

# The Big Book of Plants and Animals

For Mutazoids3e™

*Created by*  
Moses “Wolfy” Wildermuth

*With much generous assistance of*  
John “Leaghe” Shaw

*Layout Editor*  
Paul “GammaHammer” Williams

This material converted from the Standard Reference Document for use in Mutazoids3e™.  
The Big Book of Plants and Animals for Mutazoids3e™, Copyright 2004.

## **Table of Contents**

	Bookmarks
<b>Conversion Example – Apes</b>	<b>2</b>
<b>Chapter 01 – Common Mounts</b>	<b>3</b>
<b>Chapter 02 – Flying Mounts</b>	<b>12</b>
<b>Chapter 03 – Primitive Vehicles</b>	<b>16</b>
<b>Chapter 04 – Gear for Mounts</b>	<b>17</b>
<b>Chapter 05 – Normal Animals</b>	<b>18</b>
<b>Chapter 06 – Dire Animals</b>	<b>50</b>
<b>Chapter 07 – Dinosaurs</b>	<b>58</b>
<b>Chapter 08 – Beasts and Plants</b>	<b>61</b>
<b>Chapter 09 – Vermin</b>	<b>73</b>
<b>Open Game License</b>	<b>101</b>

This material, except the Title and Mutazoids3e™, is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a

To find out more about the Mutazoids3e™ RPG click on the link below  
<http://www.vvm.com/~wolf1/Mutazoids3e/>

To Join the Mutant Revolution and to discuss all matters mutant click on the following link  
<http://games.groups.yahoo.com/group/Mutazoids3e/>

## Conversion Example - APES

This section illustrates the minor differences in how Mutazoids3e™ handles creature statistics from the SRD/OGC. A side by side comparison will display this best, so an example is provided.

The entry for continent determines where the creature originates.

As can be clearly seen, the most striking differences are in hit die allocation. Hit dice are calculated the same way they are calculated for Characters, i.e. by using the Con Score and adding or subtracting a Size Modifier. Extra hit points from Feats (if applicable) have NOT been included. In some rare cases, the Con Score has been modified to generate appropriate Hit Dice.

Challenge Ratings and Alignments are not used in Mutazoids3e™.

<u>Standard Reference Document</u>	<u>Mutazoids3e</u>
<p><b>Ape</b> Large Animal</p> <p>Hit Dice: 4d8+8 (26 hp) Initiative: +2 (Dex) Speed: 30 ft., climb 30 ft. AC: 14 (-1 size, +2 Dex, +3 natural) Attacks: 2 claws +7 melee, bite +2 melee Damage: Claw 1d6+5, bite 1d6+2 Face/Reach: 5 ft. by 5 ft./10 ft.</p> <p>Special Attacks: - Special Qualities: Scent</p> <p>Saves: Fort +6, Ref +6, Will +2 Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills: Climb +18, Listen +6, Spot +6 Feats: -</p> <p>Climate/Terrain: Warm forest and mountains Organization: Solitary or company (2-5) Challenge Rating: 2 Treasure: None</p> <p>Alignment: Always neutral Advancement: 5-8 HD (Large)</p>	<p><b>Ape</b> <i>Large Animal</i>      <i>Continent: Africa</i></p> <p>-----</p> <p>Hit Dice: 8d8+16 (52 hp) Initiative: +2 (Dex) Speed: 30 ft., climb 30 ft. AC: 14 (-1 size, +2 Dex, +3 natural) Attacks: 2 claws +7 melee, bite +2 melee Damage: Claw 1d6+5, bite 1d6+2 Face/Reach: 5 ft. by 5 ft./5 ft.</p> <p>Special Attacks: - Special Abilities: Scent</p> <p>Saves: Fort +6, Ref +6, Will +2 Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills: Climb +18, Listen +6, Spot +6</p> <p>Climate/Terrain: Warm forest and mountains Organization: Solitary or company (2-5) Treasure: None Advancement: 9-13 HD (Large)</p>

## Chapter 01 - COMMON MOUNTS

### **Camel**

*Large Animal*

*Continent: Africa, Asia*

---

Hit Dice:	8d8+16 (38 hp)
Initiative:	+3 (Dex)
Speed:	50 ft./ 4 miles per hour/ 32 miles per day Speed Carrying 300-600 lb. 3 miles per hour/ 24 miles per day
AC:	13 (-1 size, +3 Dex, +1 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	-
Special Abilities:	Scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 14, Int 1, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	-
Climate/Terrain:	Any desert, hill, and mountains
Organization:	Solitary
Treasure:	None
Advancement:	-

The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40), and has a better Constitution score (16).

**Carrying Capacity:** A light load for a camel is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. A camel can drag 4,500 pounds.

Average Cost:                   **\$80**

**Dog, Riding***Medium-Size Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	7d8+14 (45 hp)
Initiative:	+2 (Dex)
Speed:	40 ft./ 3 miles per hour/ 24 miles per day Speed Carrying 75-125 lb. 2 miles per hour/ 16 miles per day
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +5, Spot +5, Swim +5, Wilderness Lore +1*
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

This Medium-size dog is specially trained to carry a Small humanoid rider. If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). It is brave in combat like a warhorse. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check. No damage is taken when falling from a riding dog.

**Skills:** \*Riding dogs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

**Carrying Capacity:** A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

**Average Cost:** \$150

## **Donkey or Mule**

*Medium-Size Animal*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	Donkey- 6d8+6 (33 hp)/ Mule- 8d8+24 (60 hp)
Initiative:	+1 (Dex)
Speed:	30 ft./ 3 miles per hour/ 24 miles per day Speed Carrying 94-280 lb. 2 miles per hour/ 16 miles per day
AC:	13 (+1 Dex, +2 natural)
Attacks:	Donkey- Bite +1 melee/ Mule- 2 hooves +4 melee
Damage:	Donkey- Bite 1d2/ Mule- Hoof 1d4+3
Face/Reach:	Donkey- 5 ft. by 5 ft./5 ft./ Mule- 5 ft. by 10 ft./5 ft.
Special Abilities:	Scent
Saves:	Donkey- Fort +4, Ref +4, Will +0/ Mule- Fort +6, Ref +4, Will +1
Key Abilities:	Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4
Mule Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Donkey Skills:	Balance +3, Listen +5, Spot +5
Mule Skills:	Listen +6, Spot +6
Climate/Terrain:	Temperate and warm desert, hill, plains, and mountains
Organization:	Solitary
Treasure:	None
Advancement:	-

**Skills:** Donkeys receive a +2 racial bonus to Balance. Mules receive a +2 racial bonus to Dexterity checks to avoid slipping or falling.

The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter ruins and other strange or threatening places.

**Carrying Capacity:** A light load for a donkey is up to 50 pounds; a medium load, 51-100 pounds; a heavy load, 101-150 pounds. A donkey can drag 750 pounds. A light load for a mule is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A mule can drag 3,450 pounds.

**Average Cost:** Donkey- \$8/ Mule- \$20

**Horse, Heavy***Large Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	8d8+16 (52 hp)
Initiative:	+1 (Dex)
Speed:	50 ft./ 5 miles per hour/ 40 miles per day Speed Carrying 134-400 lb. 3 1/2 miles per hour/ 28 miles per day
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	2 hooves +3 melee
Damage:	Hoof 1d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	-
Special Abilities:	Scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +6
Feats:	-
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

A heavy horse cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; a heavy load, 401-600 pounds. A heavy horse can drag 3,000 pounds.

**Average Cost:** \$200

**Horse, Heavy War***Large Animal**Continent: Asia, Europe*

---

Hit Dice:	9d8+27 (67 hp)
Initiative:	+1 (Dex)
Speed:	50 ft./ 4 miles per hour/ 32 miles per day Speed Carrying 174-520 lb. 3 miles per hour/ 24 miles per day
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	2 hooves +6 melee; bite +1 melee
Damage:	Hoof 1d6+4; bite 1d4+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any land
Organization:	Domesticated
Treasure:	None
Advancement:	-

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

**Carrying Capacity:** A light load for a heavy warhorse is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. A heavy warhorse can drag 4,500 pounds.

**Average Cost:** \$400

**Horse, Light***Large Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	7d8+7 (38 hp)
Initiative:	+1 (Dex)
Speed:	60 ft./ 6 miles per hour/ 48 miles per day Speed Carrying 101-300 lb. 4 miles per hour/ 32 miles per day
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	2 hooves +2 melee
Damage:	Hoof 1d4+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 13, Dex 13, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +6
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

A light horse cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load, 301-450 pounds. A light horse can drag 2,250 pounds.

**Average Cost:** \$75

**Horse, Light War***Large Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	7d8+14 (45 hp)
Initiative:	+1 (Dex)
Speed:	60 ft./ 6 miles per hour/ 48 miles per day Speed Carrying 134-400 lb. 4 miles per hour/ 32 miles per day
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	2 hooves +4 melee; bite -1 melee
Damage:	Hoof 1d4+3; bite 1d3+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 15, Int 2, Wis 13, Cha 6
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

**Carrying Capacity:** A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.

**Average Cost:** \$150

## **Pony**

*Medium-Size Animal*

*Continent: Asia, Australia, Europe, North America, South America*

---

Hit Dice:	6d8+6 (33 hp)
Initiative:	+1 (Dex)
Speed:	40 ft./ 4 miles per hour/ 32 miles per day Speed Carrying 44-130 lb. 3 miles per hour/ 24 miles per day
AC:	13 (+1 Dex, +2 natural)
Attacks:	2 hooves +2 melee
Damage:	Hoof 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

**Carrying Capacity:** A light load for a pony is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A pony can drag 1,125 pounds.

**Average Cost:** \$30

**Pony, War***Medium-Size Animal**Continent: Asia, Europe*

Hit Dice:	7d8+14 (45 hp)
Initiative:	+1 (Dex)
Speed:	40 ft./ 4 miles per hour/ 32 miles per day Speed Carrying 51-150 lb. 3 miles per hour/ 24 miles per day
AC:	13 (+1 Dex, +2 natural)
Attacks:	2 hooves +3 melee
Damage:	Hoof 1d3+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

**Carrying Capacity:** A light load for a warpony is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A warpony can drag 1,500 pounds.

**Average Cost:** \$100

## Chapter 02 - FLYING MOUNTS

### **Giant Eagle**

*Large Beast*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	7d10+7 (46 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 80 ft. (average)
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d6+4, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +5, Sense Motive +8, Spot +11*, Wilderness Lore +8
Feats:	Alertness
Climate/Terrain:	Any forest, hill, mountains, and plains
Organization:	Solitary or pair
Treasure:	None
Advancement:	8-10 HD (Huge); 11-14 HD (Gargantuan)

**Skills:** \*Giant eagles receive a +4 racial bonus to Spot checks during daylight hours.

**Combat:** A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

**Training a Giant Eagle:** Training a giant eagle as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult) and that the creature be willing. Giant eagle eggs are worth \$2,500 apiece on the open market, while chicks are worth \$4,000 each. Professional trainers charge \$1,000 to rear or train a giant eagle, and riding one requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

**Carrying Capacity:** A light load for a giant eagle is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

## **Giant Owl**

*Large Beast*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	7d10+7 (46 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 70 ft. (average)
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d6+4, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Superior low-light vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +6, Listen +16, Move Silently +9*, Spot +10*
Feats:	Alertness
Climate/Terrain:	Any forest, hill, mountains and plains
Organization:	Solitary, pair, or company (2-5)
Treasure:	None
Advancement:	8-10 HD (Huge); 11-14 HD (Gargantuan)

**Skills:** Giant owls receive a +8 racial bonus to Listen checks. \*They also receive a +4 racial bonus to Spot checks in dusk and darkness; when in flight, they gain a +8 bonus to Move Silently checks.

**Combat:** A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead. Superior low-light vision (Ex): A giant owl can see five times as far as a human can in dim light.

