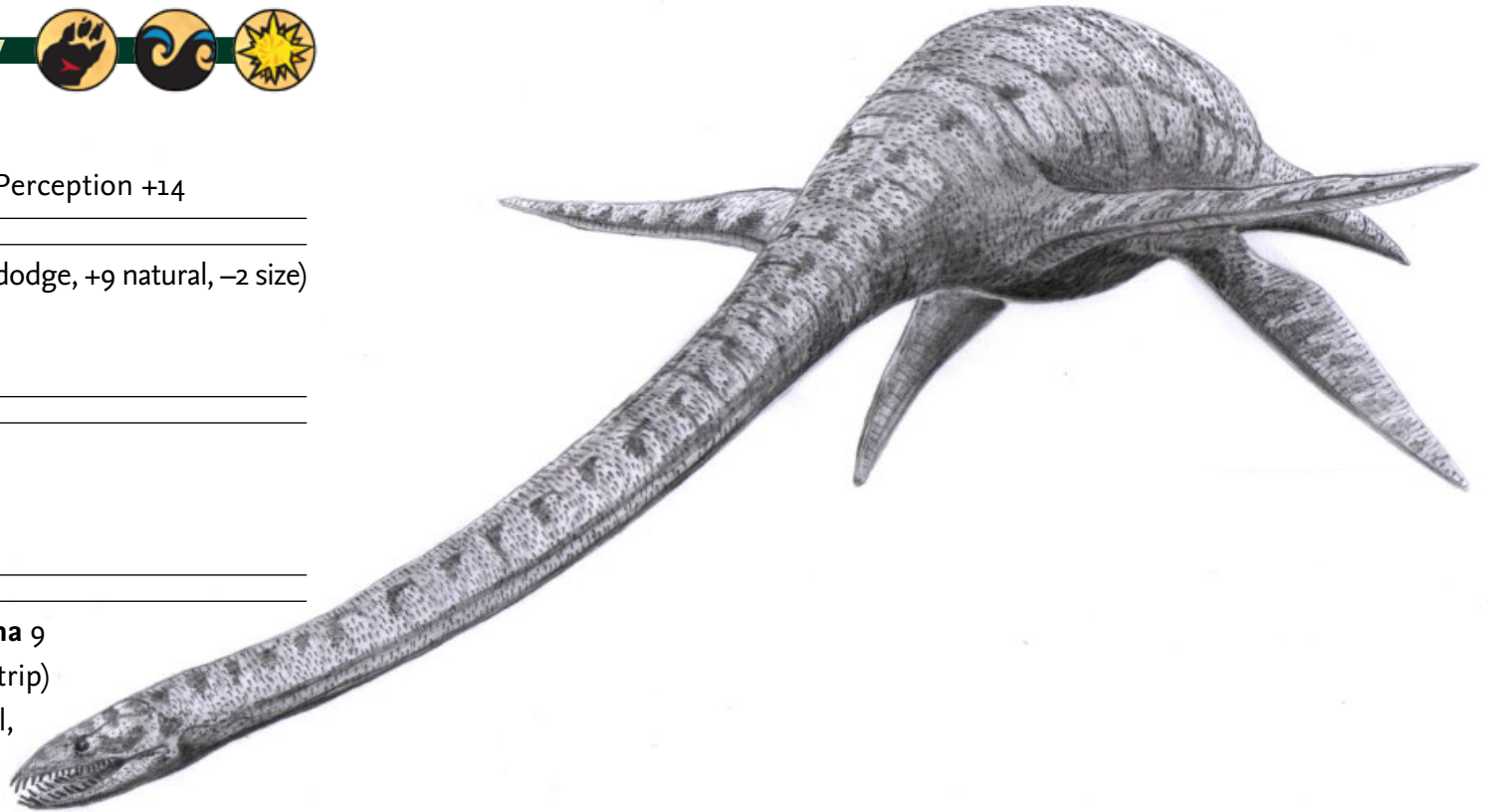
Skills Perception +14, Swim +16

ECOLOGY

Environment warm aquatic

Organization solitary, pair, or school (3–6)

Treasure none



ELEMENTAL, AIR

HUGE AIR ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6)

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

Special Attacks whirlwind (DC 21)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

ELEMENTAL, FIRE

HUGE FIRE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, –2 size)

hp 85 (10d10+30)

Fort +9, **Ref** +14, **Will** +5

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 17)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13



ELEMENTAL, EARTH

HUGE EARTH ELEMENTAL

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4



ELEMENTAL, WATER

HUGE WATER ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +11, **Will** +3

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7)

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

Special Attacks drench, vortex (DC 22), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26



ELEPHANT

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

ELEPHANT

CR 7



XP 3,200

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 93 (11d8+44)

Fort +13, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

ECOLOGY

Environment warm plains

Organization solitary or herd (6–30)

Treasure none



OCTOPUS, GIANT

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS

CR 8



XP 4,800

N Large animal (aquatic)

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

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, −1 size)

hp 90 (12d8+36)

Fort +11, **Ref** +12, **Will** +7

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attack constrict (tentacle, 1d4+2)

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13;

Racial Modifiers +10 Escape Artist, +8 Stealth

ECOLOGY

Environment any ocean

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.



