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[“There is a beast here whose form resembles a Yu-ape but with a mane, an ox’s tail and horse’s hooves. When it sees people, it shouts. Its name is the Zuzi, and it makes a sound like its name.”
—*Guideways through Mountains and Seas*

This artist has apparently illustrated every creature from the Guideways: expect more from them in the future. I suspect that the zuzi is based on memories, stories and fossils of the recently extinct Gigantopithecus. A giant four legged mountain ape is a lot closer to the real thing than the Yeti/Bigfoot/Sasquatch model favored by Western cryptozoologists.]

Zuzi

This large creature has the head of an ape, a mane like a lion and a heavyset body with four hooved legs.

The zuzi are benevolent and intelligent herbivores that dwell in the mountains. They consider themselves to be related to the sphinxes and take great pride in this association—most sphinxes, on the other hand, view zuzi as something of an embarrassment at best. Shedū and lammasu, however, are rather more kindly inclined to zuzi, and zuzi religion is often viewed through the lens of the proselytizing of these creatures.

A zuzi’s diet comprises mostly of bamboo shoots, herbs and tubers. Most zuzi troops live at high altitudes and descend to the bamboo forests to forage and gossip with their neighbors. The zuzi are

gentle giants, slow to anger but ferocious if provoked. What few conflicts exist between zuzi take the form of ritualized shoving matches and rarely result in serious injury. Against enemies that mean them harm, such shoving is likely to be over cliffs and into ravines and the powerful jaws of a zuzi can break bones as easily as they can crop bamboo.

Zuzi CR 4

XP 1,200

CG Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +8

Defense

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

hp 42 (5d10+10)

Fort +6, **Ref** +5, **Will** +3; +4 vs. sonic effects

Defensive Abilities sure-footed **Offense**

Speed 30 ft.

Melee bite +7 (1d8+3), 2 hooves +5 (1d4+1)

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

Special Abilities roar, trample (DC 15, 2d4+3)

Statistics

Str 16, **Dex** 13, **Con** 15, **Int** 9, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +9 (+11 bull rush); **CMD** 20 (22 vs. bull rush, 24 vs. trip)

Feats Improved Bull Rush, Multiattack, Power Attack

Skills Acrobatics +9, Climb +11, Perception +8; **Racial Modifiers** +4 Acrobatics, +4 Climb

Languages Common, Sphinx

Ecology

Environment cold mountains and forests

Organization solitary, troop (2-4) or cabal (4-16)

Treasure incidental

Special Abilities

Roar (Ex) As a standard action, a zuzi can give a mighty roar. All creatures within 30 ft. must succeed a DC 14 Fortitude save or be deafened for 1 hour. A creature that successfully saves is immune to the roar of that zuzi for the next 24 hours. This is a sonic effect and the save DC is Constitution based.

Sure-footed (Ex) A zuzi is not considered to be flat-footed when using the Acrobatics skill to move on a small or uneven surface.