**Training a Giant Owl:** Training a giant owl as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult) and that the creature be willing. Giant owl eggs are worth \$2,500 apiece on the open market, while chicks are worth \$4,000 each. Professional trainers charge \$1,000 to rear or train a giant owl, and riding one requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

**Carrying Capacity:** A light load for a giant owl is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

## **Griffon**

*Large Beast*

*Continent: Europe, Africa*

---

Hit Dice:	9d10+27 (76 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 80 ft. (average)
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	Bite +8 melee, 2 claws +3 melee
Damage:	Bite 2d6+4, claw 1d4+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce and Rake.
Special Abilities:	Scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +11*
Climate/Terrain:	Temperate and warm hill and mountains
Organization:	Solitary, pair, or pride (6-10)
Treasure:	None
Advancement:	10-12 HD (Large); 13-23HD (Huge)

**Skills:** Griffons receive a +4 racial bonus to Jump checks. \*They also receive a +4 racial bonus to Spot checks in daylight.

**Combat:** Griffons prefer to pounce on their prey, either diving to the attack or leaping from above. Pounce (Ex): If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. Rake (Ex): A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each.

**Training a Griffon:** Training a griffon as an aerial mount requires a successful Handle Animal check (DC 21 for a young creature, or DC 28 for an adult) and that the creature be willing. Griffons mature in about two years. Griffon eggs are worth \$3,500 apiece on the open market, while young are worth \$7,000 each. Professional trainers charge \$1,500 to rear or train a griffon. Riding a trained griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

**Carrying Capacity:** A light load for a griffon is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

**Pegasus***Large Beast**Continent: Europe*

---

Hit Dice:	9d10+27 (76 hp)
Initiative:	+2 (Dex)
Speed:	60 ft., fly 120 ft. (average)
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 hooves +7 melee, bite +2 melee
Damage:	Hoof 1d6+4, bite 1d3+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Abilities:	Scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills:	Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3
Feats:	Iron Will
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary, pair, or herd (6-10)
Treasure:	None
Advancement:	10-13 HD (Large)

**Skills:** Pegasi receive a +4 racial bonus to Listen and Spot checks.

**Combat:** Pegasi attack with their sharp hooves and powerful bite. Mated pairs and herds attack as a team, fighting to the death to defend their eggs and young, which fetch a handsome price in many civilized areas.

**Training a Pegasus:** Pegasus eggs are worth \$2,000 each on the open market, while young are worth \$3,000 per head. Pegasi mature at the same rate as horses. Professional trainers charge \$1,000 to rear or train a pegasus, which serves its master with absolute faithfulness for life. Training a pegasus requires a successful Handle Animal check (DC 22 for a young creature, DC 29 for an adult) and that the creature be willing. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

**Carrying Capacity:** A light load for a pegasus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

## Chapter 03- PRIMITIVE VEHICLES

Item	Cost	Weight	Holds or Carries	Per Hour	Per Day
Cart	\$15	200 lb.	1/2 ton	2 miles	16 miles
Sled	\$20	300 lb.	1 ton		
Wagon	\$35	400 lb.	2 tons	2 miles	16 miles

**Cart:** A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, 2 horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Boats and Ships	Per Hour	Per Day	Cost
Raft or Barge (poled or towed)*	1/2 mile	5 miles	\$100
Keelboat (rowed)*	1 mile	10 miles	\$3,000
Rowboat	1 1/2 miles	15 miles	\$50
Sailing ship (sailed)	2 miles	48 miles	\$10,000

**Rafts, Barges (and Keelboats):** Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

**Keelboat:** A 50- to 75-foot-long ship that is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

**Rowboat:** An 8- to 12-foot-long boat for two or three people. It moves about 1 1/2 miles per hour.

**Sailing Ship:** This larger, more seaworthy version of the coaster (a kind of sailing ship) is 75 to 90 feet long and 20 feet wide. It has a crew of twenty. It can carry cargo up to 150 tons. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Ship Item	Cost
Oar	\$2

## Chapter 04 – Gear for Mounts

<u>Gear</u>	<u>Cost</u>	<u>Weight</u>
Barding	---	---
Medium creature	X2	X1
Large creature	X4	X2
Bit and bridle	\$2	1 lb.
Feed (per day)	\$0.05	10 lb.
Saddle	---	---
Military	\$20	30 lb.
Pack	\$5	15 lb.
Riding	\$10	25 lb.
Saddle, Exotic	---	---
Military	\$60	40 lb.
Pack	\$15	20 lb.
Riding	\$30	30 lb.
Saddlebags	\$4	8 lb.
Stabling (per day)	\$0.50	-

**Barding, Medium-Size Creature and Large Creature:** Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium-size creature's) armor costs and also weighs twice as much as the armor found on Table: Armor. (If the barding is for a pony, which is Medium-size, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

<b>Barding</b>	<b>(40 ft.)</b>	<b>(50 ft.)</b>	<b>(60 ft.)</b>
-----	-----	-----	-----
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

\*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple. Flying mounts can't fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the given amount.

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a winged horse. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he or she has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

**Saddle, Riding:** The standard riding saddle supports a rider.

**Stabling:** Includes a stable, feed, and grooming.

## Chapter 05 - NORMAL ANIMALS

### **Ape**

*Large Animal*

*Continent: Africa*

---

Hit Dice:	8d8+16 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d6+5, bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	-
Special Abilities:	Scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +18, Listen +6, Spot +6
Climate/Terrain:	Warm forest and mountains
Organization:	Solitary or company (2-5)
Treasure:	None
Advancement:	9-13 HD (Large)

### **Baboon**

*Medium-Size Animal*

*Continent: Africa*

---

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., climb 30 ft.
AC:	13 (+2 Dex, +1 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	-
Special Abilities:	Scent
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +13, Listen +5, Spot +5
Climate/Terrain:	Warm desert and plains
Organization:	Solitary or troop (10-40)
Treasure:	None
Advancement:	7-8 HD (Medium-Size)

**Badger***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	5d8+10 (33 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., burrow 10 ft.
AC:	15 (+2 size, +3 Dex)
Attacks:	2 claws +5 melee, bite +0 melee
Damage:	Claw 1d2-1, bite 1d3-1
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	Rage
Special Abilities:	Scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +7, Listen +4, Spot +4
Feats:	Weapon Finesse (bite, claw)
Climate/Terrain:	Temperate forest, hill, plains, and underground
Organization:	Solitary or cete (2-5)
Treasure:	None
Advancement:	6 HD (Tiny)

Rage (Ex): A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

**Bat***Diminutive Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	5 ft., fly 40 ft. (good)
AC:	16 (+4 size, +2 Dex)
Attacks:	-
Damage:	-
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	-
Special Abilities:	Blindsight
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +9, Move Silently +6, Spot +9*
Climate/Terrain:	Temperate and warm desert, forest, hill, plains, and underground
Organization:	Colony (10-40) or swarm (100-500)
Treasure:	None
Advancement:	-

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening the bat negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: \*Bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if Blindsight is negated.

**Bear, Black***Medium-Size Animal**Continent: North America*

-----

Hit Dice: 7d8+14 (45 hp)  
Initiative: +1 (Dex)  
Speed: 40 ft.  
AC: 13 (+1 Dex, +2 natural)  
Attacks: 2 claws +6 melee, bite +1 melee  
Damage: Claw 1d4+4, bite 1d6+2  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: -  
Special Abilities: Scent  
Saves: Fort +5, Ref +4, Will +2  
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6  
Skills: Climb +6, Listen +4, Spot +7, Swim +8

Climate/Terrain: Temperate and warm forest, hill, and mountains  
Organization: Solitary or pair  
Treasure: None  
Advancement: 8-10 HD (Medium-size)

**Bear, Brown***Large Animal**Continent: Africa, Asia, Europe, North America*

-----

Hit Dice: 10d8+40 (85 hp)  
Initiative: 4+1 (Dex)  
Speed: 40 ft.  
AC: 15 (-1 size, +1 Dex, +5 natural)  
Attacks: 2 claws +11 melee, bite +6 melee  
Damage: Claw 1d8+8, bite 2d8+4  
Face/Reach: 5 ft. by 10 ft./5 ft.  
Special Attacks: Improved grab  
Special Abilities: Scent  
Saves: Fort +9, Ref +6, Will +3  
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6  
Skills: Listen +4, Spot +7, Swim +14

Climate/Terrain: Any forest, hill, mountains, and underground  
Organization: Solitary or pair  
Treasure: None  
Advancement: 11-14 HD (Large)

**Bear, Polar***Large Animal**Continent: Asia, North America*


---

Hit Dice:	10d8+40 (85 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., swim 30 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	2 claws +13 melee, bite +8 melee
Damage:	Claw 1d8+8, bite 2d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab
Special Abilities:	Scent
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Hide -2*, Listen +4, Spot +7
Climate/Terrain:	Any cold land
Organization:	Solitary or pair
Treasure:	None
Advancement:	11-16 HD (Large)

Skills: \*A polar bear's white coat bestows a +12 racial bonus to Hide checks in snowy areas.

**Bison***Large Animal**Continent: North America*


---

Hit Dice:	9d8+27 (67 hp)
Initiative:	+0
Speed:	40 ft.
AC:	13 (-1 size, +4 natural)
Attacks:	Butt +6 melee
Damage:	Butt 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Stampede
Special Abilities:	Scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Listen +8, Spot +5
Climate/Terrain:	Temperate plains
Organization:	Solitary or herd (6-30)
Treasure:	None
Advancement:	10-12 HD (Large)

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd. A successful Reflex save (DC 16) halves the damage.

**Boar***Medium-Size Animal**Continent: Africa, Australia, Asia, Europe, North America, South America*


---

Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	40 ft.
AC:	16 (+6 natural)
Attacks:	Gore +4 melee
Damage:	Gore 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Ferocity
Special Abilities:	Scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Climate/Terrain:	Temperate and warm forest
Organization:	Solitary
Treasure:	None
Advancement:	9-10 HD (Medium-size)

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Cat***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*


---

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	2 claws +4 melee, bite -1 melee
Damage:	Claw 1d2-4, bite 1d3-4
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +5, Hide +17*, Listen +4, Move Silently +9, Spot +4
Feats:	Weapon Finesse (claw, bite)
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: Cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

## Cheetah

*Medium-Size Animal*

*Continent: Africa*

---

Hit Dice:	7d8+14 (45 hp)
Initiative:	+4 (Dex)
Speed:	50 ft.
AC:	15 (+4 Dex, +1 natural)
Attacks:	Bite +6 melee, 2 claws +1 melee
Damage:	Bite 1d6+3, claw 1d2+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trip
Special Abilities:	Sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +7, Listen +5, Move Silently +8, Spot +5
Feats:	Weapon Finesse (bite, claw)

Climate/Terrain:	Warm plains
Organization:	Solitary, pair, or family (3-5)
Treasure:	None
Advancement:	8-10 HD (Medium-size)

**Trip (Ex):** A cheetah that hits with a claw or bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

**Sprint (Ex):** Once an hour, a cheetah can take a charge action to move ten times its normal speed (500 feet).

## Crocodile

*Medium-Size Animal*

*Continent: Africa, Asia, Australia, North America, South America (Aquatic)*

---

Hit Dice:	8d8+24 (60 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	15 (+1 Dex, +4 natural)
Attacks:	Bite +6 melee; or tail slap +6 melee
Damage:	Bite 1d8+6; tail slap 1d12+6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab
Special Abilities:	-
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2
Skills:	Hide +7*, Listen +5, Spot +5

Climate/Terrain:	Warm marsh and aquatic
Organization:	Solitary or colony (6-11)
Treasure:	None
Advancement:	9-11 HD (Medium-size)

**Improved Grab (Ex):** To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

**Skills:** \*A crocodile gains a +12 racial bonus to Hide checks when submerged.

**Crocodile, Giant***Huge Animal**Continent: Africa, Australia (Aquatic)*

Hit Dice:	10d8+40 (85 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	16 (-2 size, +1 Dex, +7 natural)
Attacks:	Bite +11 melee; or tail slap +11 melee
Damage:	Bite 2d8+12; tail slap 1d12+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab
Special Abilities:	-
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +0*, Listen +5, Spot +5
Climate/Terrain:	Warm marsh and aquatic
Organization:	Solitary or colony (6-11)
Treasure:	None
Advancement:	12-16 HD (Huge)

Notes: Giant crocodiles can grab and hold creatures of Large or smaller size but otherwise fight and behave like their smaller cousins.