SCORPION, DEADFALL

The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION CR 8   

XP 4,800

N Huge vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +8

DEFENSE

AC 17, touch 8, fat-footed 17 (+10 natural, -2 size, -1 Dex)

hp 95 (10d8+50)

Fort +12, **Ref** +2, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +14 (1d8+9 plus grab), sting +14 (1d8+9 plus poison)

Space 15 f.; **Reach** 15 f.

Special Attacks constrict (1d8+9)

STATISTICS

Str 28, **Dex** 8 **Con** 20, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 26 (38 vs. trip)

Skills Climb +18, Perception +8, Stealth +0; **Racial Modifiers** +4

Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



GIANT, HILL

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

HILL GIANT

CR 7



XP 3,200

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, Ref +2, Will +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Base Atk +7; CMB +15; CMD 24

Feats Cleave, Intimidating Prowess, Martial Weapon

Proficiency (greatclub), Power Attack, Weapon

Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant



DINOSAUR, STEGOSAURUS

This huge dinosaur has a small head, twin rows of sharp dorsal plates, and a muscular tail terminating in a set of bony spikes.

STEGOSAURUS CR 7   

XP 3,200

N Huge animal

Init +6; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 90 (12d8+36)

Fort +13, **Ref** +10, **Will** +5

OFFENSE

Speed 30 ft.

Melee tail +16 (4d6+12 plus trip)

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

STATISTICS

Str 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +19; **CMD** 31 (35 vs. trip)

Feats Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +16

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3–12)

Treasure none



GIANT, STONE

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone.

STONE GIANT

CR 8



XP 4,800

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +6, **Will** +7

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

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

Special Attacks rock throwing (180 ft.)

STATISTICS

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SPECIAL ABILITIES

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).



DINOSAUR, TRICERATOPS

This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

TRICERATOPS

CR 8



XP 4,800

N Huge animal

Init -1; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 119 (14d8+56)

Fort +15, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+12)

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

Special Attacks powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)

STATISTICS

Str 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +20; **CMD** 29 (33 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +21



Summon Nature's Ally VII

DINOSAUR, BRACHIOSAURUS

A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop.

BRACHIOSAURUS

CR 10



XP 9,600

N Gargantuan animal

Init +0; **Senses** low-light vision, scent; Perception +27

DEFENSE

AC 18, touch 6, flat-footed 18 (+12 natural, -4 size)

hp 171 (18d8+90)

Fort +18, Ref +11, Will +9

OFFENSE

Speed 30 ft.

Melee tail +22 (4d6+19)

Space 20 ft.; Reach 20 ft.

Special Attack trample (2d6+19, DC 32)

STATISTICS

Str 37, Dex 10, Con 21, Int 2, Wis 13, Cha 10

Base Atk +13; CMB +30; CMD 40 (44 vs. trip)

Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

Skills Perception +27

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or herd (3-12)

Treasure none



CROCODILE, DIRE

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

DIRE CROCODILE

CR 9



XP 6,400

N Gargantuan animal

Init +4; Senses low-light vision; Perception +14

DEFENSE

AC 21, touch 6, flat-footed 21 (+15 natural, −4 size)

hp 138 (12d8+84)

Fort +15, Ref +8, Will +8

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +18 (3d6+13/19−20 plus grab) and tail slap +13 (4d8+6)

Space 20 ft.; Reach 15 ft.

