

PILO

CREATURE 2

RARE

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SMALL

ANIMAL

EXTRATERRESTRIAL

Perception +8; low-light vision, scent (imprecise) 30 feet

Skills Athletics +8

Str +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

AC 18; **Fort** +10, **Ref** +8, **Will** +6

HP 32

Poisoned Quills A creature that hits a pilo with an unarmed Strike or a non-reach melee weapon Strike takes 1d8 piercing damage (basic Reflex save). On a critical failure, the creature also exposed to Pilo Poison.

Speed 25 feet

Melee ♦ quills +11, **Damage** 1d8+4 piercing plus Embed Quill and Pilo Poison

Roll Up ♦ The pilo tucks itself into a ball. This grants the pilo a +4 circumstance bonus to AC, but its speed is reduced to 10 feet.

Embed Quill A creature damaged by the pilo's quills Strike must succeed at a DC 18 Reflex save or some of the quills remain embedded in its body, dealing 1d4 persistent piercing damage.

Pilo Poison (poison); **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (1 round);