



Inktober Kalidah! © Sam A. Milazzo, accessed at his deviantArt gallery [here](#)

[More Oz stuff. These monstrous beasts appeared in the original *Wonderful Wizard of Oz*, but were cut from the movie. In their original appearance, they were not apparently sapient. In later Oz books, they could talk, since everything in Oz could talk by that point. I split the difference by making them sapient, but not very bright.]

Kalidah

CR 11 CE Magical Beast

This beast is the size of an elephant, combining the most ferocious aspects of a tiger and a bear. Its coat is black and striped with white, and its head is orange.

Kalidahs are powerful and deadly hybrids of bears and tigers, larger and crueller by far than both. They are strict carnivores, and their favorite diet is to prey on carnivorous animals. Kalidahs are bullies and sadists by nature, and enjoy stalking prey over long distances, making brief and bloody attacks but retreating before they make the kill, the better to draw out their quarry's suffering. A kalidah would rather die than retreat, which means that while they are ferocious combatants, they can be lured into traps by the clever and wary. Because of their outright contempt for other predatory beasts, some druids believe that kalidahs were created as an affront to the natural world. They speak both Common and the language of animals, but rarely say much except for taunts and threats.

Kalidah

CR 11

XP 12,800

CE Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +13, scent, sense fear 120 ft.

Aura frightful presence (60 ft., shaken 5d6 rounds, DC 19)

Defense

AC 22, touch 9, flat-footed 21 (-2 size, +1 Dex, +13 natural)

hp 161 (14d10+84)

Fort +15, **Ref** +10, **Will** +8

Defensive Abilities ferocity; **Immune** fear

Offense

Speed 40 ft.

Melee bite +21 (2d8+9), 2 claws +21 (2d6+9/19-20 plus grab)

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

Special Attacks quarry, rake (2 claws +21, 2d6+9/19-20)

Spell-like Abilities CL 11th, concentration +12

Constant—*speak with animals*

Statistics

Str 29, **Dex** 13, **Con** 23, **Int** 6, **Wis** 14, **Cha** 14

Base Atk +14; **CMB** +25; **CMD** 36

Feats Cleave, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception)

Skills Climb +15, Intimidate +16, Perception +12, Survival +11, Swim +15; **Racial Modifiers** +4

Survival

Languages Common, *speak with animals*

Ecology

Environment temperate or warm forests

Organization solitary, pair or family (3-6)

Treasure incidental

Special Abilities

Quarry (Ex) As a standard action, a kalidah can designate one creature within its line of sight as its quarry. When following the tracks of its quarry, the kalidah can take 10 on Survival checks while moving at full speed. In addition, it gains a +2 insight bonus on attack rolls against the target, and all critical hits made against its quarry are automatically confirmed. A kalidah can have no more than one quarry at a time.. It can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the kalidah sees proof that his quarry is dead, it can select a new quarry after waiting 1 hour.

Sense Fear (Ex) A kalidah is treated as having blindsight 120 feet against creatures suffering from a fear effect.