Special Attacks death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)

STATISTICS

Str 37, Dex 10, Con 25, Int 1, Wis 14, Cha 2

Base Atk +9; CMB +26 (+30 grapple); CMD 36 (40 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +14, Stealth −6 (+2 in water), Swim +21;

Racial Modifiers +8 Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–6)

Treasure none



SHARK, DIRE

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

DIRE SHARK (MEGALODON) CR 9



XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)

hp 112 (15d8+45)

Fort +14, **Ref** +13, **Will** +8

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d10+15/19-20 plus grab)

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

Special Attacks swallow whole (2d6+15 damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37

Feats Bleeding Critical, Critical Focus,
Great Fortitude, Improved Critical (bite),
Improved Initiative, Iron Will, Lightning
Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +18



ELEMENTAL, AIR

GREATER AIR ELEMENTAL CR 9

XP 6,400
N Huge outsider (air, elemental, extraplanar)
Init +14; Senses darkvision 60 ft.; Perception +16

DEFENSE
AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)
hp 123 (13d10+52)
Fort +12, Ref +18, Will +6
Defensive Abilities air mastery; DR 10/—; Immune elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +21 (2d8+7)
Space 15 ft.; Reach 15 ft.
Special Attacks whirlwind (DC 23)

STATISTICS
Str 24, Dex 31, Con 18, Int 8, Wis 11, Cha 11
Base Atk +13; CMB +22; CMD 43
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B
Skills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15



ELEMENTAL, FIRE

GREATER FIRE ELEMENTAL CR 9

XP 6,400
N Huge outsider (elemental, extraplanar, fire)
Init +12; Senses darkvision 60 ft.; Perception +16

DEFENSE
AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)
hp 123 (13d10+52)
Fort +12, Ref +16, Will +6
DR 5/—, Immune elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE
Speed 60 ft.
Melee 2 slams +19 (2d8+7 plus burn)
Space 15 ft.; Reach 15 ft.
Special Attacks burn (2d8, DC 20)

STATISTICS
Str 24, Dex 27, Con 18, Int 8, Wis 11, Cha 11
Base Atk +13; CMB +22; CMD 41
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance
Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16



ELEMENTAL, EARTH

GREATER EARTH ELEMENTAL CR 9

XP 6,400
N Huge outsider (earth, elemental, extraplanar)
Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16

DEFENSE
AC 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)
hp 136 (13d10+65)
Fort +13, Ref +3, Will +8
DR 10/—; Immune elemental traits

OFFENSE
Speed 20 ft., burrow 20 ft., earth glide
Melee 2 slams +21 (2d10+10)
Space 15 ft.; Reach 15 ft.
Special Attacks earth mastery

STATISTICS
Str 30, Dex 8, Con 21, Int 8, Wis 11, Cha 11
Base Atk +13; CMB +25; CMD 34
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack
Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7



ELEMENTAL, WATER

GREATER WATER ELEMENTAL CR 9

XP 6,400
N Huge outsider (elemental, extraplanar, water)
Init +5; Senses darkvision 60 ft.; Perception +16

DEFENSE
AC 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, -2 size)
hp 123 (13d10+52)
Fort +12, Ref +15, Will +4
DR 10/—; Immune elemental traits

OFFENSE
Speed 20 ft., swim 90 ft.
Melee 2 slams +20 (2d8+9)
Space 15 ft.; Reach 15 ft.
Special Attacks drench, vortex (DC 25), water mastery

STATISTICS
Str 28, Dex 20, Con 19, Int 8, Wis 11, Cha 11
Base Atk +13; CMB +24; CMD 40
Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack
Skills Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30



GIANT, FIRE

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire.

FIRE GIANT

CR 10



XP 9,600

LE Large humanoid (fire, giant)

Init -1; Senses low-light vision; Perception +14

DEFENSE

AC 23, touch 8, flat-footed 23 (+7 armor, -1 Dex, +8 natural, -1 size)

hp 142 (15d8+75)

Fort +14, Ref +4, Will +9

Defensive Abilities rock catching; Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 10

Base Atk +11; CMB +22; CMD 31

Feats Cleave, Great Cleave, Improved Overrun, Improved

Sunder, Iron Will, Martial Weapon Proficiency (greatsword),
Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11,
Perception +14

Languages Common, Giant

SPECIAL ABILITIES

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.



GIANT, FROST

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.



XP 6,400

CE Large humanoid (cold, giant)

Init −1; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, −1 Dex, +9 natural, −1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +18/+13 (3d6+13) or 2 slams
+18 (1d8+9)

Ranged rock +9 (1d8+13)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved

Overrun, Improved Sunder, Martial

Weapon Proficiency (greataxe),

Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft (any one) +7, Intimidate +7, Perception
+10, Stealth +5 (+9 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant



SQUID, GIANT

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

GIANT SQUID

CR 9



XP 6,400

N Huge animal (aquatic)

Init +7; Senses low-light vision; Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 102 (12d8+48)

Fort +14, Ref +13, Will +5

Defensive Ability ink cloud (20-ft. radius)

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12
(4d6+3 plus grab)

Space 15 ft.; Reach 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+10)

