



“Anteater Monster” © Catherine Wu, accessed at her deviantArt [here](#).

[Two cryptids in a row! The veo is a creature I learned about from [Karl Shuker](#), a great collector of monster stories and animal esoterica.]

Veo (Dire Pangolin)

This odd creature looks something like a bipedal anteater the size of a horse and is covered from head to tail in wedge-shaped scales. Its tail is long and prehensile, held off the ground in order to balance it. Its short forearms are tipped with great claws and the scales on its tail form a structure like a bladed mace.

Veos, called by some dire pangolins, are enormous insectivores with a strong territorial bent. Like their smaller relatives, veos live on a diet of insects, but are just as likely to crush a giant spider with their mighty claws as they are to crack open a termite mound. Unlike ordinary pangolins, veos do not respond to potential threats by curling into a ball and waiting for the predator to give up—instead they meet foes head-on with terrible claws and their crushing tail. The tails of a veo are too large and stiff to help the great beasts climb—they instead serve as an additional means of defense.

Although veos have no interest in humanoids as prey, they may come into conflict with people over the use of space. Veo males maintain large territories for breeding, and may view intruding humanoids as a threat. Veos are fine swimmers, and a single male’s territory may include multiple adjacent islands. A veo grows to twelve feet long, including the tail, and weighs more than a ton.

Veos as Animal Companions

Starting Statistics: Size Medium; Speed 20 ft.; AC +4 natural armor; Attack 2 claws (1d4), tail (1d8); Ability Scores Str 10, Dex 13, Con 13, Int 2, Wis 13, Cha 4; Special Qualities bladed scales

7th-Level Advancement: Size Large, AC +3 natural armor; Attack 2 claws (1d6), tail (2d6), tongue (pull); Ability Scores Str +8, Dex –2, Con +4; Special Qualities pull, powerful blows (tail), trip.

Veos CR 4XP 1,200

N Large animal

Init +0; **Senses** low-light vision, Perception +7, scent
Defense

AC 16, touch 9, flat-footed 16 (-1 size, +7 natural)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +4

Defensive Abilities bladed scales

Offense

Speed 20 ft.

Melee 2 claws +6 (1d6+4), tail +4 (2d6+6 plus trip), tongue +4 touch (pull)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks powerful blows (tail), pull (10 ft.)

Statistics

Str 18, **Dex** 11, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 18

Feats Iron Will, Multiattack, Toughness

Skills Perception +7, Survival +5, Swim +8

Ecology

Environment warm hills

Organization solitary or pair

Treasure none

Special Abilities

Bladed Scales (Ex) Any creature striking a veo with a melee weapon, natural weapon or touch spell takes 1d4+4 points of slashing damage from the veo's scales. Melee weapons with reach do not endanger their wielder in such a way.

Powerful Blow (Ex) A veo's tail attack deals bonus damage equal to 1.5 times the veo's Strength bonus, despite being a secondary attack. A veo's tail deals bludgeoning and slashing damage.