**Dog***Small Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	7d8+14 (45 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d4+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	-
Special Abilities:	Scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +5, Spot +5, Swim +5, Wilderness Lore +1*
Climate/Terrain:	Any land
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: \*Dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

**Eagle***Small Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*


---

Hit Dice:	5d8+5 (27 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., fly 80 ft. (average)
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	2 claws +3 melee, bite -2 melee
Damage:	Claw 1d3, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	-
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +6, Spot +6*
Feats:	Weapon Finesse (claw, bite)
Climate/Terrain:	Any forest, hill, plains, and mountains
Organization:	Solitary or pair
Treasure:	None
Advancement:	6-7 HD (Medium-size)

Skills: \*Eagles receive a +8 racial bonus to Spot checks during daylight.

**Elephant***Huge Animal**Continent: Africa, Asia*


---

Hit Dice:	12d8+60 (114 hp)
Initiative:	+0 (Dex)
Speed:	40 ft.
AC:	15 (-2 size, +7 natural)
Attacks:	Slam +16 melee, 2 stumps +11 melee; or gore +16 melee
Damage:	Slam 2d6+10, stamp 2d6+5; gore 2d8+15
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Trample 2d8+15
Special Abilities:	Scent
Saves:	Fort +12, Ref +7, Will +4
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +6, Spot +6
Climate/Terrain:	Warm forest and plains
Organization:	Solitary or herd (6-30)
Treasure:	None
Advancement:	13-24 HD (Huge)

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Trample (Ex): An elephant can trample Medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) to halve the damage.

**Hawk***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 60 ft. (average)
AC:	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Claws +5 melee
Damage:	Claws 1d4-2
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +6, Spot +6*
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Any forest, hill, plains, and mountains
Organization:	Solitary or pair
Treasure:	None
Advancement:	-

Skills: \*Hawks gain a +8 racial bonus to Spot checks in daylight.

## **Leopard**

*Medium-Size Animal*

*Continent: Africa, Asia, South America*

---

Hit Dice:	7d8+14 (45 hp)
Initiative:	+4 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	15 (+4 Dex, +1 natural)
Attacks:	Bite +6 melee; 2 claws +1 melee
Damage:	Bite 1d6+3; claw 1d3+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d3+1
Special Abilities:	Scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +9*, Listen +6, Move Silently +9, Spot +6
Feats:	Weapon Finesse (bite, claw)
Climate/Terrain:	Warm forest and plains
Organization:	Solitary or pair
Treasure:	None
Advancement:	8-10 HD (Medium-size)

These statistics can also represent related creatures such as panthers and jaguars.

**Pounce (Ex):** If a leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the leopard must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A leopard that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the leopard pounces on an opponent, it can also rake.

**Skills:** Leopards receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

## **Lion**

*Large Animal*

*Continent: Africa, Asia*

---

Hit Dice:	8d8+16 (52 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d4+5, bite 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Abilities:	Scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +4*, Jump +5, Listen +5, Move Silently +11, Spot +5
Climate/Terrain:	Warm plains
Organization:	Solitary, pair, or pride (6-10)
Treasure:	None
Advancement:	9-10 HD (Large)

**Pounce (Ex):** If a lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also rake.

**Skills:** Lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

## **Lizard**

*Tiny Animal*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	Bite +4 melee
Damage:	Bite 1d4
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +13, Listen +4, Spot +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any warm land
Organization:	Solitary
Treasure:	None
Advancement:	-

**Skills:** Lizards use their Dexterity modifier for Climb checks and receive a +8 bonus to Balance checks.

**Lizard, Giant***Medium-Size Animal**Continent: Africa, Asia, South America*

Hit Dice:	8d8+24 (60 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., swim 30 ft.
AC:	15 (+2 Dex, +3 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2
Skills:	Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4
Climate/Terrain:	Any warm land
Organization:	Solitary
Treasure:	None
Advancement:	9-11 HD (Medium-size)

Skills: Giant lizards receive a +4 racial bonus to Hide and Move Silently checks. \*In forested or overgrown areas, the Hide bonus improves to +8.

**Monkey***Tiny Animal**Continent: Africa, Asia, South America*

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	Bite +4 melee
Damage:	Bite 1d3-4
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance + 10, Climb +13, Hide +13, Listen +4, Spot +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Warm forest
Organization:	Troop (10-40)
Treasure:	None
Advancement:	4-5 HD (Small)

Skills: Monkeys use their Dexterity modifier for Climb checks and receive a +8 racial bonus to Balance checks.

**Octopus***Small Animal**Continent: Oceans (Aquatic)*

---

Hit Dice:	4d8 (18 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	16 (+1 size, +3 Dex, +2 natural)
Attacks:	8 arms +5 melee, bite +0 melee
Damage:	Arms 0, bite 1d3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab
Special Abilities:	Ink cloud, jet
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills:	Hide +15, Listen +5, Spot +5
Feats:	Weapon Finesse (arms, bite)
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary
Treasure:	None
Advancement:	5-7 HD (Medium-size); 8 HD (Large)

**Improved Grab (Ex):** To use this ability, the octopus must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

**Ink Cloud (Ex):** An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Jet (Ex):** An octopus can jet backward once a round as a double move action, at a speed of 200 feet.

**Skills:** An octopus can change colors, giving it a +4 racial bonus to Hide checks.

**Octopus, Giant***Large Animal**Continent: Oceans (Aquatic)*

---

Hit Dice:	8d8+16 (52 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	18 (-1 size, +2 Dex, +7 natural)
Attacks:	8 tentacle rakes +10 melee, bite +5 melee
Damage:	Tentacle rake 1d4+5, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Improved grab, constrict
Special Abilities:	Ink cloud, jet
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 15, Con 14, Int 2, Wis 12, Cha 3
Skills:	Hide +11, Listen +4, Spot +4
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary
Treasure:	None
Advancement:	9-12 HD (Large); 13-24 HD (Huge)

**Improved Grab (Ex):** To use this ability, the giant octopus must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A giant octopus deals 2d8+6 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Ink Cloud (Ex):** A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Jet (Ex):** A giant octopus can jet backward once a round as a double move action, at a speed of 200 feet.

**Skills:** A giant octopus can change colors, giving it a +4 racial bonus to Hide checks.

## **Owl**

*Tiny Animal*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	10 ft., fly 40 ft. (average)
AC:	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Claws +5 melee
Damage:	Claws 1d2-2
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +14, Move Silently +20, Spot +6*
Feats:	Weapon Finesse (claws)
Climate/Terrain:	Any forest, hill, plains, and mountains
Organization:	Solitary
Treasure:	None
Advancement:	4 HD (Small); 5 HD (Medium-size)

Skills: Owls receive a +8 racial bonus to Listen checks, and a +14 to Move Silently checks. \*They receive a +8 racial bonus to Spot checks in dusk and darkness.

## **Porpoise**

*Medium-Size Animal*

*Continent: Oceans (Aquatic)*

---

Hit Dice:	6d8+6 (33 hp)
Initiative:	+3 (Dex)
Speed:	Swim 80 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Butt +4 melee
Damage:	Butt 2d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Abilities:	Blindsight
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +10*, Spot +10*
Feats:	Weapon Finesse (butt)
Climate/Terrain:	Any aquatic
Organization:	Solitary or school (2-20)
Treasure:	None
Advancement:	7-8 HD (Medium-size); 10-12 HD (Large)

Blindsight (Ex): Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening a porpoise negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Skills: Porpoises gain a +4 racial bonus to Spot and Listen checks. \*These bonuses are lost if blindsight is negated.

**Rat***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 3d8 (13 hp)  
 Initiative: +2 (Dex)  
 Speed: 15 ft., climb 15 ft.  
 AC: 14 (+2 size, +2 Dex)  
 Attacks: Bite +4 melee  
 Damage: Bite 1d3-4  
 Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.  
 Special Abilities: Scent  
 Saves: Fort +2, Ref +4, Will +1  
 Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2  
 Skills: Balance +10, Climb +12, Hide +18, Move Silently +10  
 Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground  
 Organization: Swarm (10-100)  
 Treasure: None  
 Advancement: -

Skills: Rats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

**Raven***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 3d8 (13 hp)  
 Initiative: +2 (Dex)  
 Speed: 10 ft., fly 40 ft. (average)  
 AC: 14 (+2 size, +2 Dex)  
 Attacks: Claws +4 melee  
 Damage: Claws 1d2-5  
 Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.  
 Special Abilities: -  
 Saves: Fort +2, Ref +4, Will +2  
 Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6  
 Skills: Listen +6, Spot +6  
 Feats: Weapon Finesse (claws)

Climate/Terrain: Any forest, hill, plains, and mountains  
 Organization: Solitary  
 Treasure: None  
 Advancement: -

**Rhinoceros***Large Animal**Continent: Africa*

-----

Hit Dice: 11d8+55 (105 hp)  
 Initiative: +0 (Dex)  
 Speed: 30 ft.  
 AC: 16 (-1 size, +7 natural)  
 Attacks: Gore +13 melee  
 Damage: Gore 2d6+12  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Abilities: -  
 Saves: Fort +11, Ref +6, Will +3  
 Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2  
 Skills: Listen +11

Climate/Terrain: Warm plains  
 Organization: Solitary or herd (2-12)  
 Treasure: None  
 Advancement: 12-15 HD (Large); 14-30 HD (Huge)

**Shark (Medium)***Medium-Size Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice: 6d8+6 (33 hp)  
 Initiative: +2 (Dex)  
 Speed: Swim 60 ft.  
 AC: 15 (+2 Dex, +3 natural)  
 Attacks: Bite +4 melee  
 Damage: Bite 1d6+1  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Abilities: Keen scent  
 Saves: Fort +4, Ref +5, Will +2  
 Abilities: Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2  
 Skills: Listen +7, Spot +7  
 Feats: Weapon Finesse (bite)

Climate/Terrain: Any aquatic  
 Organization: Solitary, school (2-5), or pack (6-11)  
 Treasure: None  
 Advancement: 7-9 HD (Medium-size)

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

**Shark (Large)***Large Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice: 10d8+40 (85 hp)  
 Initiative: +2 (Dex)  
 Speed: Swim 60 ft.  
 AC: 15 (-1 size, +2 Dex, +4 natural)  
 Attacks: Bite +7 melee  
 Damage: Bite 1d8+4  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Abilities: Keen scent  
 Saves: Fort +6, Ref +7, Will +3  
 Abilities: Str 17, Dex 15, Con 18, Int 1, Wis 12, Cha 2  
 Skills: Listen +7, Spot +7

Climate/Terrain: Any aquatic  
 Organization: Solitary, school (2-5), or pack (6-11)  
 Treasure: None  
 Advancement: 11-13 HD (Large)

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

**Shark (Huge)***Huge Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice: 14d8+98 (161 hp)  
 Initiative: +2 (Dex)  
 Speed: Swim 60 ft.  
 AC: 15 (-2 size, +2 Dex, +5 natural)  
 Attacks: Bite +10 melee  
 Damage: Bite 2d6+7  
 Face/Reach: 10 ft. by 20 ft./10 ft.  
 Special Abilities: Keen scent  
 Saves: Fort +9, Ref +9, Will +4  
 Abilities: Str 21, Dex 15, Con 25, Int 1, Wis 12, Cha 2  
 Skills: Listen +7, Spot +7

Climate/Terrain: Any aquatic  
 Organization: Solitary, school (2-5), or pack (6-11)  
 Treasure: None  
 Advancement: 15-21 HD (Huge)

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

**Snake, Constrictor***Medium-Size Animal**Continent: Africa, Asia, South America*

---

Hit Dice:	6d8+6 (33 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d3+4
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Improved grab, constrict 1d3+4
Special Abilities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +11, Listen +9, Spot +9
Climate/Terrain:	Warm forest and aquatic
Organization:	Solitary
Treasure:	None
Advancement:	7-10 HD (Medium-size); 11-15 HD (Large)