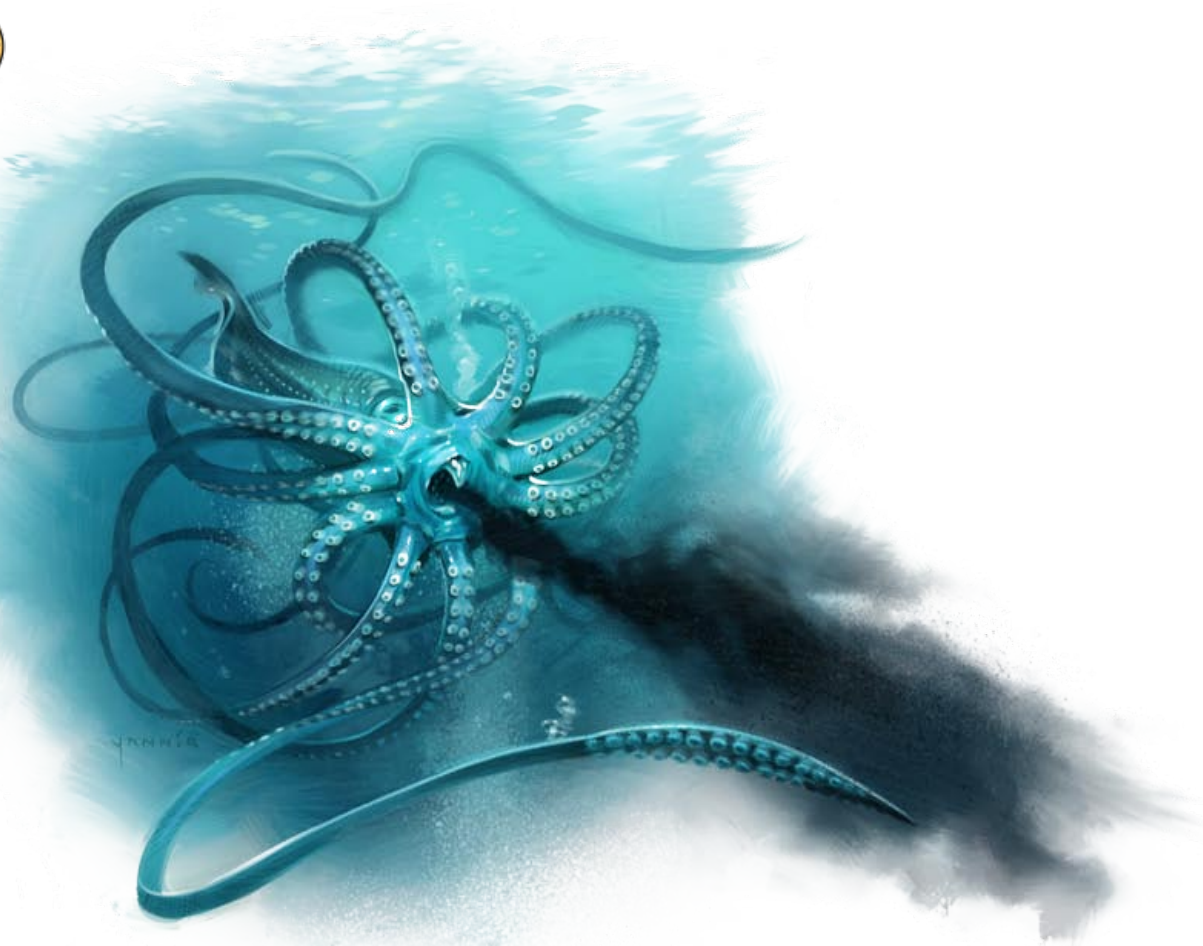
STATISTICS

Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 2

Base Atk +9; CMB +18 (+22 grapple); CMD 31

Feats Combat Reflexes, Great Fortitude, Improved Critical,
Improved Initiative, Lightning Reflexes, Multiattack^B, Skill
Focus (Perception)

Skills Perception +22, Swim +15



ELEPHANT, MASTODON

This creature is larger than a normal elephant, with enormous sweeping tusks and shaggy brown fur on its body.

MASTODON

CR 9



XP 6,400

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 133 (14d8+70)

Fort +14, **Ref** +10, **Will** +7

OFFENSE

Speed 40 ft.

Melee gore +21 (2d8+12), slam +20 (2d6+12)

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

Special Attacks trample (2d8+18, DC 29)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +24, **CMD** 35 (39 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24



ROC

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

ROC

CR 9



XP 6,400

N Gargantuan animal

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 120 (16d8+48)

Fort +13, **Ref** +14, **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)

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

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12,

Cha 11

Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15



DINOSAUR, TYRANNOSAURUS

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

TYRANNOSAURUS CR 9   

XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +10

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19-20 plus grab)

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

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.



