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[Here's the corner case I mentioned. Although the gravorg never appeared in another D&D product, it did show up in the Gamma World expansion *Legion of Gold*. Which is as good a place as any for an anti-gravity lemur. The gravorg is probably the most different, mechanically and flavorfully, from the original of this suite of conversions. Although it's one trick is a good one, I gave it more gravity themed abilities. I also boosted its Intelligence score. In a game with roughly 50,000 magical ambush predators, why not have one more you can chat with?]

Gravorg

CR 8 CN Aberration

This faintly comical creature resembles an enormous black and white striped lemur. Its yellow eyes are wide and owl-like, and its tail long and prehensile.

Gravorgs are curious subterranean carnivores that hunt by manipulating gravity into a weapon. Despite their seemingly flamboyant coloration, they can shift their fur's stripes into a mottled grey suitable for camouflage among rocks and cave walls. When they come across a suitable prey item, they repeatedly use their *reverse gravity* ability to batter it to death, bouncing it repeatedly from ceiling to floor. Creatures that manage to get close to a gravorg must deal with its claws and teeth, and flying creatures that escape its gravity traps are instead blasted by pinpoint bursts of intense gravity.

Despite their bestial appearances, gravorgs are intelligent and can speak, but they rarely have anything to say to creatures they consider being food. Most gravorgs will feign a lack of intelligence to trick opponents into underestimating them. When interacting with creatures that recognize their intelligence, gravorgs will often weave half-truths and riddles into a befuddling tapestry that convinces many that talking to a gravorg just isn't worth it.

Gravorgs move ponderously on the ground, but are capable of manipulating their personal gravity to allow short periods of incredibly precise flight. Although a gravorg will use this in combat, they typically save a few rounds of this ability to facilitate escape—gravorgs are cowardly creatures that dislike fighting opponents that can fight back. A gravorg grows to twelve feet long, but half of this length is made up of its long prehensile tail. Although gravorgs rarely use weapons or tools, this tail is almost as dexterous as a human hand.

Gravorg

CR 8

XP 4,800

CN Large aberration

Init +6; **Senses** darkvision 60 ft., Perception +16

Defense

AC 21, touch 11, flat-footed 19 (-1 size, +2 Dex, +10 natural)

hp 95 (10d8+50)

Fort +8, **Ref** +7, **Will** +9

DR 10/magic; **SR** 19

Defensive Abilities immobility

Offense

Speed 20 ft., climb 20 ft., fly 60 ft. (perfect); subjective gravity

Melee 2 claws +11 (1d6+4), bite +10 (1d8+4)

Ranged gravity bolt +8 touch (5d6 plus push)

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

Special Attacks push (10 ft.)

Spell-like Abilities CL 10th, concentration +13 (+17 casting defensively)

At will—*reverse gravity* (DC 20)

Statistics

Str 18, **Dex** 14, **Con** 20, **Int** 11, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 24 (32 vs. bull rush, 36 vs. trip)

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (claw)

Skills Bluff +13, Climb +24, Fly +21, Perception +16, Stealth +17 (+21 underground); **Racial**

Modifiers +20 Climb, +4 Stealth when underground

Languages Undercommon

Ecology

Environment underground

Organization solitary or pair

Treasure standard

Special Abilities

Gravity Bolt (Su) As a standard action once every 1d4 rounds, a gravorg can fire a bolt of crushing force at a creature within 100 ft. This acts as a ranged touch attack that deals 5d6 damage and subjects creatures hit to the gravorg's push ability. The damage dealt counts as bludgeoning and magic for the purposes of overcoming damage reduction.

Immobility (Su) A gravorg gains a +8 bonus to its CMD against bull rush or trip attempts.

Subjective Gravity (Su) A gravorg gains a +20 bonus to Climb checks and can climb on smooth or upside-down surfaces as if under a *spider climb* effect. In addition, it can fly at a speed of 60 feet with perfect maneuverability for a number of rounds a day equal to twice its Hit Dice (20 rounds for the typical gravorg). When a gravorg is flying, it does not need to make Fly checks to hover or to fly upwards at a greater than 45° angle.