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Improved Grab (Ex): To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A constrictor snake deals 1d3+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Snake, Giant Constrictor***Huge Animal**Continent: Africa, Asia, South America*

---

Hit Dice:	13d8+78 (136 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	15 (-2 size, +3 Dex, +4 natural)
Attacks:	Bite +13 melee
Damage:	Bite 1d8+10
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.
Special Attacks:	Improved grab, constrict 1d8+10
Special Abilities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 23, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +18, Hide +3, Listen +9, Spot +9
Climate/Terrain:	Warm forest and aquatic
Organization:	Solitary
Treasure:	None
Advancement:	13-18 HD (Huge); 19-35 HD (Gargantuan)

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Improved Grab (Ex): To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A constrictor snake deals 1d8+10 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Snake, Tiny Viper***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	15 ft., climb 15 ft., swim 15 ft.
AC:	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite poison
Face/Reach:	2 ½ ft. by 2 ½ ft. (coiled)/0 ft.
Special Attacks:	Poison
Special Abilities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +12, Hide +18, Listen +8, Spot +8
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

**Snake, Small Viper***Small Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	4d8 (18 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d2-2 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Poison
Special Abilities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +12, Hide +15, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

**Snake, Medium-Size Viper***Medium-Size Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	4d8 (18 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	16 (+3 Dex, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4-1 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Poison
Special Abilities:	Scent
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

**Snake, Large Viper***Large Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	6d8 (27 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks:	Poison
Special Abilities:	Scent
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +8, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground
Organization:	Solitary
Treasure:	None
Advancement:	-

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

**Snake, Huge Viper***Huge Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	8d8+8 (44 hp)
Initiative:	+4 (Dex)
Speed :	20 ft., climb 20 ft., swim 20 ft.
AC:	15 (-2 size, +4 Dex, +3 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4 and poison
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.
Special Attacks:	Poison
Special Abilities:	Scent
Saves:	Fort +5, Ref +8, Will +2
Abilities:	Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance, +12, Climb +12, Hide +3, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground
Organization:	Solitary
Treasure:	None
Advancement:	9-11 HD (Huge); 12-18 HD (Gargantuan)

Skills: Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes Large and smaller, DC 13 for a Huge viper); initial and secondary damage 1d6 temporary Constitution.

## **Squid**

*Medium-Size Animal*

*Continent: Oceans (Aquatic)*

---

Hit Dice:	5d8 (23 hp)
Initiative:	+3 (Dex)
Speed :	Swim 60 ft.
AC:	16 (+3 Dex, +3 natural)
Attacks:	10 arms +4 melee, bite -1 melee
Damage:	Arms 0, bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab
Special Abilities:	Ink cloud, jet
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any aquatic
Organization:	Solitary or school (6-11)
Treasure:	None
Advancement:	6-8 HD (Medium-size); 9-13 HD (Large)

**Improved Grab (Ex):** To use this ability, the squid must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Jet (Ex):** A squid can jet backward once a round as a double move action, at a speed of 240 feet.

**Squid, Giant***Huge Animal**Continent: Oceans (Aquatic)*

Hit Dice:	11d8+44 (94 hp)
Initiative:	+3 (Dex)
Speed :	Swim 80 ft.
AC:	17 (-2 size, +3 Dex, +6 natural)
Attacks:	10 tentacle rakes +15 melee, bite +10 melee
Damage:	Tentacle 1d6+8, bite 2d8+4
Face/Reach:	10 ft. by 20 ft./10 ft. (40 ft. with tentacle)
Special Attacks:	Improved grab, constrict 1d6+8
Special Abilities:	Ink cloud, jet
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Dex 17, Con 18, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +8
Climate/Terrain:	Any aquatic
Organization:	Solitary
Treasure:	None
Advancement:	12-18 HD (Huge); 19-36 HD (Gargantuan)

**Improved Grab (Ex):** To use this ability, the giant squid must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A giant squid deals automatic tentacle rake damage with a successful grapple check against Medium-size or smaller creatures.

**Ink Cloud (Ex):** A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 40 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Jet (Ex):** A giant squid can jet backward once a round as a double move action, at a speed of 320 feet.

## **Tiger**

*Large Animal*

*Continent: Africa, Asia*

---

Hit Dice:	9d8+27 (67 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 claws +9 melee, bite +4 melee
Damage:	Claw 1d8+6, bite 2d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d8+3
Special Abilities:	-
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +5*, Listen +3, Move Silently +9, Spot +3, Swim +11
Climate/Terrain:	Any forest, hill, mountains, and plains
Organization:	Solitary
Treasure:	None
Advancement:	10-15 HD (Large); 16-20 HD (Huge)

**Pounce (Ex):** If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

**Skills:** Tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

**Toad***Diminutive Animal**Continent: Africa, Asia, Europe, North America, South America*

Hit Dice:	2d8 (9 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	15 (+4 size, +1 Dex)
Attacks:	-
Damage:	-
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	-
Special Abilities:	-
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +21, Listen +5, Spot +5
Climate/Terrain:	Temperate and warm land and aquatic
Organization:	Swarm (10-100)
Treasure:	None
Advancement:	-

Skills: A toad's coloration gives it a +4 racial bonus to Hide checks.

**Weasel***Tiny Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	3d8 (13 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	14 (+2 size, +2 Dex)
Attacks:	Bite +4 melee
Damage:	Bite 1d3-4
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	Attach
Special Abilities:	Scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate forest, hill, mountains, and plains
Organization:	Solitary
Treasure:	None
Advancement:	-

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel has an AC of 12.

Skills: Weasels receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

**Whale, Baleen***Gargantuan Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice:	15d8+90 (158 hp)
Initiative:	+1 (Dex)
Speed:	Swim 40 ft.
AC:	16 (-4 size, +1 Dex, +9 natural)
Attacks:	Tail slap +17 melee
Damage:	Tail slap 1d8+18
Face/Reach:	20 ft. by 40 ft./10 ft.
Special Abilities:	Blindsight
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +10*, Spot +11*

Climate/Terrain:	Any aquatic
Organization:	Solitary
Treasure:	None
Advancement:	16-20 HD (Gargantuan); 21-40 HD (Colossal)

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening a whale negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Skills: Whales gain a +4 racial bonus to Spot and Listen checks. \*These bonuses are lost if Blindsight is negated.

**Whale, Cachalot***Gargantuan Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice:	16d8+112 (184 hp)
Initiative:	+1 (Dex)
Speed:	Swim 40 ft.
AC:	16 (-4 size, +1 Dex, +9 natural)
Attacks:	Bite +17 melee, tail slap +12 melee
Damage:	Bite 4d6+12, tail slap 1d8+6
Face/Reach:	20 ft. by 40 ft./10 ft.
Special Abilities:	Blindsight
Saves:	Fort +15, Ref +9, Will +6
Abilities:	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills:	Listen +11*, Spot +12*

Climate/Terrain:	Any aquatic
Organization:	Solitary or pod (6-11)
Treasure:	None
Advancement:	17-22 HD (Gargantuan); 23-40 HD (Colossal)

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening a whale negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Skills: Whales gain a +4 racial bonus to Spot and Listen checks. \*These bonuses are lost if Blindsight is negated.

**Whale, Orca***Huge Animal**Continent: Oceans (Aquatic)*

-----

Hit Dice:	12d8+60 (114 hp)
Initiative:	+2 (Dex)
Speed:	Swim 50 ft.
AC:	16 (-2 size, +2 Dex, +6 natural)
Attacks:	Bite +12 melee
Damage:	Bite 2d6+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Abilities:	Blindsight
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills:	Listen +12*, Spot +12*

Climate/Terrain:	Any aquatic
Organization:	Solitary or pod (6-11)
Treasure:	None
Advancement:	13-15 HD (Huge); 15-30 HD (Gargantuan)

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening a whale negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Skills: Whales gain a +4 racial bonus to Spot and Listen checks. \*These bonuses are lost if Blindsight is negated.

**Wolf***Medium-Size Animal**Continent: Asia, Europe, North America*

-----

Hit Dice:	7d8+14 (45 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Trip
Special Abilities:	Scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*
Feats:	Weapon Finesse (bite)

Climate/Terrain:	Any forest, hill, plains, and mountains
Organization:	Solitary, pair, or pack (7-16)
Treasure:	None
Advancement:	8 HD (Medium-size); 9-10 HD (Large)

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: \*Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

**Wolverine***Medium-Size Animal**Continent: North America*

---

Hit Dice:	9d8+36 (76 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., burrow 10 ft., climb 10 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	2 claws +4 melee; bite -1 melee
Damage:	Claw 1d4+2; bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Rage
Special Abilities:	Scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 1, Wis 12, Cha 10
Skills:	Climb +15, Listen +6, Spot +6
Climate/Terrain:	Cold and temperate forest and hill
Organization:	Solitary
Treasure:	None
Advancement:	10-12 HD (Large)

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

## **Chapter 06 - DIRE ANIMALS**

### **Dire Ape**

*Large Animal*

*Continent: Africa*

-----  
Hit Dice: 8d8+16 (52 hp)  
Initiative: +2 (Dex)  
Speed: 30 ft., climb 15 ft.  
AC: 15 (-1 size, +2 Dex, +4 natural)  
Attacks: 2 claws +8 melee, bite +3 melee  
Damage: Claw 1d6+6, bite 1d8+3  
Face/Reach: 5 ft. by 5 ft./10 ft.  
Special Attacks: Rend 2d6+12  
Special Abilities: Scent  
Saves: Fort +6, Ref +6, Will +5  
Abilities: Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7  
Skills: Climb +14, Move Silently +9, Spot +9

Climate/Terrain: Warm forest, warm mountains, and underground  
Organization: Solitary or company (5-8)  
Treasure: None  
Advancement: 9-18 HD (Large)

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

### **Dire Badger**

*Medium-Size Animal*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

-----  
Hit Dice: 8d8+32 (68 hp)  
Initiative: +3 (Dex)  
Speed: 30 ft., burrow 10 ft.  
AC: 16 (+3 Dex, +3 natural)  
Attacks: 2 claws +4 melee, bite -1 melee  
Damage: Claw 1d4+2, bite 1d6+1  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Rage  
Special Abilities: Scent  
Saves: Fort +7, Ref +6, Will +4  
Abilities: Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10  
Skills: Listen +6, Spot +6

Climate/Terrain: Temperate forest, hill, plains, and underground  
Organization: Solitary or cete (2-5)  
Treasure: None  
Advancement: 9-11 HD (Large); 12-14 HD (Huge)

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

**Dire Bat***Large Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 5d8 (23 hp)  
 Initiative: +6 (Dex)  
 Speed: 20 ft., fly 40 ft. (good)  
 AC: 20 (-1 size, +6 Dex, +5 natural)  
 Attacks: Bite +5 melee  
 Damage: Bite 1d8+4  
 Face/Reach: 10 ft. by 5 ft./5 ft.  
 Special Attacks: -  
 Special Abilities: Blindsight  
 Saves: Fort +7, Ref +10, Will +6  
 Abilities: Str 17, Dex 22, Con 10, Int 2, Wis 14, Cha 6  
 Skills: Listen +11\*, Move Silently +11, Spot +11\*

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground  
 Organization: Solitary or colony (5-8)  
 Treasure: None  
 Advancement: 6-14 HD (Huge)

Blindsight: Dire bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Somehow deafening the creature negates this ability and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: Dire bats receive a +4 racial bonus to Spot and Listen checks. \*These bonuses are lost if blindsight is negated.