Summon Nature's Ally VIII

GIANT, CLOUD

This towering giant has finely chiseled features. Her skin is pale and smooth, and her long wispy hair flutters as if in a breeze.



XP 12,800

NG or NE Huge humanoid (giant)

Init +1; **Senses** low-light vision, scent; Perception +17

DEFENSE

AC 25, touch 9, flat-footed 24 (+4 armor, +1 Dex, +12 natural, -2 size)

hp 168 (16d8+96)

Fort +16, **Ref** +6, **Will** +10

Defensive Abilities rock catching

OFFENSE

Speed 50 ft.

Melee morningstar +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12)

Ranged rock +12 (2d6+18)

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

Special Attacks rock throwing (140 ft.)

Spell-Like Abilities (CL 16th)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*

1/day—*fog cloud*

STATISTICS

Str 35, **Dex** 13, **Con** 23, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +26; **CMD** 37

Feats Awesome Blow, Cleave, Great Cleave, Greater Bull Rush,

Greater Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +10, Diplomacy +9, Intimidate +26, Perception +17, Perform (string instruments) +8

Languages Common, Giant

SQ oversized weapon

SPECIAL ABILITIES

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.



ELEMENTAL, AIR

ELDER AIR ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +15; **Senses** darkvision 60 ft.;

Perception +19

DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +21, **Will** +7

Defensive Abilities air mastery; **DR** 10/—;

Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (2d8+9)

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

Special Attacks whirlwind (DC 27)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +27; **CMD** 49

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22



ELEMENTAL, EARTH

ELDER EARTH ELEMENTAL

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19-20)

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

Special Attacks earth mastery

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 39

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10



ELEMENTAL, FIRE

ELDER FIRE ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)

Init +13; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)

hp 152 (16d10+64)

Fort +14, Ref +19, Will +7

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, Dex 29, Con 18, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +26; CMD 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved

Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19



ELEMENTAL, WATER

ELDER WATER ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, water)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +18, **Will** +5

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +24 (2d10+10/19–20)

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

Special Attacks drench, vortex (DC 28), water mastery

STATISTICS

Str 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 45

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +25, Escape Artist +25,



PURPLE WORM

This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox.

PURPLE WORM

CR 12



XP 19,200

N Gargantuan magical beast

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (-2 Dex, +22 natural, -4 size)

hp 200 (16d10+112)

Fort +17, **Ref** +8, **Will** +4

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +25 (4d8+12/19-20 plus grab), sting +25 (2d8+12 plus poison)

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

Special Attacks swallow whole (4d8+18 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

Base Atk +16; **CMB** +32 (+36 grapple); **CMD** 40 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +18, Swim +20

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 25; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.



Summon Nature's Ally IX

PIXIE

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.

PIXIE

CR 4



XP 1,200

NG Small fey

Init +5; **Senses**

low-light vision;
Perception +9

DEFENSE

AC 18, touch 17, flat-

footed 12 (+5 Dex, +1
dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +9, **Will** +6

Defensive Abilities invisibility;

DR 10/cold iron; **SR** 15

OFFENSE

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

Melee short sword +8

(1d4–2/19–20)

Ranged longbow +8

(1d6–2/×3)

Special Attacks special arrows

Spell-Like Abilities (CL 8th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*

1/day—*dancing lights*, *detect thoughts* (DC 15), *dispel magic*,

entangle (DC 14), *irresistible dance* (DC 15),

lesser confusion (DC 14), *permanent image*

(DC 19; visual and auditory elements only), *shield*



STATISTICS

Str 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** –1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan

SPECIAL ABILITIES

Invisibility (Su) A pixie remains invisible even when it attacks.

This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect.

Save DCs are Charisma-based.

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

GIANT, STORM

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.

STORM GIANT

CR 13



XP 25,600

CG Huge humanoid (giant)

Init +2; **Senses** low-light vision; Perception +27

DEFENSE

AC 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +12 natural, -2 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +13

Defensive Abilities rock catching; **Immune** electricity

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +27/+22/+17 (4d6+21/17-20) or
2 slams +26 (2d6+14)

Ranged mwk composite longbow +15/+10/+5
(3d6+14/×3)

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

Spell-Like Abilities (CL 15th)

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*call lightning* (DC 15), *chain lightning*
(DC 18)

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 16, **Wis** 20, **Cha** 15

Base Atk +14; **CMB** +30; **CMD** 42

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Craft (any one) +13, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +24, Swim +22
Languages Auran, Common, Draconic, Giant
SQ militant, water breathing

SPECIAL ABILITIES

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