**Dire Bear***Large Animal**Continent: Africa, Asia, Europe, North America*

-----

Hit Dice: 12d8+72 (126 hp)  
 Initiative: +1 (Dex)  
 Speed: 40 ft.  
 AC: 17 (-1 size, +1 Dex, +7 natural)  
 Attacks: 2 claws +18 melee, bite +13 melee  
 Damage: Claw 2d4+10, bite 2d8+5  
 Face/Reach: 10 ft. by 20 ft./10 ft.  
 Special Attacks: Improved grab  
 Special Abilities: Scent  
 Saves: Fort +12, Ref +9, Will +9  
 Abilities: Str 31, Dex 13, Con 23, Int 2, Wis 12, Cha 10  
 Skills: Listen +7, Spot +7, Swim +13

Climate/Terrain: Any forest, hill, mountains, plains, and underground  
 Organization: Solitary or pair  
 Treasure: None  
 Advancement: 13-16 HD (Large); 17-36 HD (Huge)

Improved Grab (Ex): To use this ability, the dire bear must hit with a claw attack.

**Dire Boar***Large Animal**Continent: Africa, Australia, Asia, Europe, North America, South America*

-----

Hit Dice: 9d8+27 (67 hp)  
 Initiative: +0  
 Speed: 40 ft.  
 AC: 15 (-1 size, +6 natural)  
 Attacks: Bite +12 melee  
 Damage: Bite 1d8+12  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Ferocity  
 Special Abilities: Scent  
 Saves: Fort +8, Ref +5, Will +6  
 Abilities: Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8  
 Skills: Listen +9, Spot +8

Climate/Terrain: Temperate and warm forest  
 Organization: Solitary or herd (5-8)  
 Treasure: None  
 Advancement: 10-18 HD (Large); 19-23 HD (Huge)

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Dire Lion***Large Animal**Continent: Africa, Asia*

-----

Hit Dice: 9d8+27 (87 hp)  
 Initiative: +2 (Dex)  
 Speed: 40 ft.  
 AC: 15 (-1 size, +2 Dex, +4 natural)  
 Attacks: 2 claws +12 melee, bite +7 melee  
 Damage: Claw 1d6+7, bite 1d8+3  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Pounce, improved grab, rake 1d6+3  
 Special Abilities: Scent  
 Saves: Fort +9, Ref +8, Will +7  
 Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10  
 Skills: Hide +5\*, Jump +10, Listen +4, Move Silently +9, Spot +4

Climate/Terrain: Any forest, hill, mountains, plains, and underground  
 Organization: Solitary, pair, or pride (6-10)  
 Treasure: None  
 Advancement: 10-17 HD (Large); 18-25 HD (Huge)

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills: Dire lions receive a +4 racial bonus to Hide and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

**Dire Rat***Small Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., climb 20 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease
Special Abilities:	Scent
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +11, Hide +9, Move Silently +6
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (11-20)
Treasure:	None
Advancement:	6-7 HD (Small);      8-10 HD (Medium-size)

Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

**Dire Shark***Huge Animal**Continent: Oceans (Aquatic)*

---

Hit Dice:	16d8+144 (216 hp)
Initiative:	+2 (Dex)
Speed:	Swim 90 ft.
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	Bite +17 melee
Damage:	Bite 2d6+9
Face/Reach:	10 ft. by 50 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Abilities:	Keen scent
Saves:	Fort +14, Ref +13, Will +12
Abilities:	Str 23, Dex 15, Con 29, Int 1, Wis 12, Cha 10
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any aquatic
Organization:	Solitary or school (2-5)
Treasure:	None
Advancement:	17-32 (Huge); 33-54 (Gargantuan)

**Improved Grab (Ex):** To use this ability, the dire shark must hit with its bite attack. If it gets a hold, it can try to swallow the foe.

**Swallow Whole (Ex):** A dire shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once in-side, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

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

**Dire Tiger***Huge Animal**Continent: Africa, Asia*

---

Hit Dice:	15d8+120 (187 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	16 (-2 size, +2 Dex, +6 natural)
Attacks:	2 claws +18 melee, bite +13 melee
Damage:	Claw 2d4+8, bite 2d6+4
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Pounce, improved grab, rake 2d4+4
Special Abilities:	Scent
Saves:	Fort +13, Ref +12, Will +11
Abilities:	Str 27, Dex 15, Con 27, Int 2, Wis 12, Cha 10
Skills:	Hide +0*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11
Climate/Terrain:	Any forest, hill, mountains, plains, and underground
Organization:	Solitary or pair
Treasure:	None
Advancement:	16-32 HD (Huge); 33-48 (Gargantuan)

**Pounce (Ex):** If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

**Skills:** Dire tigers receive a +4 racial bonus to Hide and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

**Dire Weasel***Medium-Size Animal**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 5d8 (23 hp)  
 Initiative: +4 (Dex)  
 Speed: 40 ft.  
 AC: 16 (+4 Dex, +2 natural)  
 Attacks: Bite +6 melee  
 Damage: Bite 1d6+3  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: Attach, blood drain  
 Special Abilities: Scent  
 Saves: Fort +3, Ref +7, Will +4  
 Abilities: Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11  
 Skills: Move Silently +10, Spot +5  
 Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate forest, hill, mountains, plains, and underground  
 Organization: Solitary or pair  
 Treasure: None  
 Advancement: 6-8 HD (Large); 9-11 HD (Huge)

**Attach (Ex):** A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dex bonus to AC and thus has an AC of 12.

**Blood Drain (Ex):** A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

**Dire Wolf***Large Animal**Continent: Asia, Europe, North America*

-----

Hit Dice: 9d8+27 (67 hp)  
 Initiative: +2 (Dex)  
 Speed: 50 ft.  
 AC: 14 (-1 size, +2 Dex, +3 natural)  
 Attacks: Bite +10 melee  
 Damage: Bite 1d8+10  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Trip  
 Special Abilities: Scent  
 Saves: Fort +8, Ref +7, Will +6  
 Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10  
 Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1\*

Climate/Terrain: Any forest, hill, mountains, plains, and underground  
 Organization: Solitary or pack (5-8)  
 Treasure: None  
 Advancement: 10-21 HD (Large)

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Skills:** A dire wolf receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. \*It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

**Dire Wolverine***Large Animal**Continent: North America*

---

Hit Dice:	10d8+40 (85 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 10 ft.
AC:	16 (-1 size, +3 Dex, +4 natural)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d6+6, bite 1d8+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Rage
Special Abilities:	Scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +9, Spot +8
Climate/Terrain:	Temperate forest, hill, plains, and underground
Organization:	Solitary or pair
Treasure:	None
Advancement:	11-20 HD (Large)

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

## Chapter 07 - DINOSAURS

### **Deinonychus**

*Large Beast*

*Continent: Africa, South America*

---

Hit Dice:	9d10+27 (77 hp)
Initiative:	+2 (Dex)
Speed:	60 ft.
AC:	16 (-1 size, +2 Dex, +5 natural)
Attacks:	Rake +6 melee, 2 claws +1 melee, bite +1 melee
Damage:	Rake 2d6+4, claw 1d3+2, bite 2d4+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Abilities:	Scent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +7, Jump +13, Listen +11, +12, Spot +11, Wilderness Lore +9
Climate/Terrain:	Warm forest, hill, plains, and marsh
Organization:	Solitary, pair, or pack (3-6)
Treasure:	None
Advancement:	10-11 HD (Large)

Skills: A deinonychus receives a +8 racial bonus to Hide, Jump, Listen, Spot, and Wilderness Lore checks.

### **Elasmosaurus**

*Huge Beast*

*Continent: Africa, South America (Aquatic)*

---

Hit Dice:	12d10+60 (126 hp)
Initiative:	+2 (Dex)
Speed:	20 ft., swim 50 ft.
AC:	13 (-2 size, +2 Dex, +3 natural)
Attacks:	Bite +9 melee
Damage:	Bite 2d8+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Abilities:	Scent
Saves:	Fort +9, Ref +6, Will +2
Abilities:	Str 26, Dex 14, Con 20, Int 2, Wis 13, Cha 9
Skills:	Listen +2, Spot +5
Climate/Terrain:	Warm aquatic
Organization:	Solitary or pair
Treasure:	None
Advancement:	13-18 HD (Huge)

**Megaraptor***Huge Beast**Continent: Africa, South America*

-----

Hit Dice: 11d10+44 (105 hp)  
 Initiative: +2 (Dex)  
 Speed: 60 ft.  
 AC: 16 (-2 size, +2 Dex, +6 natural)  
 Attacks: Rake +9 melee, 2 claws +4 melee, bite +4 melee  
 Damage: Rake 2d8+5, claw 1d4+2, bite 2d6+2  
 Face/Reach: 10 ft. by 10 ft./15 ft.  
 Special Abilities: Scent  
 Saves: Fort +10, Ref +8, Will +4  
 Abilities: Str 21, Dex 15, Con 19, Int 2, Wis 15, Cha 10  
 Skills: Hide +5, Jump +14, Listen +12, Spot +12, Wilderness Lore +10

Climate/Terrain: Warm forest, hill, plains, and marsh  
 Organization: Solitary, pair, or pack (3-6)  
 Treasure: None  
 Advancement: 12-17 HD (Huge); 18-25 HD (Gargantuan)

**Triceratops***Huge Beast**Continent: Africa, South America*

-----

Hit Dice: 16d10+144 (232 hp)  
 Initiative: -1 (Dex)  
 Speed: 30 ft.  
 AC: 18 (-2 size, -1 Dex, +11 natural)  
 Attacks: Gore +15 melee  
 Damage: Gore 2d8+7  
 Face/Reach: 10 ft. by 20 ft./10 ft.  
 Special Attacks: Charge for double damage, trample  
 Special Abilities: Scent  
 Saves: Fort +17, Ref +9, Will +6  
 Abilities: Str 20, Dex 9, Con 28, Int 1, Wis 12, Cha 7  
 Skills: Listen +8, Spot +8

Climate/Terrain: Warm forest, hill, and plains  
 Organization: Solitary, pair, or herd (5-8)  
 Treasure: None  
 Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)

Trample (Ex): A triceratops can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

## **Tyrannosaurus**

*Huge Beast*

*Continent: Africa, South America*

---

Hit Dice:	18d10+198 (292 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (-2 size, +1 Dex, +5 natural)
Attacks:	Bite +20 melee
Damage:	Bite 5d8+13
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, swallow whole
Special Abilities:	Scent
Saves:	Fort +15, Ref +12, Will +8
Abilities:	Str 28, Dex 12, Con 32, Int 2, Wis 15, Cha 10
Skills:	Listen +11, Spot +11
Climate/Terrain:	Warm forest, hill, plains, and marsh
Organization:	Solitary or pair
Treasure:	None
Advancement:	19-36 HD (Gargantuan); 37-54 HD (Colossal)

**Improved Grab (Ex):** To use this ability, the tyrannosaurus must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

**Swallow Whole (Ex):** A tyrannosaurus can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

## **Chapter 08 - BEASTS And PLANTS**

### **Assassin Vine**

*Large Plant*

*Continent: Africa, Asia, South America*

-----  
Hit Dice: 9d8+27 (67 hp)  
Initiative: +0  
Speed: 0 ft.  
AC: 15 (-1 size, +6 natural)  
Attacks: Slam +7 melee  
Damage: Slam 1d6+7  
Face/Reach: 5 ft. by 5 ft./10 ft. (20 ft. with vine)  
Special Attack: Improved grab, constrict 1d6+7  
Special Abilities: Camouflage, electricity immunity, cold and fire resistance 20, Blindsight  
Saves: Fort +7, Ref +1, Will +2  
Abilities: Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9

Climate/Terrain: Temperate and warm forest and underground  
Organization: Solitary or patch (2-4)  
Treasure: 1/10th coins; 50% goods; 50% items  
Advancement: 10-20 HD (Huge); 21-32 HD (Gargantuan); 33+ HD (Colossal)

**Combat:** Assassin vines use simple tactics: They lie still until prey comes within reach, then attack. They use their entangle ability both to catch prey and to deter counterattacks.

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Improved Grab (Ex):** To use this ability, the assassin vine must hit with its slam attack.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

**Fungus, Shrieker***Medium-Size Plant**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	6d8+6 (33 hp)
Initiative:	-5
Speed:	0 ft.
AC:	13 (+3 natural)
Attacks:	-
Damage:	-
Face/Reach:	5 ft. by 5 ft./0 ft.
Special Attacks:	Shriek
Special Abilities:	Plant
Saves:	Fort +4, Ref - , Will -4
Abilities:	Str -, Dex -, Con 13, Int 1, Wis 2, Cha 1

Climate/Terrain:	Any underground
Organization:	Solitary or patch (3-5)
Treasure:	None
Advancement:	7 HD (Medium-size)

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that the fungus's noise means there is food nearby.

**Fungus, Violet***Medium-Size Plant**Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice: 8d8+24 (60 hp)  
Initiative: -1 (Dex)  
Speed: 10 ft.  
AC: 13 (-1 Dex, +4 natural)  
Attacks: 4 tentacles +3 melee  
Damage: Tentacle 1d6+2 and poison  
Face/Reach: 5 ft. by 5 ft./10 ft. (with tentacle)  
Special Attacks: -  
Special Abilities: Plant  
Saves: Fort +6, Ref -1, Will +0  
Abilities: Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9

Climate/Terrain: Any underground  
Organization: Solitary, patch (2-4), or mixed patch (2-4 violet fungi and 3-5 shriekers)  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: 9-11 HD (Medium-size)

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

Poison (Ex): Tentacle, Fortitude save (DC 14); initial and secondary damage 1d4 temporary Strength and 1d4 temporary Constitution.

## **Ooze, Grey**

*Medium-Size Ooze*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	5d10 (27 hp)
Initiative:	-5 (Dex)
Speed:	10 ft.
AC:	5 (-5 Dex)
Attacks:	Slam +3 melee
Damage:	Slam 1d6+1 and 1d6 acid
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid
Special Abilities:	Blindsight, cold and fire immunity, ooze, camouflage
Saves:	Fort +1, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1

Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Treasure:	None
Advancement:	6-8 HD (Medium-size); 9-11 HD (Large)

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Improved Grab (Ex):** To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

**Acid (Ex):** A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

**Constrict (Ex):** A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

**Camouflage (Ex):** It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

## **Ooze, Gelatinous Cube**

*Huge Ooze*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	11d10+44 (105 hp)
Initiative:	-5 (Dex)
Speed:	15 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +1 melee
Damage:	Slam 1d6+4 and 1d6 acid
Face/Reach:	10 ft. by 10 ft./10 ft.
Special Attacks:	Engulf, paralysis, acid
Special Abilities:	Blindsight, transparent, electricity, ooze
Saves:	Fort +5, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1

Climate/Terrain:	Any underground
Organization:	Solitary
Treasure:	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Advancement:	12-16 HD (Huge); 17-25 HD (Gargantuan)

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

**Acid (Ex):** A gelatinous cube's acid does not harm metal or stone.

**Transparent (Ex):** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

## **Ooze, Ochre Jelly**

*Large Ooze*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	8d10+16 (60 hp)
Initiative:	-5 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	4 (-1 size, -5 Dex)
Attacks:	Slam +5 melee
Damage:	Slam 2d4+3 and 1d4 acid
Face/Reach:	5 ft. by 10 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict 2d4+3 and 1d4 acid
Special Abilities:	Blindsight, split, ooze
Saves:	Fort +4, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Treasure:	None
Advancement:	9-11 HD (Large); 12-18 HD (Huge)

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Improved Grab (Ex):** To use this ability, the ochre jelly must hit with its slam attack. If it gets a hold, it can constrict.

**Acid (Ex):** An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

**Constrict (Ex):** An ochre jelly deals automatic slam and acid damage with a successful grapple check.

**Split (Ex):** Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original's hit points (round down). A jelly with only 1 hit point cannot be further split.

## **Ooze, Black Pudding**

*Huge Ooze*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	11d10+44 (105 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +8 melee
Damage:	Slam 2d6+4 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict 2d6+4 and 2d6 acid
Special Abilities:	Blindsight, split, ooze
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Treasure:	None
Advancement:	12-16 HD (Huge); 17-31 HD (Gargantuan)

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Improved Grab (Ex):** To use this ability, the black pudding must hit with its slam attack. If it gets a hold, it can constrict.

**Acid (Ex):** The pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. The pudding's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds at a Reflex save (DC 19).

**Constrict (Ex):** A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

**Split (Ex):** Weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

**Owlbear***Large Beast**Continent: North America*

---

Hit Dice:	10d10+40 (95 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	15 (-1 size, +1 Dex, +5 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d6+5, bite 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab
Special Abilities:	Scent
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +7
Climate/Terrain:	Temperate forest
Organization:	Solitary, pair, or pack (5-8)
Treasure:	None
Advancement:	11-13 HD (Large); 14-18 HD (Huge)

A lair usually has 1d6 young, fetching a price of \$3,000 each in many civilized areas. While owlbears cannot be domesticated, they can still be placed in strategically important areas as free-roaming guardians. A professional trainer charges \$2,000 to rear or train an owlbear (DC 23 for a young creature, DC 30 for an adult).

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

## Purple Worm

*Gargantuan Beast*

*Continent: Australia*

---

Hit Dice:	16d10+112 (200 hp)
Initiative:	-2 (Dex)
Speed:	20 ft., burrow 20 ft., swim 10 ft.
AC:	19 (-4 size, -2 Dex, +15 natural)
Attacks:	Bite +20 melee, sting +15 melee
Damage:	Bite 2d8+12, sting 2d6+6 and poison
Face/Reach:	30 ft. by 30 ft. (coiled)/15 ft.
Special Attacks:	Improved grab, swallow whole, poison
Special Abilities:	Tremorsense
Saves:	Fort +17, Ref +8, Will +4
Abilities:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Climb +14
Climate/Terrain:	Any aquatic and underground
Organization:	Solitary
Treasure:	No coins, 50% goods (stone only), no items
Advancement:	17-32 HD (Gargantuan); 33-45 HD (Colossal)

**Combat:** In battle, a purple worm forms into a coil 15 feet across, biting and stinging anything within reach.

**Improved Grab (Ex):** To use this ability, the purple worm must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

**Swallow Whole (Ex):** A purple worm can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the worm's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the worm's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The worm's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

**Poison (Ex):** Sting, Fortitude save (DC 24); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

**Tremorsense (Ex):** A purple worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Sea Lion***Large Beast**Continent: Oceans (Aquatic)*

---

Hit Dice:	9d10+27 (67 hp)
Initiative:	+1 (Dex)
Speed:	Swim 40 ft.
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	2 claws +7 melee, bite +2 melee
Damage:	Claw 1d6+4, bite 1d8+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Rend 2d6+6
Special Abilities:	Scent
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10
Skills:	Listen +7, Spot +7
Climate/Terrain:	Temperate and warm aquatic
Organization:	Solitary, pair, or pride (5-12)
Treasure:	None
Advancement:	10-12 HD (Large); 13-20 HD (Huge)

**Rend (Ex):** A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

## **Shambling Mound**

*Large Plant*

*Continent: Africa, Asia, South America*

---

Hit Dice:	9d8+27 (67 hp)
Initiative:	+0
Speed:	20 ft.
AC:	20 (-1 size, +11 natural)
Attacks:	2 slams +10 melee
Damage:	Slam 2d6+5
Face/Reach:	5 ft by 5 ft./10 ft.
Special Attacks:	Improved grab, constrict 2d6+7
Special Abilities:	Plant, electricity immunity, fire resistance 30
Saves:	Fort +9, Ref +2, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +0*, Listen +4, Move Silently +4
Climate/Terrain:	Temperate and warm forest, marsh, and underground
Organization:	Solitary
Treasure:	1/10th coins; 50% goods; 50% items
Advancement:	10-13 HD (Large); 14-25 HD (Huge)

**Improved Grab (Ex):** To use this ability, the shambler must hit an opponent of up to Large size with both arm attacks. If it gets a hold, it can constrict.

**Constrict (Ex):** A shambler deals 2d6+7 points of damage with a successful grapple check against Large or smaller creatures. The shambler can still move but cannot take any attack actions when constricting.

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Electricity Immunity (Ex):** Shamblers take no damage from electricity. Instead, any electrical attack (such as shocking grasp or lightning bolt) used against a shambler grants it 1d4 points of temporary Constitution. The shambler loses these points at the rate of 1 per hour.

**Skills:** Shamblers receive a +4 racial bonus to Hide, Listen, and Move Silently checks. \*They receive a +12 bonus to Hide checks when in a swampy or forested area.

## **Treant**

### *Huge Plant*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	12d8+60 (114 hp)
Initiative:	-1 (Dex)
Speed:	30 ft.
AC:	20 (-2 size, -1 Dex, +13 natural)
Attacks:	2 slams +12 melee
Damage:	Slam 2d6+9
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trample, double damage against objects
Special Abilities:	Plant, fire vulnerability, half damage from piercing
Saves:	Fort +10, Ref +1, Will +6
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12
Skills:	Hide -9*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats:	Iron Will, Power Attack
Climate/Terrain:	Any forest
Organization:	Solitary or grove (4-7)
Treasure:	Standard
Advancement:	13-18 HD (Huge); 19-24 HD (Gargantuan)

**Combat:** Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests.

**Animate Trees (Mu):** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12th-level druid.

**Trample (Ex):** A treant can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the treant can attempt a Reflex save (DC 20) to halve the damage.

**Double Damage against Objects (Ex):** A treant that makes a full attack against an object or structure deals double damage.

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and not subject to critical hits.

**Fire Vulnerability (Ex):** A treant takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

**Half Damage from Piercing (Ex):** Piercing weapons deal only half damage to treants, with a minimum of 1 point of damage.

**Skills:** Treants receive 3 x Int Score +2/EHD skill Points. They have a +16 racial bonus to Hide checks made in forested areas.

## Chapter 09 - VERMIN

All vermin are immune to mind-influencing effects.

Poison (Ex): Many vermin have poisonous bites or stings. They are all injury type poisons. The Fortitude save DCs and damage are set out in the Vermin Poison table.

### Vermin Poison

Poison	DC	Initial and Secondary Damage
-----	--	-----
Giant bee	13	1d6 Con
Giant wasp	18	1d6 Dex
Monstrous centipede		
Tiny	11	1 Dex
Small	11	1d2 Dex
Medium-size	13	1d3 Dex
Large	16	1d4 Dex
Huge	18	1d6 Dex
Gargantuan	26	1d8 Dex
Colossal	36	2d6 Dex
Monstrous scorpion		
Tiny	11	1d2 Str
Small	11	1d3 Str
Medium-size	15	1d4 Str
Large	18	1d6 Str
Huge	26	1d8 Str
Gargantuan	36	2d6 Str
Colossal	54	2d8 Str
Monstrous spider		
Tiny	11	1d2 Str
Small	11	1d3 Str
Medium-size	14	1d4 Str
Large	16	1d6 Str
Huge	22	1d8 Str
Gargantuan	31	2d6 Str
Colossal	35	2d8 Str

**Giant Ant, Worker***Medium-Size Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 5d8 (23 hp)  
 Initiative: +0  
 Speed: 50 ft., climb 20 ft.  
 AC: 17 (+7 natural)  
 Attacks: Bite +1 melee  
 Damage: Bite 1d6  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: Improved grab  
 Special Abilities: Vermin  
 Saves: Fort +3, Ref +0, Will +0  
 Abilities: Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9  
 Skills: Climb +8, Listen +5, Spot +5

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground  
 Organization: Gang (2-6) or crew (6-11 + 1 giant ant soldier)  
 Treasure: None  
 Advancement: 6-7 HD (Medium-size); 8-10 HD (Large)

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

**Giant Ant, Warrior***Medium-Size Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 6d8+6 (33 hp)  
 Initiative: +0  
 Speed: 50 ft., climb 20 ft.  
 AC: 17 (+7 natural)  
 Attacks: Bite +3 melee  
 Damage: Bite 2d4+3  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: Improved grab, acid sting  
 Special Abilities: Vermin  
 Saves: Fort +4, Ref +0, Will +1  
 Abilities: Str 14, Dex 10, Con 13, Int -, Wis 13, Cha 11  
 Skills: Climb +10, Listen +6, Spot +6

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground  
 Organization: Solitary or gang (2-4)  
 Treasure: None  
 Advancement: 7-8 HD (Medium-size); 9-12 HD (Large)

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

**Giant Ant, Queen***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 7d8+7 (39 hp)  
 Initiative: -1 (Dex)  
 Speed: 40 ft.  
 AC: 17 (-1 size, -1 Dex, +9 natural)  
 Attacks: Bite +5 melee  
 Damage: Bite 2d6+4  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Improved grab  
 Special Abilities: Vermin  
 Saves: Fort +5, Ref +0, Will +2  
 Abilities: Str 16, Dex 9, Con 13, Int -, Wis 13, Cha 11  
 Skills: Listen +7, Spot +7

Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground  
 Organization: Hive (1 plus 10-100 workers and 5-20 soldiers)  
 Treasure: 1/10 coins; 50% goods; 50% items  
 Advancement: 8-10 HD (Large); 11-16 HD (Huge)

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

**Giant Bee***Medium-Size Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 5d8 (23 hp)  
 Initiative: +2 (Dex)  
 Speed: 20 ft., fly 80 ft. (good)  
 AC: 14 (+2 Dex, +2 natural)  
 Attacks: Sting +2 melee  
 Damage: Sting 1d4 and poison  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: Poison  
 Special Abilities: Vermin  
 Saves: Fort +3, Ref +3, Will +2  
 Abilities: Str 11, Dex 14, Con 11, Int -, Wis 12, Cha 9  
 Skills: Intuit Direction +6, Spot +6

Climate/Terrain: Temperate and warm land and underground  
 Organization: Solitary, swarm (2-5), or hive (11-20)  
 Treasure: No coins; 1/4 goods (honey only); no items  
 Advancement: 6-8 HD (Medium-size); 9-11 HD (Large)

Poison (Ex): See the Vermin Poison table, above. A bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

**Giant Beetle, Bombardier***Medium-Size Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 7d8+14 (45 hp)  
 Initiative: +0  
 Speed: 30 ft.  
 AC: 16 (+6 natural)  
 Attacks: Bite +2 melee  
 Damage: Bite 1d4+1  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: Acid spray  
 Special Abilities: Vermin  
 Saves: Fort +5, Ref +0, Will +0  
 Abilities: Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 9  
 Skills: Listen +5, Spot +5

Climate/Terrain: Temperate and warm land and underground  
 Organization: Cluster (2-5) or swarm (6-11)  
 Treasure: None  
 Advancement: 8-11 HD (Medium-size); 12-13 HD (Large)

Acid Spray (Ex): When attacked or disturbed, a giant bombardier beetle can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed at a Fortitude save (DC 13) or take 1d4+2 points of damage.

**Giant Beetle, Fire***Small Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 4d8 (18 hp)  
 Initiative: +0  
 Speed: 30 ft.  
 AC: 16 (+1 size, +5 natural)  
 Attacks: Bite +1 melee  
 Damage: Bite 2d4  
 Face/Reach: 5 ft. by 5 ft./5 ft.  
 Special Attacks: -  
 Special Abilities: Vermin  
 Saves: Fort +2, Ref +0, Will +0  
 Abilities: Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7  
 Skills: Climb +4, Listen +3, Spot +3

Climate/Terrain: Temperate and warm land and underground  
 Organization: Cluster (2-5) or swarm (6-11)  
 Treasure: None  
 Advancement: 5-6 HD (Small)

They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius

**Giant Beetle, Stag***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 9d8+27 (67 hp)  
 Initiative: +0  
 Speed: 20 ft.  
 AC: 19 (-1 size, +10 natural)  
 Attacks: Bite +10 melee  
 Damage: Bite 4d6+9  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Trample 2d8+3  
 Special Abilities: Vermin  
 Saves: Fort +8, Ref +2, Will +2  
 Abilities: Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9  
 Skills: Listen +8, Spot +7

Climate/Terrain: Temperate and warm forest and underground  
 Organization: Cluster (2-5) or swarm (6-11)  
 Treasure: None  
 Advancement: 10-12 HD (Large); 13-24 HD (Huge)

Trample (Ex): A giant stag beetle can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the giant stag beetle can attempt a Reflex save (DC 19) to halve the damage.

**Giant Praying Mantis***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 8d8+16 (52 hp)  
 Initiative: -1 (Dex)  
 Speed: 20 ft., fly 40 ft. (poor)  
 AC: 14 (-1 size, -1 Dex, +6 natural)  
 Attacks: Claws +6 melee, bite +1 melee  
 Damage: Claws 1d8+4, bite 1d6+2  
 Face/Reach: 5 ft. by 10 ft./5 ft.  
 Special Attacks: Improved grab, squeeze  
 Special Abilities: Vermin  
 Saves: Fort +6, Ref +0, Will +3  
 Abilities: Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11  
 Skills: Hide +1\*, Listen +5, Spot +8

Climate/Terrain: Any land and underground  
 Organization: Solitary  
 Treasure: None  
 Advancement: 9-12 HD (Large); 13-15 HD (Huge)

Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claws attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on a Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Skills: \*Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

**Giant Wasp***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

HD: 8d8+16 (52 hp)  
Initiative: +1 (Dex)  
Speed: 20 ft., fly 60 ft. (good)  
AC: 14 (-1 size, +1 Dex, +4 natural)  
Attacks: Sting +6 melee  
Damage: Sting 1d3+6 and poison  
Face/Reach: 5 ft. by 10 ft./5 ft.  
Special Attacks: Poison  
Special Abilities: Vermin  
Saves: Fort +6, Ref +2, Will +2  
Abilities: Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11  
Skills: Intuit Direction +7, Spot +9

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary, swarm (2-5), or nest (11-20)  
Treasure: None  
Advancement: 9-11 HD (Large); 12-18 HD (Huge)

Poison (Ex): See the Vermin Poison table.

**Monstrous Centipede, Tiny***Tiny Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 3d8 (13 hp)  
Initiative: +2 (Dex)  
Speed: 20 ft.  
AC: 14 (+2 size, +2 Dex)  
Attacks: Bite +4 melee  
Damage: Bite 1d3-5 and poison  
Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.  
Special Attacks: Poison  
Special Abilities: Vermin  
Saves: Fort +2, Ref +2, Will +0  
Abilities: Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills: Climb +3, Hide +17, Spot +7  
Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land and underground  
Organization: Colony (8-16)  
Treasure: None  
Advancement: -

	Body Length	Body Width*	Height
	-----	-----	-----
Size	2 feet	3 inches	1 1/2 inches

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Centipede, Small***Small Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	4d8 (18 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+1 size, +2 Dex, +1 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d4-3 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Abilities:	Vermin
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 5, Dex 15, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +5, Hide +13, Spot +7
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land and underground
Organization:	Colony (2-5) or swarm (6-11)
Treasure:	None
Advancement:	-

	Body Length	Body Width*	Height
	-----	-----	-----
Size	4 feet	6 inches	3 inches

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Centipede, Medium-Size***Medium-Size Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	5d8 (23 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +2 melee
Damage:	Bite 1d6-1 and poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Abilities:	Vermin
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +8, Hide +8, Spot +8
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)
Treasure:	None
Advancement:	-

	Body Length	Body Width*	Height
	-----	-----	-----
Size	8 feet	1 foot	6 inches

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Centipede, Large***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 6d8 (27 hp)  
Initiative: +2 (Dex)  
Speed: 40 ft.  
AC: 14 (-1 size, +2 Dex, +3 natural)  
Attacks: Bite +2 melee  
Damage: Bite 1d8+1 and poison  
Face/Reach: 5 ft. by 15 ft./5 ft.  
Special Attacks: Poison  
Special Abilities: Vermin  
Saves: Fort +3, Ref +2, Will +0  
Abilities: Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2  
Skills: Climb +10, Hide +3, Spot +8 +7  
Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary or colony (2-5)  
Treasure: None  
Advancement: 7 HD (Large)

	Body Length -----	Body Width* -----	Height -----
Size	15 feet	2 feet	1 foot

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Centipede, Huge***Huge Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	7d8 (32 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	16 (-2 size, +2 Dex, +6 natural)
Attacks:	Bite +4 melee
Damage:	Bite 2d6+4 and poison
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Poison
Special Abilities:	Vermin
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 17, Dex 15, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +11, Hide +1, Spot +7
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)
Treasure:	None
Advancement:	8-20 HD (Huge)

	Body Length	Body Width*	Height
----	-----	-----	-----
Size	30 feet	4 feet	2 feet

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

### **Monstrous Centipede, Gargantuan**

*Gargantuan Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	11d8+55 (109 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	18 (-4 size, +2 Dex, +10 natural)
Attacks:	Bite +13 melee
Damage:	Bite 2d8+7 and poison
Face/Reach:	15 ft. by 60 ft./10 ft.
Special Attacks:	Poison
Special Abilities:	Vermin
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 21, Dex 15, Con 15, Int -, Wis 10, Cha 2
Skills:	Climb +13, Hide -3, Spot +7
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary
Treasure:	None
Advancement:	12-32 HD (Gargantuan)

	Body Length	Body Width*	Height
Size	60 feet	8 feet	4 feet

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Centipede, Colossal***Colossal Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	18d8+90 (171 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	20 (-8 size, +2 Dex, +16 natural)
Attacks:	Bite +23 melee
Damage:	Bite 4d6+10 and poison and poison
Face/Reach:	30 ft. by 120 ft./15 ft.
Special Attacks:	Poison
Special Abilities:	Vermin
Saves:	Fort +18, Ref +12, Will +10
Abilities:	Str 25, Dex 15, Con 20, Int -, Wis 10, Cha 2
Skills:	Climb +15, Hide -7, Spot +7
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary
Treasure:	None
Advancement:	19-64 HD (Colossal)

	Body Length	Body Width*	Height
Size	120 feet	16 feet	8 feet

\*The number includes the centipede's body and its legs; the actual body width is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Skills: Monstrous centipedes receive a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Scorpion, Tiny***Tiny Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 5d8+10 (33 hp)  
Initiative: +0  
Speed: 20 ft.  
AC: 14 (+2 size, +2 natural)  
Attacks: 2 claws +2 melee, sting -3 melee  
Damage: Claw 1d2-4, sting 1d2-4 and poison  
Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.  
Special Attacks: Improved grab, poison  
Special Abilities: Vermin  
Saves: Fort +4, Ref +0, Will +0  
Abilities: Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2  
Skills: Climb +4, Hide +15, Spot +7  
Feats: Weapon Finesse (claw, sting)

Climate/Terrain: Temperate and warm land and underground  
Organization: Colony (8-16)  
Treasure: None  
Advancement: -

	Body Length	Body Width*	Height**
----	-----	-----	-----
Size	2 feet	1 foot	1 1/2 inches

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

**Improved Grab (Ex):** To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

**Squeeze (Ex):** A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

**Poison (Ex):** See the Vermin Poison table.

**Skills:** A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

## Monstrous Scorpion, Small

*Small Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

-----  
Hit Dice: 6d8+12 (39 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 14 (+1 size, +3 natural)  
Attacks: 2 claws +1 melee, sting -4 melee  
Damage: Claw 1d3-1, sting 1d3-1 and poison  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Improved grab, squeeze, poison  
Special Abilities: Vermin  
Saves: Fort +4, Ref +0, Will +0  
Abilities: Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2  
Skills: Climb +6, Hide +12, Spot +7  
Feats: Weapon Finesse (claw, sting)

Climate/Terrain: Temperate and warm land and underground  
Organization: Colony (2-5) or swarm (6-11)  
Treasure: None  
Advancement: -

	Body Length	Body Width*	Height**
-----	-----	-----	-----
Size	4 feet	2 feet	3 inches

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

**Improved Grab (Ex):** To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

**Squeeze (Ex):** A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

**Poison (Ex):** See the Vermin Poison table.

**Skills:** A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

### Monstrous Scorpion, Medium-Size

Medium-Size Vermin

Continent: Africa, Asia, Australia, Europe, North America, South America

-----  
Hit Dice: 7d8+14 (45 hp)  
Initiative: +0  
Speed: 40 ft.  
AC: 14 (+4 natural)  
Attacks: 2 claws +2 melee, sting -3 melee  
Damage: Claw 1d4+1, sting 1d4 and poison  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Improved grab, squeeze, poison  
Special Abilities: Vermin  
Saves: Fort +5, Ref +0, Will +0  
Abilities: Str 13, Dex 10, Con 14, Int -, Wis 10, Cha 2  
Skills: Climb +8, Hide +8, Spot +7

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary or colony (2-5)  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: -

	Body Length	Body Width*	Height**
-----	-----	-----	-----
Size	6 feet	3 feet	6 inches

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): See the Vermin Poison table.

Skills: A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

## Monstrous Scorpion, Large

*Large Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

-----  
Hit Dice: 8d8+16 (52 hp)  
Initiative: +0  
Speed: 50 ft.  
AC: 14 (-1 size, +5 natural)  
Attacks: 2 claws +5 melee, sting +0 melee  
Damage: Claw 1d6+3, sting 1d6+1 and poison  
Face/Reach: 5 ft. by 10 ft./5 ft.  
Special Attacks: Improved grab, squeeze, poison  
Special Abilities: Vermin  
Saves: Fort +6, Ref +1, Will +1  
Abilities: Str 17, Dex 10, Con 14, Int -, Wis 10, Cha 2  
Skills: Climb +11, Hide +3, Spot +7

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary or colony (2-5)  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: 9-18 HD (Large)

	Body Length	Body Width*	Height**
-----	-----	-----	-----
Size	10 feet	5 feet	1 1/2 feet

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

**Improved Grab (Ex):** To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

**Squeeze (Ex):** A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

**Poison (Ex):** See the Vermin Poison table.

**Skills:** A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Scorpion, Huge***Huge Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 13d8+42 (100 hp)  
 Initiative: +0  
 Speed: 50 ft.  
 AC: 16 (-2 size, +8 natural)  
 Attacks: 2 claws +15 melee, sting +10 melee  
 Damage: Claw 1d8+5, sting 2d4+2 and poison  
 Face/Reach: 10 ft. by 20 ft./10 ft.  
 Special Attacks: Improved grab, squeeze, poison  
 Special Abilities: Vermin  
 Saves: Fort +12, Ref +5, Will +5  
 Abilities: Str 21, Dex 10, Con 19, Int -, Wis 10, Cha 2  
 Skills: Climb +12, Hide +0, Spot +7

Climate/Terrain: Temperate and warm land and underground  
 Organization: Solitary or colony (2-5)  
 Treasure: 1/10 coins; 50% goods; 50% items  
 Advancement: 14-31 HD (Huge)

	Body Length	Body Width*	Height**
----	-----	-----	-----
Size	20 feet	10 feet	2 1/2 feet

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): See the Vermin Poison table.

Skills: A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

## Monstrous Scorpion, Gargantuan

*Gargantuan Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	16d8+112 (184 hp)
Initiative:	+0
Speed:	50 ft.
AC:	18 (-4 size, +12 natural)
Attacks:	2 claws +27 melee, sting +22 melee
Damage:	Claw 2d6+7, sting 2d6+3 and poison
Face/Reach:	20 ft. by 40 ft./10 ft.
Special Attacks:	Improved grab, squeeze, poison
Special Abilities:	Vermin
Saves:	Fort +20, Ref +10, Will +10
Abilities:	Str 25, Dex 10, Con 24, Int -, Wis 10, Cha 2
Skills:	Climb +14, Hide -4, Spot +7
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	17-31 HD (Gargantuan)

	Body Length	Body Width*	Height**
Size	40 feet	20 feet	5 feet

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

**Improved Grab (Ex):** To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

**Squeeze (Ex):** A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

**Poison (Ex):** See the Vermin Poison table.

**Skills:** A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

## Monstrous Scorpion, Colossal

*Colossal Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

---

Hit Dice:	22d8+198 (297 hp)
Initiative:	+0
Speed:	50 ft.
AC:	20 (-8 size, +18 natural)
Attacks:	2 claws +49 melee, sting +44 melee
Damage:	Claw 2d8+9, sting 2d8+4 and poison
Face/Reach:	40 ft. by 80 ft./15 ft.
Special Attacks:	Improved grab, squeeze, poison
Special Abilities:	Vermin
Saves:	Fort +36, Ref +21, Will +21
Abilities:	Str 29, Dex 10, Con 28, Int -, Wis 10, Cha 2
Skills:	Climb +16, Hide -8, Spot +7
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	23-63 HD (Colossal)

	Body Length	Body Width*	Height**
Size	80 feet	40 feet	10 feet

\*The number includes the scorpion's body and its legs; the actual body width is about a third of the total.

\*\*The number indicates the height of the creature's body; the creature's stinger usually is held about as high off the ground as the creature is wide.

**Improved Grab (Ex):** To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

**Squeeze (Ex):** A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

**Poison (Ex):** See the Vermin Poison table.

**Skills:** A monstrous scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.

**Monstrous Spider, Tiny***Tiny Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 10 ft.
AC:	15 (+2 size, +3 Dex)
Attacks:	Bite +5 melee
Damage:	Bite 1d3-4 and poison
Face/Reach:	2 ½ ft. by 2 ½ ft./0 ft.
Special Attacks:	Poison, web
Special Abilities:	Vermin
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int -, Wis 10, Cha 2
Skills:	Climb +8, Hide +18, Jump -4*, Spot +7*
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land and underground
Organization:	Colony (8-16)
Treasure:	None
Advancement:	-

	Diameter*	Height
Size	2 feet	2 inches

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Webs Strength	Escape DC	Break DC	Hit Points
-----	-----	-----	-----
Tiny Spider	16	22	2

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

### Monstrous Spider, Small

*Small Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

-----  
Hit Dice: 4d8 (18 hp)  
Initiative: +3 (Dex)  
Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.\*)  
AC: 14 (+1 size, +3 Dex)  
Attacks: Bite +4 melee  
Damage: Bite 1d4-2 and poison  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Poison, web  
Special Abilities: Vermin  
Saves: Fort +2, Ref +3, Will +0  
Abilities: Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2  
Skills: Climb +10, Hide +14, Jump -2\*, Spot +7\*  
Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land and underground  
Organization: Colony (2-5) or swarm (6-11)  
Treasure: None  
Advancement: -

	Diameter*	Height
----	-----	-----
Size	3 feet	3 inches

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Web Strength	Escape DC	Break DC	Hit Points
-----	-----	-----	-----
Small Spider	18	24	4

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

### Monstrous Spider, Medium-Size

Medium-Size Vermin

Continent: Africa, Asia, Australia, Europe, North America, South America

Hit Dice: 6d8+12 (39 hp)  
Initiative: +3 (Dex)  
Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.\*)  
AC: 14 (+3 Dex, +1 natural)  
Attacks: Bite +4 melee  
Damage: Bite 1d6 and poison  
Face/Reach: 5 ft. by 5 ft./5 ft.  
Special Attacks: Poison, web  
Special Abilities: Vermin  
Saves: Fort +4, Ref +3, Will +0  
Abilities: Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2  
Skills: Climb +12, Hide +10, Jump +0\*, Spot +7\*  
Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary or colony (2-5)  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: 7 HD (Medium-size)

	Diameter*	Height
Size	5 feet	6 inches

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Web Strength	Escape DC	Break DC	Hit Points
Medium Spider	20	26	6

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

**Monstrous Spider, Large***Large Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

Hit Dice:	7d8+14 (45 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 20 ft. (40 ft., climb 20 ft.*)
AC:	14 (-1 size, +3 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d8+3 and poison
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Poison, web
Special Abilities:	Vermin
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2
Skills:	Climb +14, Hide +6, Jump +2*, Spot +7*
Climate/Terrain:	Temperate and warm land and underground
Organization:	Solitary or colony (2-5)
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	8-11 HD (Large)

	Diameter*	Height
Size	10 feet	1 1/2 feet

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Web Strength	Escape DC	Break DC	Hit Points
Large Spider	26	32	12

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

## Monstrous Spider, Huge

Huge Vermin

Continent: Africa, Asia, Australia, Europe, North America, South America

-----  
Hit Dice: 10d8+30 (75 hp)  
Initiative: +3 (Dex)  
Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.\*)  
AC: 16 (-2 size, +3 Dex, +5 natural)  
Attacks: Bite +9 melee  
Damage: Bite 2d6+6 and poison  
Face/Reach: 15 ft. by 15 ft./10 ft.  
Special Attacks: Poison, web  
Special Abilities: Vermin  
Saves: Fort +8, Ref +6, Will +3  
Abilities: Str 19, Dex 17, Con 17, Int -, Wis 10, Cha 2  
Skills: Climb +16, Hide +2, Jump +4\*, Spot +7\*

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary or colony (2-5)  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: 11-23 HD (Huge)

	Diameter*	Height
Size	15 feet	2 1/2 feet

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Web Strength	Escape DC	Break DC	Hit Points
Huge Spider	28	34	14

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

## Monstrous Spider, Gargantuan

*Gargantuan Vermin*

*Continent: Africa, Asia, Australia, Europe, North America, South America*

-----  
Hit Dice: 15d8+90 (158 hp)  
Initiative: +3 (Dex)  
Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.\*)  
AC: 18 (-4 size, +3 Dex, +9 natural)  
Attacks: Bite +20 melee  
Damage: Bite 2d8+9 and poison  
Face/Reach: 20 ft. by 20 ft./10 ft.  
Special Attacks: Poison, web  
Special Abilities: Vermin  
Saves: Fort +15, Ref +11, Will +8  
Abilities: Str 23, Dex 17, Con 22, Int -, Wis 10, Cha 2  
Skills: Climb +18, Hide -2, Jump +6\*, Spot +7\*

Climate/Terrain: Temperate and warm land and underground  
Organization: Solitary  
Treasure: 1/10 coins; 50% goods; 50% items  
Advancement: 25-47 HD (Gargantuan)

	Diameter*	Height
-----	-----	-----
Size	20 feet	5 feet

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

	Escape DC	Break DC	Hit Points
-----	-----	-----	-----
Size	30	36	16

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

**Monstrous Spider, Colossal***Colossal Vermin**Continent: Africa, Asia, Australia, Europe, North America, South America*

-----

Hit Dice: 21d8+168 (262 hp)  
 Initiative: +3 (Dex)  
 Speed: 30 ft., climb 20 ft. (40 ft., climb 20 ft.\*)  
 AC: 20 (-8 size, +3 Dex, +15 natural)  
 Attacks: Bite +36 melee  
 Damage: Bite 4d6+12 and poison  
 Face/Reach: 40 ft. by 40 ft./15 ft.  
 Special Attacks: Poison, web  
 Special Abilities: Vermin  
 Saves: Fort +27, Ref +19, Will +16  
 Abilities: Str 27, Dex 17, Con 27, Int -, Wis 10, Cha 2  
 Skills: Climb +20, Hide -6, Jump +8\*, Spot +7\*

Climate/Terrain: Temperate and warm land and underground  
 Organization: Solitary  
 Treasure: 1/10 coins; 50% goods; 50% items  
 Advancement: 22-64 HD (Colossal)

	Diameter*	Height
-----	-----	-----
Size	40 feet	10 feet

\*The number includes the spider's body and its legs; the actual body diameter is about a third of the total.

Poison (Ex): See the Vermin Poison table.

Web (Ex): There are two basic types of monstrous spiders: web-using and hunting. Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands or leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Movement listed in parentheses is for a web-using spider in its web.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the accompanying table. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Web Strength	Escape DC	Break DC	Hit Points
-----	-----	-----	-----
Size	32	38	18

Skills: Monstrous spiders receive a +4 racial bonus to Hide and Spot checks. \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs. \*Hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing is Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Mutazoids3E Copyright 2001, MT Enterprises; <http://www.vvm.com/~wolf1/Mutazoids3e>.

**END OF LICENSE**